

# GAME ON:

GAMIFIED LANGUAGE LEARNING  
ON A STRICTLY INCLUSIVE BASIS



**BROCHURE**

FINAL DISSEMINATION ACTIVITY

# The aims and operation of the Training Course

GAME ON was a training course, designed by Fundacja CAT in cooperation with 12 partner organisations, with preparations starting in 2020 and the mobility period taking place over 6 days in late July 2021.

The goal of the course was to mobilise youth workers from across Europe, to exchange knowledge and cooperate together in the creation of games designed to be used in youth organisations during language or cultural exchange periods.

This brochure was created as part

of the dissemination activities of the project. Inside you will find descriptions of all the games created by our participants throughout the project.

Fundacja CAT and the partner organisations in this project are strong believers in the usefulness of non-formal education and learning methods, which is reflected within the project. The games created use this foundation to enable fun, creative, inclusive and cooperative ways of involving youths in language learning.





## The Training Course was delivered by

### KAROLINA KOSOWSKA

Local and international projects coordinator, consultant of the Regional Infopoint "Eurodesk Leszno".

Within the project, she was responsible for the recruitment process, logistics and preparations, contact with the partner organisations, learning assessment and evaluation.

### ALEXANDER JBEILY

Trainer, consultant, organiser. He volunteers with Humanitas and also helps run "Brick and Mortar" board-game store.

Within the project, Alexander was responsible for most of the educational and experiential content. He was also responsible for the writing and preparation of the project since early 2020.



Participants were empowered to let their creativity lead the way the creation of the games. They reflected on the intended audience, age group and what their games are intended to express or teach. These reflections were built into all the participant's games.

The course was delivered in 4 main stages. Firstly, through ice-breaker games and sessions to allow participants to get to know each other and develop a comfortable, cooperative space. Secondly, through the delivery of theory and concepts related to gamification, this was followed by the the practical application of these theories and development of games by participants. The final stage was game testing, reflection and improvements.



# The GG game

## FACTIAL INFO

- Number of participants: 4-12 ppl
- Age of participants: 12+ y.o.
- Game duration: 20 min

## MATERIALS

- Pens
- Paper
- Bag

## CREATORS

- Alba Aparicio
- Cyrielle Bichot Paquien
- Breixo Doval
- Iliass Elmoualy
- Wiktor Polus

## WHAT THE GAME IS AND HOW IT WORKS

Each team has to write some words on a piece of paper, and put all these in a bag.

Players then take turns drawing a paper and completing the activity on it, within a 1 minute time limit.

This game is useful as a language learning game or an activity to make people more comfortable communicating with each other in a common language. It's designed to be funny, silly and most of all interactive for all participants. It combines language knowledge with fun expression game. One of the advantages of the game is that it requires very few materials and is easily adaptable for any situation or age group.

# Music Box

## FACTIAL INFO

- Number of participants: 6-10 ppl
- Age of participants: 10+ y.o.
- Game duration: 45-75 min

## CREATORS

- Isabel Barriga García
- Elena Abril Aranda

## MATERIALS

- Speaker
- 2 microphones
- Access to the internet
- Screen
- Projector
- Laptop
- Cards for showman
- Mini points and points

## WHAT THE GAME IS AND HOW IT WORKS

Music Box is created to connect sound, voice and body, while letting you go with the rhythm.

Music Box is composed by different tasks:

- Sing the word
- Forbidden word
- Gesticulated song
- Creation of an orchestra
- Share dance

The game is designed as an energiser or ice-breaker activity for groups to have fun together and get to know each other, to create group cohesion and a comfortable, fun environment for all participants.

# Psych Out

## FACTIAL INFO

- Number of participants: 2-6 ppl
- Age of participants: 12+ y.o.
- Game duration: 30+ min

