

## Description of the project

Many organizations in the field of school education do not provide interactive methods of working with students and teachers.

In the participants' European schools, education system is often tedious and unattractive.

There is no practical tools for students and teachers and activities of the educational system does not develop creativity and logical reasoning; (Source:OER);

Whether they are NGOs ,center for adults or schools, their need is to increase the creativity in educational system ,in order to make the all process more attractive for both, students and teachers;

The project aimed at boosting medium-term students, to explore new ways of learning, directly related to the curriculum.

On a long term, the main ambitious project objectives are to reduce the gap between formal teaching methods and non-formal methods addressed to many of the partner institutions , considered innovative and designed to induce students' creativity;

The project provides an exchange of knowledge and skills between students and teachers coming from different institutions who work in formal and non-formal education.

More specifically, the coordinator will provide its expertise to create a set of creative tools, the end result being a creative tool kit with the type of games that will be used in teaching and learning ,both teachers and pupils;

While the applicant organization will provide the necessary expertise in order to create a kit with games applicable in the educational process, the county inspectorate from Romania will help in piloting and implementation of Educational kit in the regional schools; In another organization will develop a training course for teachers and peer-learning for students, in order to acquiring skills needed to apply the games into the educational process;

All institutions involved in the partnership will undertake the collection and selection of traditional country games: Two partner schools will host students performing exchange in order to achieve the best practices and assisting to activities with games;

The project involves a large number of teachers and students from different countries in a new and exciting activity, able to combine old and new skills, giving students a new motivation for learning;

Involving students and staff will be helped by various on-line tools such as a e-twinning and a Facebook page where students and staff could share their feedback on the project proposals. This network, especially among students and staff, give them also a chance to improve their English and to exchange information on the cultural Europe.

This project aims ,as well ,is to bring to life, traditional children's games, with the cultural values they once conveyed, by collecting and presenting them in attractive formats, while at the same time, designing a set of teaching materials that will enable teachers of various subjects to use traditional children's games as a starting point in enhancing motivation, cooperation, teaching native or foreign languages, as well as maths, historical, geographical and ethical aspects that come with these games.

Last but not least, this project will attempt to take the use of gadgets at a more constructive and educational level, as participating students and learners, will also be motivated to take the games as starting point for personal skills development in areas such as photography, animation, creative writing, children's theatre and puppet show, short movie making.

Both students and teachers will benefit as target group;

Students will get a new set of tools at hand, a memorable childhood kit that will make them engage in peer-based activities, socialize, bond and learn how to manage their ways in groups, while, at the same time, turning healthier both in body and mind, and becoming highly knowledgeable of a set of traditional practices with high cultural value.

Teachers will be offered a set of materials: KIT , e-learning, which can be used both for formal and non-formal education, with various subjects: physical education, civics, languages, history, geography, maths, IT..;

According to this, the specific objectives are:

For the students:

O1-to discover the pleasure to playing for learning and learning for playing;

O2-to contribute to the development of creative imagination and insight of students, their confidence in their own forces;

O3-to create rewarding students ensures that the school work;

O4-to exchange knowledge and skills with foreign students having the possibility to get in contact with others;

O5-to improve the language competencies using English as common language;

O6-to improve IT competencies using media tools;

For the teachers:

O1- to have the possibility to explore new ways of teaching;

O2- to give inputs to the publication of the kit with games;

O3- to solve the problem of early school leaving of students;

O4- to implement and take advantage of an innovative tools of work such as Kit with games and E-learning as innovative tools;

Some members from coordinating NGO with an Italian school, have collaborated together in the Grundtvig Partnership project: 2009-2011, entitled G.A.M.E. which main approaching was awakening and reinforcing creativity for learners in adult education, using games;

The others have answered a post on the eTwinning forum or Erasmus network groups.

There are schools, adult education center, NGO's in field of education, county inspectorate;

All partners are experienced used different type of games as teaching tools, e-learning as e-twinning and creative methods.

