

BRAGA + PORTO

Echoes of Play: Connecting Technology, Games & Cultural Memory

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

Location: Braga / Porto | Portugal

Number of Participants: Min. 6 – Max. 20



COURSE DESCRIPTION

This Erasmus+ course invites educators to explore how play, creativity, and cultural awareness can transform learning. Through a unique blend of digital tools, modern board games, and cultural heritage experiences, participants will gain hands-on strategies to enrich their teaching practice and engage learners in new ways.

Set in the vibrant region of Northern Portugal, the course moves from interactive workshops to field explorations, fostering both pedagogical innovation and a deeper connection to place and community. Participants will discover how playful methods and local cultural contexts can inspire active, interdisciplinary learning in and beyond the classroom.

LEARNING OUTCOMES

Participants to the course will learn to:

- Use educational board games to promote collaboration, critical thinking, and creative problem-solving
- Integrate digital tools to enhance classroom interactivity and learner agency
- Connect tangible and intangible cultural heritage to curricular goals using playful strategies
- Design meaningful hybrid activities that reflect local identity and global challenges
- Foster motivation and engagement through experiential and culturally responsive teaching

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**Pedagogical
Innovation
Centre**

Day 1

Monday – Welcome & Team Building through Play

- Welcome session and course overview
- Let's play to connect – analog games for communication, collaboration & creativity
- Reflection circle to share first impressions and build group identity

Day 2

Tuesday – Stepping into Digital Tools

- Short intro on the role of digital tools in playful learning
- Hands-on session with practical experimentation across multiple platforms
- Create & Reflect – participants test their digital activities and discuss relevance in their teaching contexts

Day 3

Wednesday – Learning through Board Games

- Why analog still matters – discussion on the power of tactile and social learning
- Game lab – educators engage with modern board games, exploring educational mechanics and applications
- Debrief – linking gameplay with curricular goals and classroom integration ideas

Day 4

Thursday – Digital Tools in Depth

- Advanced digital strategies – exploring new possibilities for digital creation
- Design time – participants develop richer activities using selected tools
- Peer feedback session – sharing, testing and refining digital content

Day 5

Friday – Culture, Heritage & Final Reflections (in Porto)

- Guided cultural walk through Porto's historical center (UNESCO World Heritage)
- Storytelling session: "What does heritage mean to me?" – connecting memory, identity, and place
- Sharing circle & final presentations
- Certificate ceremony and toast with local flavors

Day 6

Saturday – Culture on the River

- Six Bridge River Cruise aboard a traditional rabelo boat
- Port wine & Portuguese cuisine tasting – experiencing the region through its flavors