

## PRESS RELEASE

### Learning activities and short term exchanges of the Erasmus+ project Heroes, Castles, Legends and CLIL Gamification in Isernia, Italy

**24th March 2018.** Istituto Comprensivo Giovanni XXIII of Isernia organized a week full of high educational value activities for students and teachers of IES El Palau in Sant Andreu de la Barca, Spain, Çukurova Sanayi in Tarsus-Mersin, Turkey, 1 Gymnasium Kamaterou in Kamaterou-Athens, Greece, X Liceum Ogólnokształcące Gdańsk (former 25 Gimnazjum in Gdansk), Poland, and Newark School in Sliema, Malta

Students and teachers visited their partners in Italy, shared a highly enjoyable time 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 learn from Istituto Comprensivo Giovanni XXIII about good practices in the use of music, IT, coding, learning spaces and foreign language teaching strategies.

The students participated in different ICT's workshops to develop awareness for cultural heritage, and they played the fourth stage of the game in Termoli castle. Inusual bad weather conditions were not an issue to enjoy a week full of good memories and lifelong learnings for every participant.

Students tested an individual version of the game and found that they learnt much more from group work than from on their own. The game was successful again and a group version was played in school's gym. Teachers improved the questions to be answered after the findings in the initial stages of the project.



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 and grouping.

Study visits to Pompei, Florence and Naples were a great source of knowledge and inspiration to develop the next stages of the project, and to deepen in to the common roots of the European and Middle Eastern traditions and legends.

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.

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#### **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.