The coordinator Euroeduas has an experience in designing, coordinating and managing EU projects, expertise in educational

competence, Euroeduas will be responsible for quality assurance and for the strategy of dissemination and valorization of the project results.

The objectives of Italian institution include bringing education into the heart of communities, providing learners with pathways to improving competences and knowledge, students work with a wide range of popular games;

The MOTML from Turkey would like to be known as a reliable institution that focuses on development with institution culture and staff potential.

Positive Changes Association is a group of people interested in the international work in the fields of education and culture.

Its aim is to work with children, youth and people with fewer opportunities. Association supports also the EU integration by cooperation of people from other countries ;

The greek school aim, is to create a school open to society; Is at the forefront in education by applying both innovative teaching programs and continuously educating its school staff in order to meet the requirements of new teaching methods invited.

County Inspectorate from RO has Knowledge of other European education systems, taking from it some modern elements present (based on competent ICT), in line with European standards in education;

Teachers from Agrupamento Penacova have teaching experience for students in risk of abandoning school;

The spanish school gives great importance to traditional games and activities even when in larger cities they had lost their importance;

The co-ordination for the main work packages are distributed as follows:

Euroeduas is the coordinator of the project. It will keep the communication alive among the partners. It will organize the last meeting and conference as first multiplier event . It will be responsible to manage the project web-site and facebook and publish the final result a KIT ; Analyzing the evaluation data and producing a report;

The county inspectorate will be responsible to implement/piloting the final result as KIT in the schools and to collect the feed-backs from all teachers about this ,by skype and project meetings; to prepare and distribute the survey to students/parents and teachers at the beginning of the project, the progress questionnaire after the first year and the final evaluation questionnaire. It will also collect and analyse the assessment made by each partner producing 4 progress reports on the project. Will organize the first project meeting;

The Turkish school will organize the 2nd meeting ; Working in multicultural teams collecting their traditional games in order to realize the final products; Having experienced IT teachers will create the design for E-GAMEOLOGY platform. Will film project meetings and activities and prepare a final DVD about the project.

Italy institution is involving in dissemination process: It will organize the third project meeting and last conference as multiplier event; Co-ordinating as well the development of interactive materials and e-twinning ; Upgrading the project website and uploading the project outputs on it ;

Poland institution having experience in KA1 mobility projects as receiving organization, will organize the training course for teachers in field of using games as teaching tools ;having experience in trainings, using experienced trainers, they will validate as well the teachers involved, after the training course using Europass;

Portugal will be responsible for organizing peer-learning activities for 42 students using "learning by teaching" as method;

Spain and Greece schools will organize mobility exchange for students; Before students mobilities, they will prepare a web-quest with profile on each partner in close collaboration with staff and students from each partner institution; The profiles will be published on e-twinning twinspace, in order to help participants to prepare for the exchange visits. The profile will include: background information on a country and its capital, places of interest, culture facts, basic language vocabulary;

All partners will be involved in developing the intellectual outputs, needs assessment, designing the training model, selecting, creating/translating/adapting the training content and learning/evaluation tools, piloting the training methodology, disseminating the results and organizing national events.

### Communication

The coordinating institution will contact the co-ordinators regularly to remind of upcoming deadlines and to ensure that all organizations stick to the agreed programme of activities.

- Effective communication and cooperation will rely on new smartphones applications and an intensive use of the Internet:

- e-mails, telephone, instant messages on social networks or with new smartphones applications, will be used mainly for short-term tasks, practical communications or urgent issues, while the common eTwinning website will be used both for the public with information on the project and for the partners allowing direct communication, exchange of data, forums or blogs, a space for crossed revision of the project contents (methodologies and approaches) to discuss simultaneously on some specific issues.

- Blogging will be an additional means to display work and experiences of the project.

- Regular use of Skype will be made to ensure that the teachers can communicate their ideas, results of implementing/piloting of outputs and project developments.

