

PRESS RELEASE

Findings and final report of the Erasmus+ project Heroes, Castles, Legends and CLIL Gamification

31th July 2018. Students and teachers of Istituto Comprensivo Giovanni XXIII in Isernia, Italy, Çukurova Sanayi in Tarsus-Mersin, Turkey, 1 Gymnasium Kamaterou in Kamaterou-Athens, Greece, X Liceum Ogólnokształcące Gdańsk (former 25 Gimnazjum in Gdansk), Poland, Newark School in Sliema, Malta and IES El Palau in Sant Andreu de la Barca, Spain as coordinator worked during 24 months in 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 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 exchange good practice in the use of IT, coding, technologies and foreign language teaching strategies. Students participated in workshops related to the project to develop better foreign language skills (mostly English and German) and motivation, awareness for cultural heritage, theatre, music and dance, physical activity to improve team building, and they tested and validated a gamified framework for language activities. The game is based on Augmented Reality mobile technology that adds a layer of information by using a mobile device. They all shared a great time together and learned from each other lifelong skills. Evaluation shows early evidence of improvement on participants skills and introduction of new, innovative methodologies on schools. It shows that the project was very successful and all the objectives were met.

The project consists in creation of a game based on traditional castle's legends using video game strategies and mechanics that gives context to learning activities. Students researched about castles and traditions, introduced in front of international public their findings, and solved collaboratively tests and trials using video-game like rules and strategies. They played in international teams the different stages of the game keeping the same structure and grouping.



Study visits of high educational value and local workshops based mostly on arts, traditions and physical activity were a great source of knowledge and inspiration to develop the project, and to deepen in to the common roots of the European and Middle Eastern cultural heritage.

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Detailed information about the project on website clilheroes.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



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- 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.

