

ALGARVE

B.O.A.R.D. Algarve – Boardgames, Outdoor Activities

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

Location: Algarve | Portugal

Number of Participants: Min. 6 – Max. 20



COURSE DESCRIPTION

B.O.A.R.D. Algarve is a nature-based Erasmus+ training course that takes place entirely outdoors on Tavira Island, one of the Algarve's most beautiful and accessible island destinations. This immersive experience integrates educational board games, outdoor learning, Multiple Intelligences, and environmental sustainability in a unique island environment.

Each day, participants will engage in hands-on activities under the shade of pine trees, near the beach or in the camping area, transforming nature into a dynamic and inclusive learning space. The course fosters creativity, intercultural exchange, and eco-conscious practices — all surrounded by the tranquillity of the Atlantic.

LEARNING OUTCOMES

Participants to the course will learn to:

- Understand and apply the theory of Multiple Intelligences in real-world outdoor settings.
- Design eco-friendly board games tailored to different learning profiles.
- Use island landscapes as active, inclusive educational environments.
- Plan and facilitate sustainable, cross-curricular learning activities outdoors.
- Engage in international collaboration and reflect on inclusive pedagogical approaches.
- Return with a portfolio of original games, lesson plans, and nature-based strategies.

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**Pedagogical
Innovation
Centre**

Day 1

Day 1 - Play to Connect – Team-Building through Games

- Interpersonal & Verbal-Linguistic
- Icebreakers and cooperative games under pine trees near the campsite

Day 2

Day 2 - Learning in Nature – Outdoor Teaching Strategies

- Naturalistic & Bodily-Kinesthetic
- Scavenger hunt, nature journaling, map-based learning trails across the island

Day 3

Day 3 - Game Creation Lab – Designing Sustainable Games

- Logical-Mathematical & Visual-Spatial
- Build educational board games using natural and recycled materials

Day 4

Day 4 - Games with Meaning – Teaching Sustainability & Citizenship

- Intrapersonal & Moral
- Simulation and ethical dilemma games in shaded group areas

Day 5

Day 5 - Learning through the Senses – Music & Movement in Nature

- Musical & Kinesthetic
- Soundwalks, rhythm-based games, and multi-sensory learning tasks

Day 6

Day 6 - Island Showcase – Game Presentations & Reflection

- All intelligences
- Open-air game fair, feedback session, final reflection and certificate ceremony