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 preperations 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 dissemniation 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.





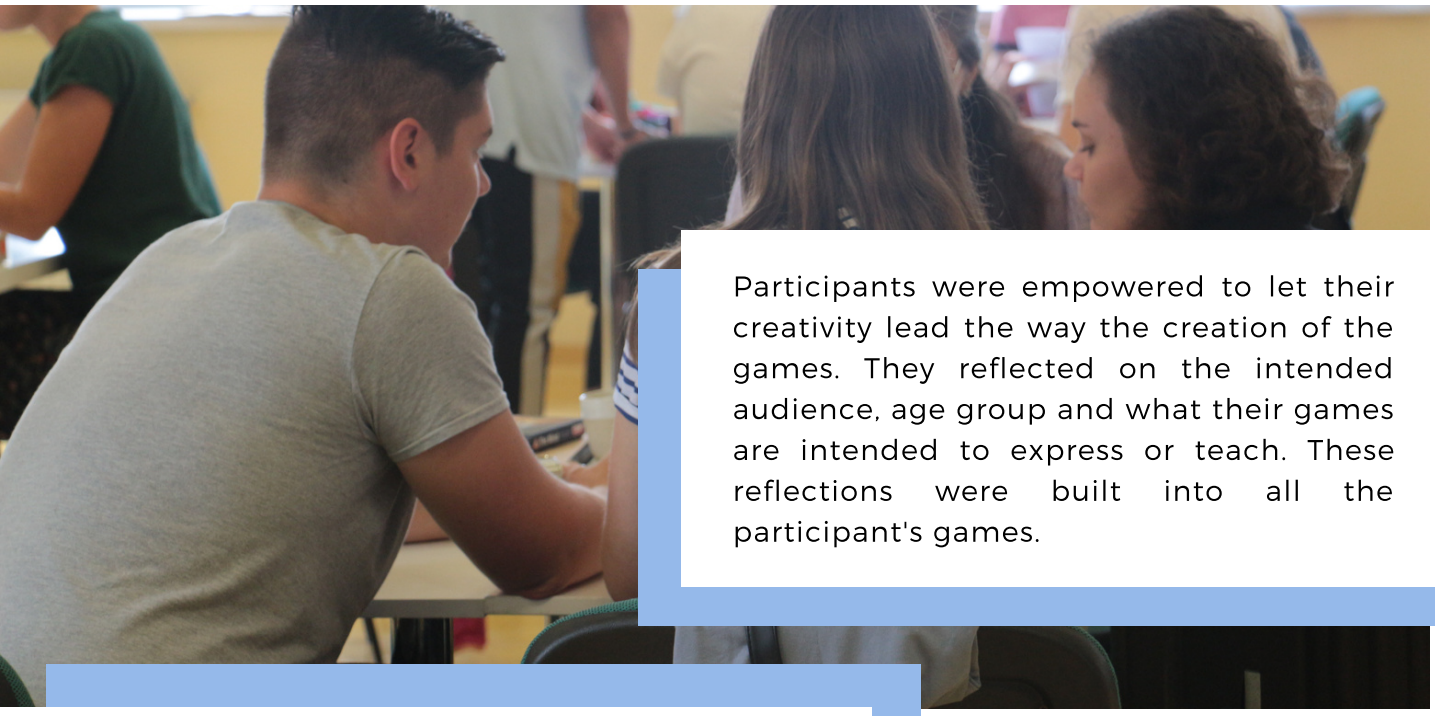
The Training Course was delivered by

KAROLINA KOSOWSKA

Local and international projects coordinator, consultant of the Reigional 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 eachother 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

