



PRESS RELEASE

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

22th May 2017. 25 Gimnazjum in Gdansk, Poland arranged a fabulous 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 Newark School in Sliema, Malta

Students and teachers visited their partners in Poland 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 25 Gimnazjum the use of gamification strategies in classrooms and inclusion approaches.

The students participated in different workshops and played the second stage of the game both in a classroom with ICTs available, and outdoor in Kwidzyn castle.

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.



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.

- ENDS -

For more information please contact Mr. Carles Amigó clilheroes@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



Co-funded by the
Erasmus+ Programme
of the European Union



- 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.

