



GAMIFICATION FOR INTERCULTURAL EDUCATION

PROJECT NUMBER: 2020-1-PL01-KA227-SCH-095412



Co-funded by
the European Union



OUR TEAM

- Krakowskie Centrum Zarządzania i Administracji (Poland)
- Diefthynsi Defterovathmias Ekpedefsis Fthiotidas (Greece)
- Asociatia Scoala Inovatiei (Romania)
- Hasanoglan Atatürk Fen Lisesi (Turkey)
- Eunoia (Republic of North Macedonia)

ABOUT THE PROJECT

One of the most important tasks for the modern education system is TO PREPARE the young generation for PEACEFUL COEXISTence and long-lasting friendships with people FROM different cultural BACKGROUNDS, to challenge stereotypes, reduce existing prejudices AMONG STUDENTS AND TEACHERS IN ORDER TO prevent social tensions and conflicts.

THIS PROJECT AIMED TO PROVIDE EDUCATIONAL MATERIALS FOR TEACHERS RELATED TO INTERCULTURAL EDUCATION, GAMIFICATION AND GAME-BASED LEARNING IN ORDER TO ASSIST IN ACHIEVING THESE GOALS.



THE PROJECT AIMS

to support this strategy by providing teachers, and intercultural assistants to educational institutions with practical support in solving problems originating from cultural differences.



One of the primary conditions for dynamic social development is a permanent concern for the harmonious coexistence of the 'bouquet' of cultures living in the European Union.

THE PROJECT AIMS

School education time is most appropriate for the implementation of this strategy. When thinking about preparing a creative generation for the challenges of the 21st century, we must first and foremost take care of the intercultural condition of the young age.



This will also have an impact on adults (parents, families, friends).

OUR RESULTS



Educational games are becoming increasingly popular in the school environment. In many partner countries, a significant innovative contribution of this teaching method can be seen in existing curricula.

The results of our project will supplement the teachers' working methods with a catalogue of didactic games supporting intercultural education.



OUR RESULTS



By using the project results in the intercultural education of teaching games, whose key features are creativity, fun, rules and joy, teachers will gain very useful tools that are liked and used periodically in the implementation of school curricula.

OUR RESULTS

INTELLECTUAL OUTPUT 1 HANDBOOK

*GAMIFICATION FOR INTERCULTURAL EDUCATION -
HOW TO USE DIDACTIC GAMES IN CHILDREN'S
INTERCULTURAL EDUCATION?*

*THE AIM OF THIS BOOK IS TO GIVE AN OVERVIEW OF
SOME ASPECTS OF THE USE OF GAMES IN EDUCATION,
ESPECIALLY IN INTERCULTURAL EDUCATION.*



OUR RESULTS

INTELLECTUAL OUTPUT 2

E-LEARNING COURSE

USE OF GAMES IN INTERCULTURAL EDUCATION.

*THE AIM OF THIS E-LEARNING COURSE IS TO
PROVIDE PRACTICAL KNOWLEDGE ABOUT
SELECTING, DEVELOPING AND USING GAMES IN
THE CONTEXT OF INTERCULTURAL EDUCATION.*



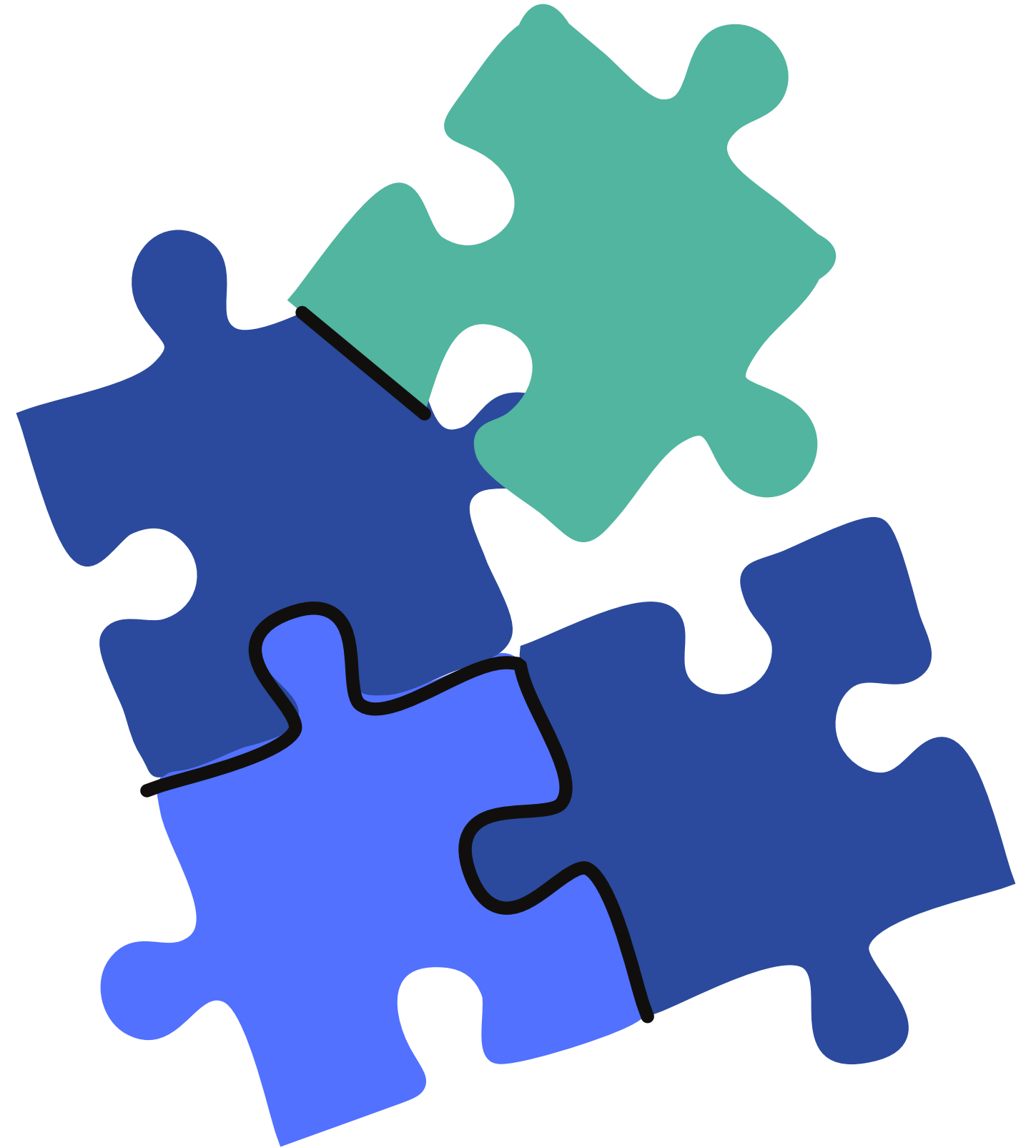
OUR RESULTS

INTELLECTUAL OUTPUT 3

THE COLLECTION OF DIDACTIC GAMES

COLLECTION OF GAMES FOR INTERCULTURAL
EDUCATION

THE AIM OF THIS COLLECTION IS TO SHOW READY-TO-
USE GAMES IN OUTDOOR, BOARD AND DIGITAL
VARIANT.



OUR RESULTS



The Teaching Game Sets created will be a practical aid to be used in the educational process. The kits, prepared in cooperation with teachers and pupils, adapt the activities to real school situations. Each set also includes an instruction manual.

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