

PORTO-BRAGA

COURSE: GAME-BASED GROUP DYNAMICS: ENERGIZE YOUR CLASSROOM AND ELEVATE LEARNING

Course Duration: one week, from Monday to Saturday, 30 hours

Location: BRAGA and PORTO, Portugal

Trainer: Alberto Pereira



COURSE DESCRIPTION

This dynamic 6-day Erasmus course, held in Budapest, invites teachers to become game masters of their classrooms! Dive into the fascinating world of game-based group dynamics, exploring their potential to transform your teaching across school education, professional training, and adult education. Through interactive workshops, immersive cultural experiences, and collaborative reflections, you'll develop practical skills and resources to:

- Design and implement engaging game-based activities.
- Foster active student participation and collaboration.
- Build a strong sense of class cohesion and community.
- Achieve exceptional learning outcomes in a fun and interactive way.

LEARNING OUTCOMES

By the end of this course, you'll be able to:

- Craft powerful game-based experiences: Learn how to adapt and create game mechanics for different pedagogical objectives, age groups, and learning contexts.
- Facilitate engaging gameplay: Discover techniques to manage group dynamics within games, promoting positive and inclusive learning environments.
- Unlock the power of collaboration: Utilize game-based activities to encourage active participation, communication, and critical thinking skills among students.
- Build a strong classroom community: Foster collaboration and social interaction through strategic game design and implementation.
- Differentiate for diverse learners: Adapt game mechanics to cater to different learning styles and needs, maximizing success for all students.
- Evaluate game effectiveness: Learn to critically assess the impact of game-based learning on your students' engagement and understanding.

Erasmus Courses

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PROGRAM

1

Monday - Braga City

- Welcome and introductions
- Icebreaker game: Get to know your fellow educators!
- **Understanding Game-Based Learning:** Explore the foundations and benefits of using games in the classroom.
- **Designing for Different Objectives:** Learn to select and adapt game mechanics for your specific teaching goals.

2

Tuesday - Braga City

- Outdoor Game Design Workshop: Put theory into practice by designing a game for a Budapest landmark. Enjoy the city while collaborating with peers.

3

Wednesday - Braga City

- **Empowering Participation with Games:** Discover strategies to ensure active involvement from all students.
- **Building Class Cohesion Through Games:** Explore games that foster collaboration, trust, and a sense of community.

PROGRAM

4

Thursday - Braga City

- **Developing Social Skills with Games:** Learn how games can promote communication, problem-solving, and teamwork.
- **Adapting Games for Different Audiences:** Discover strategies to tailor game-based learning for various age groups and learning contexts.

5

Friday - Porto City

- **Discovering Porto** (outdoor STEAM competition)
- Evaluation of the week (reflection of the main viewpoints)
- Summary of key learning points
- **Certificate ceremony**

6

Saturday - Porto City

- **Rabelo boat tour of the Douro river bridges**
- **Port wine tasting** (oenology and Portuguese culture)
- Open discussion on possible future collaborations and planning follow up activities
- Constructive feedback of the week and the course
- Validation of learning outcomes