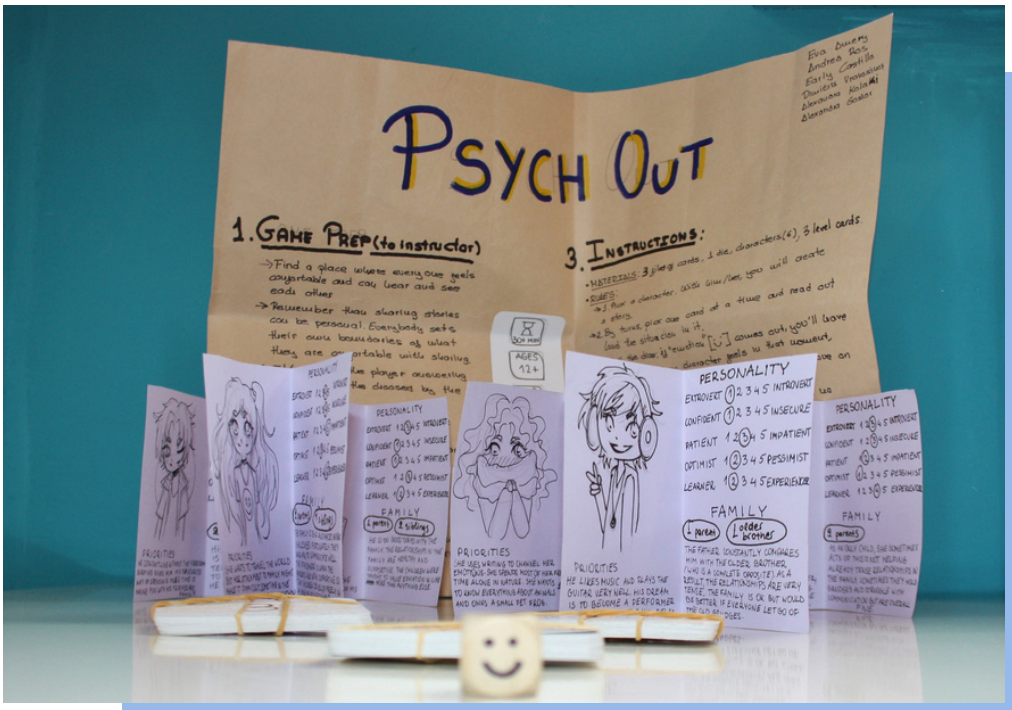
CREATORS

- 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


PSYCH OUT
1. GAME PREP (to instructor)
3. INSTRUCTIONS:
PERSONALITY
EXTROVERT 1 2 3 4 5 INTROVERT
CONFIDENT 1 2 3 4 5 INSECURE
PATIENT 1 2 3 4 5 IMPATIENT
OPTIMIST 1 2 3 4 5 PESSIMIST
LEARNER 1 2 3 4 5 EXPERIENCER
FAMILY
1 parent
1 older brother
PRIORITIES
HE LIKES MUSIC AND PLAYS THE GUITAR VERY WELL. HIS DREAM IS TO BECOME A PERFORMER


PERSONALITY
EXTROVERT 1 2 3 4 5 INTROVERT
CONFIDENT 1 2 3 4 5 INSECURE
PATIENT 1 2 3 4 5 IMPATIENT
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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
- Dagnÿa 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

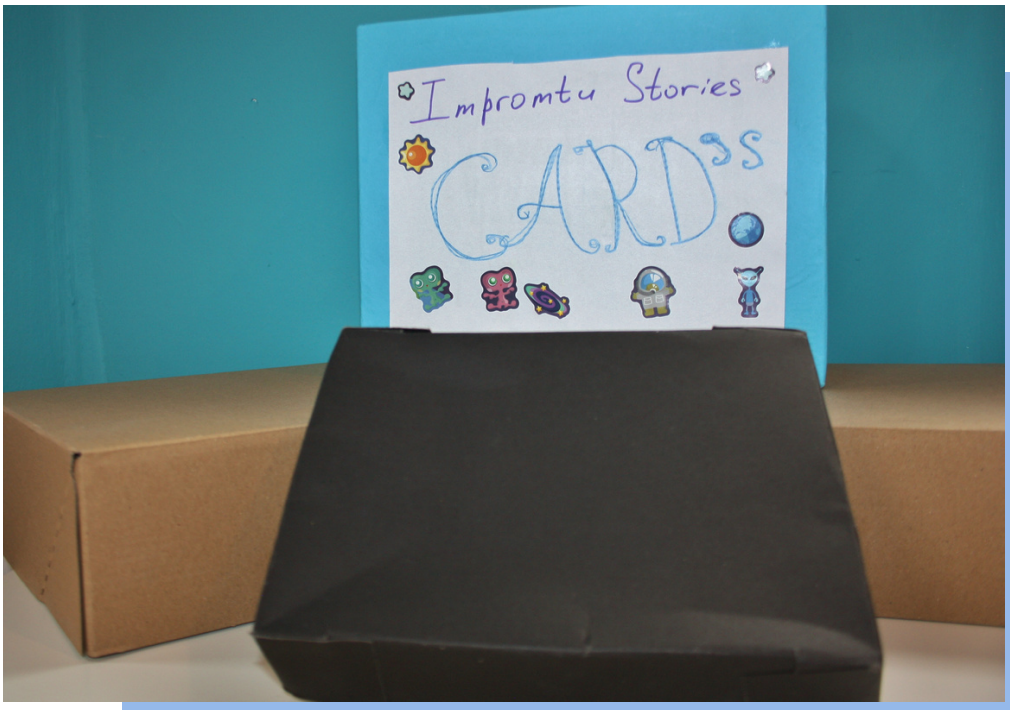
Divide players into 3 roles:

- 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.


Si oui
ya yes
Jaa


Share with us a law that exists in your country
SHARE
The goal of this game is to help facilitate a group of people from different cultures to share their culture, music, language and experience.
The game is for 4-10 players and 1 facilitator. At least two different cultures are necessary for a true exchange of cultures but the game can be enjoyed by a group of local friends to discover their different perspectives on their shared culture.
1 die with 5 categories and 1 free choice.
25 activity cards, 5 for each category
The players take turns rolling the dice, the picture on the die decides the card taken. The person who rolled the die will take a card and read the activity inside, they will then perform activity. Then the full group will take turns doing the same activity, each sharing as much they feel comfortable. The facilitator can ask follow up questions to encourage discussion ecessary. The game ends when the group has collected at least two of each category of ds, followed by a reflection.
main role of the facilitator is to set the stage for the game to make sure everyone feels and comfortable sharing their culture and experience. In the end of the game the litator should lead a small reflection to close up the game and collect up people's oughts and feelings.
Ways to set the stage for a trusting and safe environment for the game.
Challenge by choice; emphasize that no one is forced to do anything they're not comfortable with but should also try to push themselves to try things that might feel uncomfortable.
ole rules; no judgement, using a shared language whenever possible, common respect, ring of personal stories outside of the activity unless otherwise stated etc.
mple reflection questions;
did you feel during the game?
What surprised you?
What did you already know?
Would you do something differently if you played again?
What did you learn from this game?
What will be the thing you'll take with you from this game?
SHARE YOUR BEST MEMORY OF YOUR COUNTRY/ LOCAL AREA
What in your culture are you most proud about?
SHARE A RECIPE OF YOUR COUNTRY
WHAT IS AN ANIMAL THAT IS IMPORTANT TO YOUR COUNTRY
Si oui
ya yes



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





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Erasmus+

Fundacja Centrum Aktywności Twórczej

PaNoKe PAIKUSE AVATUD NOORTEKESKUS

HYP hellenic youth participation

СДРУЖЕНИЕ zeleni

iks UDRUGA

Social inclusion - Empowerment –Development
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ASOCIACIÓN Arrabal www.asociacionarrabal.org

LA FENICE associazione di promozione sociale

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