## MATERIALS

- 1 dice
- 3 decks of situation cards
- 6 characters
- Manual for the moderator

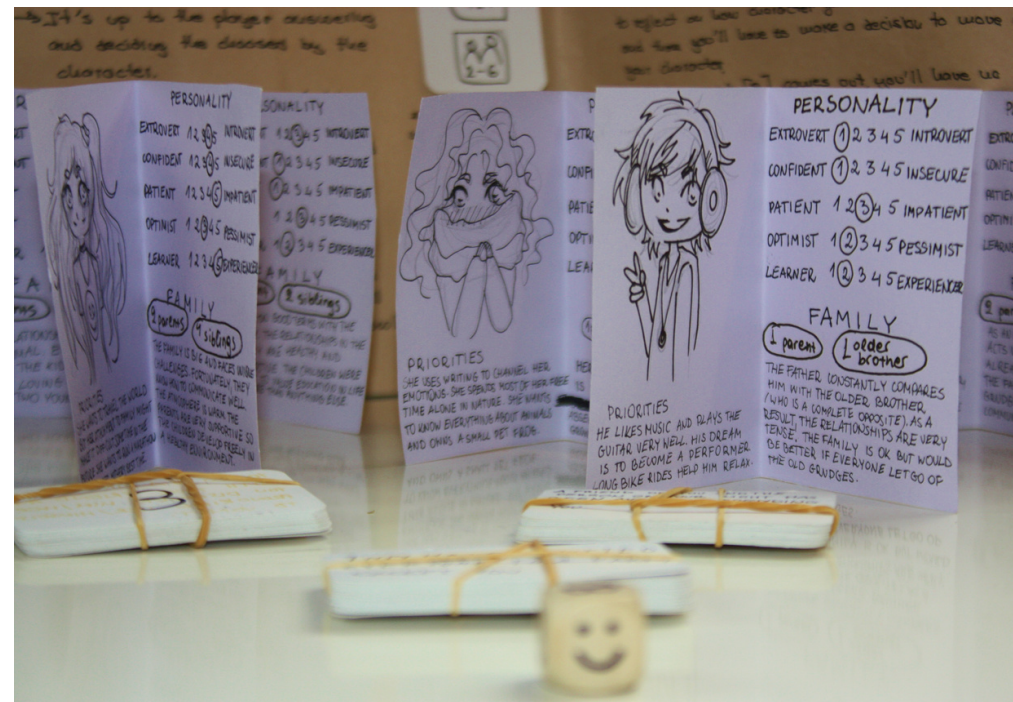
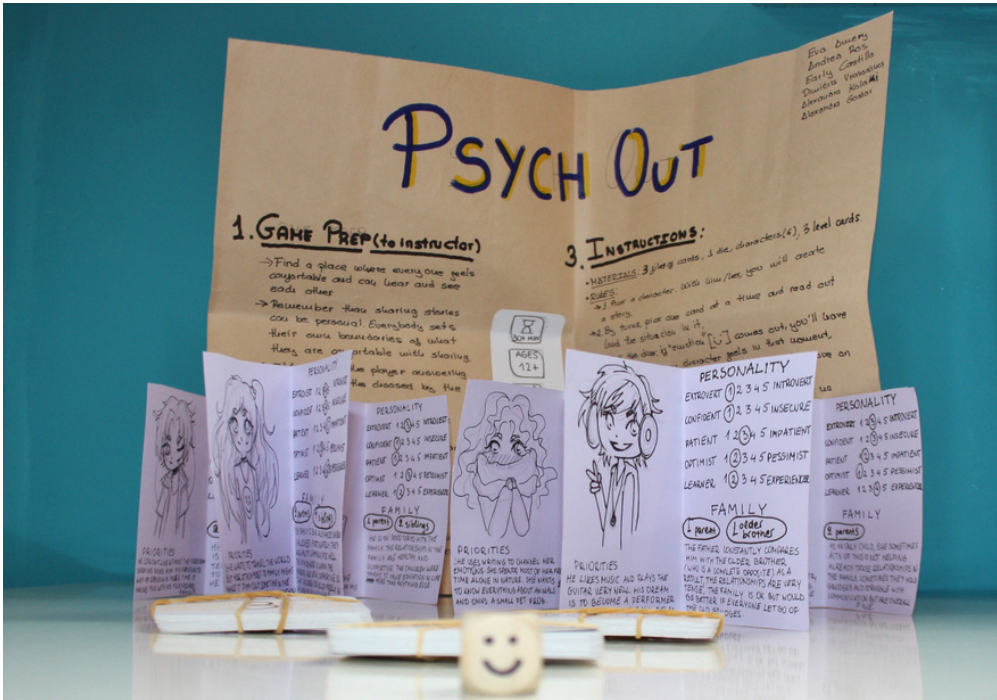
## CREATORS

- Eva Amery
- Andrea Ros
- Early Castillo
- Dimitris Vravosinos
- Alexandra Kolaki
- Alexandra Gosior
- Anastasia Pihtlxova

## WHAT THE GAME IS AND HOW IT WORKS

1. Pick a character, with them you will create a story
2. Taking turns, pick one card at a time and read aloud the situation described on it.
3. Roll the dice:
  - If you get an "Emotion" roll, you should reflect on how the character feels in the situation described on the previous card, then you will have to make a decision on how to move that character.
  - If you get a "Behaviour" roll, you aren't given time to think and you have to make a snap decision then think about the consequences of this action only after you have made the action.
4. The next person takes their turn and the process repeats.
5. The game ends whenever you want it to end. However, before you end, make sure to round the game off with a reflection on what you will take away from the experience. Go in a circle with each person sharing their experiences.

# Psych Out





# Emo snakes and social ladders

## FACTIAL INFO

- Number of participants: 2+ ppl
- Age of participants: 13+ y.o.
- Game duration: 30+ min

## MATERIALS

- Notebook and Pen
- Custom "Snakes and Ladders" Board
- "Emotions" cards
- "Social Interactions" Card
- "Language Cards"
- Board Pieces

## CREATORS

- Alexander ChebyKin
- Dagnya Apine
- Vincents Tabors
- Sergey Ivanov
- Marta Klein
- Pablo Perez
- Marta Soricetti
- Matej Cus

## WHAT THE GAME IS AND HOW IT WORKS

Each person has a board piece, all starting on the "start" square. The goal of the game is to get to the "finish" square first. Each person rolls a dice to decide how many squares they will move up. Each colour of square you land on has a different task that participants should complete.

