

PRESS RELEASE

Learning activities and short term exchanges of the Erasmus+ project Heroes, Castles, Legends and CLIL Gamification in Sant Andreu de la Barca, Spain

11th May 2018. IES El Palau in Sant Andreu de la Barca, Spain, hosted a memorable week to develop the last project learning activities for 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, and Newark School in Sliema, Malta

Students and teachers visited their partners in Spain and worked on the last project Heroes, Castles, Legends and CLIL Gamification learning activities 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 IES El Palau about good practices in the use of IT, coding, technologies and foreign language teaching strategies.

Students participated in different workshops to develop awareness for cultural heritage, physical activity to improve team building, celebrate the Day of Europe, and they played the last stage of the game in Gelida castle. They shared a great time together and learned from each other lifelong skills.

Students validated the end version of the game and found that physical activity improves team building or that all team members must be included no matter their language skills. The game was successful again and a gamified visit guide tailored to Gelida castle was delivered to authorities. Teachers validated the questions and final game outlook.

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 Barcelona, Montserrat and Dalí Museum were a great source of knowledge and inspiration to develop the last stage 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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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
- 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.