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Dissemination sheet about the project

“GAMIFICATION IN CLASS – challenges and rewards“



Project ID: 2020-1-LT01-KA229-077970
GAMIFICATION IN CLASS - challenges
and rewards

	Event Title	Date	Country of Venue	Description of the multiplier event	Target group (local/regional/national/EU level/international)	Leading Organisation
1.	Online national conference “Changes in the school that influence the improvement of students’ achievement”. Speech “The improvement of students’ achievement via projects’ activities”.	18/01/2021	Lithuania, Klaipeda	Aim – To share ideas about the use of Gamification in classes.	Regional (teachers)	
2.	Newspaper „Šilutės naujienos“, an article „Gamification in Zibai Primary School – not only for fun“.	08/01/2021 N.2(1749)	Lithuania, Silute	Aim-to share ideas how to use Gamification.	Local (Residents of Silute district)	Silute Zibai Primary School
3.	www.silutevb.lt/silute/2021/01/20 The event in local F. Bajoraitis city library. The article “Gamification – not only for fun”.	21/01/2021	Lithuania, Silute	Aim-To share information about the Erasmus+ project’s events with the partners.	Regional (pupils and teachers from other schools)	F.Bajoraitis library
4.	District meeting for teachers. Presentation “The use of digital teaching. Gamification in class”	15/12/2021 Nr. R8-92	Lithuania, Silute	Aim – To share ideas how to use Gamification.	Regional (teachers of Silute district)	Education assistance service of Silute district
5.	Newspaper „Šilokarčema“, an article „Gamification: waste of time or serious activity“.	15/02/2022 N.13 (2651)	Lithuania, Silute	Aim – Explain to the community what Gamification is.	Regional (residents of Silute district)	Silute Zibai Primary School

6.	A meeting for special pedagogues and speech therapists. Presentation „What can we do differently? How to use Gamification in lessons“	20/02/2022	Lithuania, Silute	Aim – To share the collegial experience.	National (special pedagogues and speech therapists of 5 cities from Lithuania)	Education assistance service of Silute district
7.	The local newspaper „Šilutės naujienos“, an article „Teachers learned how to apply game ideas in lessons“.	27/05/2022 N.39(1883)	Lithuania, Silute	Aim- To tell about the new method - Gamification.	Regional (residents of Silute district)	Silute Zibai Primary School
8.	Webpage www.silutesnaujienos.lt/lt/savivaldybeje-apsilanke-5-saliu-atstovai an article “Guests from 5 countries visited the municipality“.	30/05/2022	Lithuania, Silute	Aim – To share cooperation experience.	Regional (residents of Silute district)	Silute Zibai Primary School
9.	The local newspaper “Šilutės naujienos”. The article “Erasmus+ project partners in Silute Zibai Primary School”	14/06/2022 N.44(1888)	Lithuania, Silute	Aim – To share cooperation experience.	Regional (residents of Silute district)	Silute Zibai Primary School
10.	Local meetings for teachers in Silute Zibai Primary School: - Presentations: “Gamification in class – challenges and rewards. Istanbul, Turkey. - Presentations: “Gamification in class – challenges and rewards. Pitest, Romania. - “Dissemination of the project “Involvement of parents and students with special needs”.	28/12/2022 23 rd - 27 th May, 2022	Lithuania, Silute	Aim – To share cooperation experience.	Local (teachers of the school)	Silute Zibai Primary School
11.	During short-term training events in: - In Spain - “Education System in Lithuania”, “Evaluation, Self-Evaluation. The Assessment of the Pupil's Personal Progress” - In Turkey - “Advantages and disadvantages of gamification and game-based teaching in Silute Zibai	27 th March- 3 rd April, 2022 26 th -30 th September, 2022 d.	Alicante, Spain Istambul, Turkey	Aim – To share the collegial experience.	International (teachers from local schools in Spain, Turkey and Romania)	Partner schools: Feyda, Spain Çağdaş Yaşam Türkan Tutumler İlkokulu, Turkey

	Primary School”, “Short Videos of Maths, Science and English Courses” - In Romania - “The use of the EU emblem”, “Digital games in primary classes”.	21 st -26 th November, 2022	Pitesti, Romania			Secondary School Mircea cel Batran, Romania
12.	Articles in the local newspaper “Información” of Alicante: - “Erasmus+ en el Colegio FEYDA” - “Inauguración del Proyecto Erasmus en el Colegio FEYDA” “Elperiòdic.com”: - “Conejero inaugura el Programa Erasmus+ de Gamificación en el Colegio FEYDA”	16-2-2021 6-4-2022 28-3-2022	Alicante, Spain	Inform about the starting of an Erasmus+ project about Gamification in FEYDA Information about the project development and the mobility held in our school.	Regional	Colegio FEYDA
13.	Staff updating about mobilities	29th November, 4th Diciembre, 2021 28 th March- 1st April, 2022 22nd May , 28th May, 2022 25 th September, 1st October 2022	Italy Spain Lithuania Turkey	The members of the leader team explained every experience to the faculty.	Local (school teachers)	Colegio FEYDA

		21 st -25 th November, 2022	Romania			
14.	Staff training about Gamification	11th January, 2022	Spain	Aim- Explain the gamification methodology, concepts, contents and assessments.	Local (school teachers)	Colegio FEYDA
15.	Staff work about Gamification	2022-2023	Spain	Aim- All faculty were required to prepare and apply a lesson plan based on Gamification. All of them are being applied at every stage and results are being evaluated. Also, the lesson plans have been shared with the education administration in our Autonomous Community	Local (school teachers) Regional (Comunidad Valenciana)	Colegio FEYDA
16	Meeting with la Anunciación school, in Valencia	22nd October, 2022	Spain	Aim: inform about the process to participate in an Erasmus+ project and the benefits that it involves.	Regional (Comunidad Valenciana)	Colegio FEYDA
17	During short-term training events in: - In Italy - “Gamification in class: challenges and rewards” - In Spain - “Education System in Spain”, “Achievement system” - In Lithuania - “Students with special needs” “Dissemination of the project” - In Turkey - “Advantages and disadvantages of gamification and game-based teaching in Spain”, “Short Videos of Maths, Science and English lessons”	29th November, 4th Diciembre, 2021 28 th March- 1st April, 2022	Italy Spain Lithuania	Aim – To share theory and practical experience.	International (teachers from local schools in Lithuania, Italy, Turkey and Romania)	Partner schools: 2° Circolo didattico Ruggero Settimo, Italy Çağdaş Yaşam Türkan Tutumler İlkokulu, Turkey

	- In Romania - “Digital games in primary classes” “Gamification to reduce the number of students who fail to do homework”	22nd May , 28th May, 2022 25 th September, 1st October 2022 21 st -25 th November, 2022	Turkey Romania			Secondary School Mircea cel Batran, Romania Zibai Primary School. Lithuania
18	Webpage https://colegiofeyda.com/	2021-2023	Alicante, Spain	Aim – To share the project development.	National	Colegio FEYDA
17	Post in Social Media (Facebook and Instagram)	2021-2023	Alicante, Spain	Aim – To share the project development and experiences during mobilities, as the activities developed with students regarding Gamification.	National	Colegio FEYDA