- Regular evaluations and reports (every 6 months) and after important events (mobilities and other) will provide good feedback for effectiveness of cooperation and communication.

- Web conference will guarantee the multiplier event to be accessible to local learners who can't take part.

The local community will get informed through:

- Newsletters and bulletins as well as school media information about the project.
- Permanent photographic exhibitions.
- The Erasmus corner.
- Events, logo contests, workshops and seminars on the topic.

## MEETINGS

The work in each partner country will alternate with joint work during the transnational meetings (PM), which are considered as

milestones. During the meetings, the partners report the activities done, share experience, evaluate the results and update the work plan. After each partner meeting, a minute will be sent to all the partners with the tasks and deadlines for the next stage.

Between the meetings, the partners will communicate via e-mail, telephone, regular mail, group discussions and Skype conferences.

Mobilities (meetings and learning activities) will be spread throughout the 2 years, normally at the beginning of the first school term (October/november) and at the end of the first and second terms (march and June).

The project will be completed with 4 working meetings of the international team at the beginning and ending of each project year will help strengthen ties of all partners are asked to take part in. Meetings will deepen and strengthen the relationship between staff and students. During the transnational meetings, we will be able to check whether the objectives have been reached.

-The first meeting will have the objective of letting the partners know each other, the last one will aim at summing up the project, discussing the evaluation reports and SWOT analyses, defining the final official reports to Agencies. The partners will agree upon the contractual documents, work plan, tasks and deadlines, on the evaluation strategy and dissemination plan. To the meetings will participate 4 members from each organization (project coordinator, evaluator, 2 teachers involving in the development of intellectual results of the project).

Meetings are an important part of maintaining a proper communication within the team and minimize project risk.

-During the next 3 meetings, the partners will discuss their work on designing, developing and evaluating the outputs of the project. The partners will present their work, monitor the project development, review the progress on targets, monitor of

budget and financial procedures, review and update the work plan, evaluation strategy or dissemination plan;

Sharing the meetings tasks:

1) the first year of 2016/2017

- a) determine the initial implementation of the project,
- b) monitoring activities and coordination of work on the development of results of intellectual work (KIT with games),E-GAMEOLOGY-elearning platform with interactive courses and games;
- c) the evaluation of project activities in the first year of implementation, planning further action

2) The second year of 2017/2018

- a) to coordinate work on the development of intellectual work results :Kit,project website;
- b) monitoring and dissemination
- c) the evaluation of outputs and planning to continue cooperation;

Indirect participants will be students aged 14 and over, teachers, facilitators, parents, depending on the organizations.

The number of participants who will benefit from the project will be approximately 100 from each organization, which will make a total of about 600 people, whose 50% will fall in categories at risk.

Participants will take part in different activities. Some of them will benefit from transnational mobilities but all of them will:

- Attend a games courses organized by the partners;
- Designing a logo of the project;
- Use Euro pass for validation of competences;
- Take part in competitions;
- Receive a Portfolio of competences;
- Have a personal game collection album;
- Be monitored to assess needs, progress with possible adjustments;
- Prepare the exhibitions with specific /traditional games

-Seek for networking opportunities with others with a focus on intercultural exchanges, future job opportunities, English language practice and improvement in their ICT knowledge.

During mobilities/meetings, participants of the host organization will:

Help the teachers of the host organization organize and manage meetings;

Collect photos to prepare exhibitions;

Help the teachers of host organization evaluate the meeting and disseminate it;

Help the teachers of host organization collect all photos, games, materials about the meeting to be used to create ppts, e-books;

Help the teachers of the host organization organize environmental visits.

All countries' participants will:

Write diaries in English about the activities;

Take part in the workshops collecting games;

Take part in sessions of games Interview;

Take photos and participate in contests.

During the multiplier event:

Local participants will help the teachers of the venue organization organize the event, prepare posters, invitations, leaflets, articles;

all participants at the event will help the teachers manage the presentation and the web conference.