What is this project about?

What are serious games? How can they contribute to learning? Why are they a good tool to use for learning a language? Serious games are games whose primary objective is to help learn or practice a skill. By using games, learning can also be fun and entertaining. For languages, they can be particularly good, as they can link colour, imagery, sound and animation with role-play and challenges. This project aims to do just that for target groups in the Primary School sector.

Our target groups are all young learners in the Primary sector, including some migrant learners, primary age teachers and trainee teachers. The materials will be developed solely in the target languages and will therefore be available as resources for second language learning but also for newly arrived migrant children to learn the language of the host country. Developing language skills in migrants is fundamental to help them access learning and give them ‘every assistance to integrate in their new communities’ - a priority of the European Agenda on Migration.



This project has brought together high quality partners from the UK, Italy, Germany, France and Portugal and will develop a teaching and learning model and a training package in 5 key European languages.

We are delighted to receive the EU funding to support this work, which will then be freely available to anyone, once it is completed

Expected outcomes

The **objectives** of the project are to:

* produce a curriculum and learning resources that address the needs in the partner countries and for the different target groups
* prepare a structure for the games incorporating progression and the detailed content
* develop a progressive set of game challenges which incorporate online assessment
* implement a training and support programme
* develop, test and refine the training and learning resources
* disseminate the outcomes to key stakeholders working in teacher training, the professional development of existing teachers and those working with migrant children

The **outputs** of the project will be:

* curriculum content and target group differentiation at CEFR levels A0-A1
* an online platform hosting the resources, providing an online community and a facility for the uploading and sharing of additional resources
* a set of serious games challenges covering 7 topics areas at three different levels
* An evaluation report on the pilots
* A set of dissemination materials and seminars in 5 countries



Project Partners



Brompton-on-Swale CofE Primary School provides education for 210 pupils aged 4 to 11 and is located near to Richmond, North Yorkshire. It is a Teaching School and lead school in the Swaledale Alliance of 58 primary schools and 1 special school.

edEUcationedEUcation is a UK consultancy with expertise in working on Erasmus+ projects developing online training tools, teacher training programmes and language learning.

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The Group of Silves Schools (AES) in Portugal is comprised of 12 schools from pre-school to Secondary and has extensive experience in developing innovative work in Erasmus+ projects including language learning, digital skills and migrant integration.



Wisamar in Germany has extensive experience of Erasmus+ projects and works on migrant integration and language learning. Wisamr has coordinated and Erasmus+ Early years project and experience in developing online learning resources



The Carlepont school complex in France provides education for 150 pupils aged 3 to 12 years, is an accredited Internet and UNESCO School. The school and has participated in EU and International programmes, including award winning partnerships with Cambodia and Japan.



The Instituto Comprensivo di Lodi in Italy teaches pupils from 3 to 14. It has a large number of migrant pupils from across the world. Although the school is new to the Erasmus+ programme it has experience in coding and gamification and international exchanges.

Progress

The partner organisations met in the UK, in October 2018 to launch the project and plan for the next steps in this two year development. We discussed some initial technical issues and the type of characters that we would want to include in the game, which were then designed according to our specification.

In March 2019, we had an intensive workshop in Lodi, Italy, where we agreed the characters, the structure of the games, and set about preparing the Games content. We had planned to organise the games in 10 topics, but given a significant overlap and agreed to reduce the number of topics to 7:

* Greetings and Introductions
* Numbers and Colours
* Family and Friends
* Food and Drink
* Game and Activities
* School
* Travel and Transport



Partners working at the workshop in Lodi, March 2019

Each of the topics has three levels of difficulty to ensure progression and each level has three sets of challenges.

The content was then shared and finalised at the next partner meeting in Silves, Portugal in June 2019 and the games are now in production. They will be ready for testing in the schools early in the next academic year.

Website and Social Media

The project website is now available and we will update it as the project progresses. We also have a Facebook page and invite you to visit it and like it!!

https://www.blabolingocom



www.facebook.com/BLABOLINGO