

ALENTEJO

PLAY – Powerful Learning through Active Yields (Group Dynamics & Board Games for Happier Students and Fulfilled Teachers)

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

Location: Alentejo - Vila Nova de Milfontes | Portugal

Number of Participants: Min. 6 – Max. 20



Pedagogical
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COURSE DESCRIPTION

This immersive course combines group dynamics, board games, and gamification as powerful teaching tools to create positive, engaging, and collaborative learning environments.

Set against the inspiring backdrop of the Alentejo Coast, participants will experience active learning strategies that foster student motivation, well-being, and teamwork while boosting teachers' professional fulfillment.

Conducted in a seaside camping site with excellent facilities, the course offers hands-on activities, peer exchange, and cultural moments in direct contact with nature.

LEARNING OUTCOMES

Participants to the course will learn to:

- Use board games and group dynamics as pedagogical tools to promote cooperation and critical thinking.
- Design engaging learning experiences that increase student participation.
- Adapt game mechanics for different age groups and subjects.
- Support students' emotional well-being and reduce school stress.
- Enhance teacher satisfaction and professional achievement
- Apply all methods learned to real school contexts.

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Day 1 Monday – Welcome to the Alentejo Coast & Introduction to Group Dynamics

- Group presentation and interactive icebreakers
- Key concepts of group dynamics in education
- Trust and cooperation activities
- Exploratory walk around Vila Nova de Milfontes

Day 2 Tuesday – Board Games as Educational Tools

- Types of games and their learning potential
- Games to stimulate logic, creativity, and social skills
- Practical session: playing and analysing various games
- Sunset group integration activity by the beach

Day 3 Wednesday – Gamification in the Classroom

- Game elements applied to teaching
- Creating a “classroom challenge” inspired by game mechanics
- Creative workshop: designing a mini educational game
- Outdoor relaxation session

Day 4 Thursday – Cooperative Games & Conflict Resolution

- Activities to promote empathy and teamwork
- Mediation and positive communication strategies
- Outdoor cooperative games in the camping park
- Reflection and group feedback

Day 5 Friday – Designing Meaningful Learning Experiences

- Integrating games into lesson planning
- Adapting for different levels and subjects
- Group work: creating a gamified lesson plan
- Sharing and discussion of projects

Day 6 Saturday – Practical Application & Closing

- Presentation of participants' projects
- Peer-to-peer feedback
- Planning application in home schools
- Closing ceremony and farewell dinner