- Social interaction tasks, such as "Do a trust fall", "Hug Someone" or "Go in front of the audience for 3 minutes and talk about your hobbies, likes and dislikes".
- Emotion cards, such as "Fear", "Harmony", or "Anxiety", you have to demonstrate these emotions without using words while the other players try to guess what emotion you are showing.
- Language cards have tasks such as "Make a word chain with other players", "Get other players to guess the word without saying any of the forbidden words" or "hangman games".

# Emo snakes and social ladders



# Impromptu stories!

## FACTIAL INFO

- Number of participants: 6+ ppl
- Age of participants: all ages
- Game duration: 20+ min

## MATERIALS

- Open space
- Story cards (48)

## CREATORS

- Connor Audsley
- Elina Zinkowa

## WHAT THE GAME IS AND HOW IT WORKS

Divide players into 3 roles:

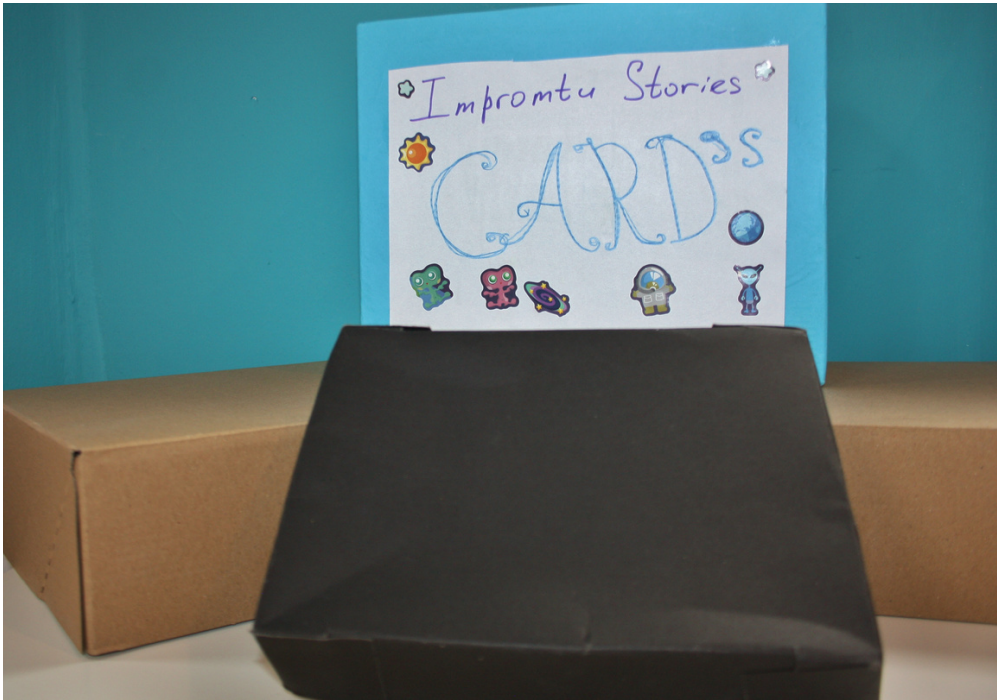
- 1 narrator
- ½ total as an audience
- ½ actors

The audience gives actors one or two cards per actor. One actor comes to the stage and acts out his card. The narrator interprets and makes a story from the actor's actions. The next actor comes on and adds actions from his card to the story. The narrator again builds this into the story.

Repeat for each actor.

This game is designed to give players a fun and creative space where they can cooperate with each other to create a story. The different roles of the game allow players who might feel uncomfortable performing to still take part and contribute to the story. Through this game, players should build a strong cooperative, comfortable and most of all fun atmosphere together.

# Impromptu stories!



# S.H.A.R.E.

## FACTIAL INFO

- Number of participants: 3-6 ppl, 1 facilitator (optional)
- Age of participants: 13+ y.o.
- Game duration: 30-60 min

## MATERIALS

- 1 dice with 6 categories
- 30 activity cards, 5 for each category: music, language, sharing, art, social situations, surprise - all represented by symbols.

## CREATORS

- Cristina Martinica
- Teemu Liimatainen
- Marat Karganov
- María de Sola Sienes
- Nataja Tzavara

## WHAT THE GAME IS AND HOW IT WORKS

1. Lay each category of cards on it's own pile. The person who is currently furthest from their place of birth, starts.
2. The players take turns rolling the die, the picture on the die decides the card taken.
3. The person who rolled the dice will first say their name and where they are from.
4. Take a card and read the activity inside. They will then perform the activity. If the person does not want to perform the activity, they are free to give the card to another player.
5. The game ends when a group collects at least two cards of each category, followed by a reflection.

The goal of this game is to help facilitate a group of people from different cultures to share their culture, music, language and experiences.

# S.H.A.R.E.





**Thank you to everyone who took part and made this wonderful project a reality!**



This brochure was published as part of the dissemination activities for the closing of the Training Course "GAME-ON" Gamified Language learning on a strictly inclusive basis, which took place for one week in July 2021.

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