



PRESS RELEASE

Learning activities and short term exchanges of the Erasmus+ project Heroes, Castles, Legends and CLIL Gamification in Sliema, Malta

22th March 2017. Newark School in Sliema, Malta organised a brilliant week full of activities for students and teachers of INS El Palau in Sant Andreu de la Barca, Spain, Çukurova Sanayi in Tarsus-Mersin, Turkey, Istituto Comprensivo Giovanni XXIII in Isernia, Italy, 1 Gymnasium Kamaterou in Athens, Greece, and 25 Gimnazjum in Gdansk, Poland.

Students and teachers visited their partners in Malta and worked on joint activities of the project Heroes, Castles, Legends and CLIL Gamification through the Erasmus+ programme, which is funded by the European Commission and managed by its national agencies. The project is funded under Key Action 2 of the programme. The programme provides funding and professional development to enable students and teachers across Europe to work together and learn about each other's culture and education methods.

The team of teachers could observe from Newark School how to manage multinational classes, as Newark is an international school attended by students of more than 50 countries and learnt from their fellows valuable lessons about the implementation of CLIL and immersion methodology.

They collaborated with the international team of students to create the framework of the game to be played in the following stages of the project, and tested different solutions both using ICTs in the classroom and traditional means to develop the best strategy.

The game consists in solving collaboratively tests and trials using video-game like rules and strategies. The students play in international teams and different students participate in the following stages of the game keeping the same structure.



The use of digital storytelling based on traditional tales and legends, and the many similarities found among stories from so different countries added European value to the project. Content and Language Integrated Learning (CLIL) was enhanced from the use of gamification and the results of the evaluation proofs how students enjoyed the international teaming and exchanges.

The students found very motivating the use of English in real situations and the gamified language activities.

The play of the game was in Fort Sant'Angelo in Birgu, Malta. The castle is the magnificent set of many TV series as Game of Thrones and the students used English to collaborate and to solve the many tests and trials of the game.

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For more information please contact Mr. Carles Amigó cilheroes@gmail.com

NOTES TO EDITORS

Erasmus+ is the European Union programme for education, training, youth and sport for 2014-2020. Erasmus+ aims to modernise education, training and youth work across Europe. It is open to education, training, youth and sport organisations across all sectors of Lifelong Learning, including schools education, further and higher education, adult education and the youth sector. Erasmus+ provides funding for organisations to offer opportunities to students, teachers, apprentices, volunteers, youth leaders and people working in grassroots' sport. It will also provide funding for partnerships between organisations such as educational institutions, youth organisations, enterprises, local and regional authorities and NGOs, as well as support for reforms in Member States to modernise education and training and to promote innovation, entrepreneurship and employability.



The Erasmus+ K219 programme <http://ec.europa.eu/programmes/erasmus-plus/>

Strategic Partnerships are transnational projects designed to develop and share innovative practices and promote cooperation, peer learning, and exchanges of experiences in the fields of education, training, and youth.

Overall, strategic partnerships aim to address horizontal priorities as well as field specific priorities in the areas of:

- Higher education
- Vocational education and training
- School education
- Adult education, and
- Youth.

There are two kinds of Strategic Partnership; those supporting innovation and those supporting the exchange of good practices. Erasmus+ K219 involves only school strategic associations.

