

# BRAGA-PORTO

## **COURSE: BOARD GAMES FOR INCLUSION, DIGITAL EDUCATION, AND SUSTAINABLE COOPERATION**

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

**Number of Participants:** Min. 6 – Max. 20

## **COURSE DESCRIPTION**

This course is designed for teachers interested in integrating 21st-century skills and promoting inclusion and diversity, improving digital education, and developing international and sustainable cooperation. Through board games, participants will learn to foster critical thinking, problem-solving, communication, and teamwork skills in their students. The course will take place in various locations, including the beautiful city of Braga and the historic city of Porto.

Participants will be introduced to a variety of board games, both traditional and modern, that can be used to promote inclusion and diversity. Additionally, the course will focus on digital education through digital board games and sustainability, with practical activities in the Cávado Estuary.

## **LEARNING OUTCOMES**

**Upon completion of this course, participants will be able to:**

- Identify 21st-century skills that can be developed through playing board games.
- Evaluate different board games and choose those most appropriate for their classrooms, focusing on inclusion and diversity.
- Use board games to engage students and foster critical thinking, problem-solving, communication, and teamwork skills.
- Develop their own board games to be used in their classrooms, including digital components.
- Create lesson plans that incorporate board games, 21st-century skills, and elements of digital education.
- Understand the importance of sustainability and how to incorporate sustainable practices into their educational activities.
- Promote digital education through the use of digital board games.
- Develop sustainable international cooperation through collaborative and inclusive educational practices.

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### **Day 1**

#### **Monday: Introduction and Board Games**

**Location:** Ludoteca Municipal de Braga

- Introduction to 21st-century skills and the role of board games in education.
- Overview of different types of board games and their potential for developing 21st-century skills.
- Activity: Introductory board game focused on inclusion and diversity.

### **Day 2**

#### **Tuesday: Modern Board Games and Digital Education**

**Location:** Ludoteca Municipal de Braga

- Evaluation and exploration of modern board games.
- Discussion on how digital games can complement traditional board games.
- Activity: Development of digital components for board games.

### **Day 3**

#### **Wednesday: Creating Board Games**

**Location:** Ludoteca Municipal de Braga

- Group work to create and develop board games.
- Presentation and review of the group's board games.
- Activity: Refinement of games and integration of inclusion and digital education elements.

### **Day 4**

#### **Thursday: Sustainability in the Cávado Estuary**

**Location:** Cávado Estuary / Fão Beach

- Practical sustainability activities and their integration into board games.
- Discussion on the importance of sustainability in education.
- Activity: Creating board games with sustainability themes.

### **Day 5**

#### **Friday: International Cooperation and Cultural Tour in Porto**

**Location:** Porto

- Discussion on developing sustainable international cooperation through board games.
- Guided cultural tour of the historic center of Porto.
- Port wine tasting.
- Rabelo boat cruise on the Douro River.
- Certificate ceremony and closing remarks.