

BRAGA + PORTO

Game Library Meets Digital Education Tools

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 innovative teaching approaches by integrating educational board games with digital tools. Across six days of experiential learning, participants will engage in hands-on sessions, collaborative design challenges, and simulated classroom activities that demonstrate how playful, hybrid methodologies can enhance motivation, engagement, and learning outcomes.

The course creates a space for educators to connect analog and digital strategies, co-create interdisciplinary lesson plans, and reflect on the pedagogical potential of game-based learning in a 21st-century context.

LEARNING OUTCOMES

Participants to the course will learn to:

- Understand the pedagogical value of educational board games in formal education
- Confidently use digital tools to enhance interactivity and learner engagement
- Design hybrid lesson plans that combine analog and digital game-based strategies
- Evaluate the impact of playful learning on student motivation and academic outcomes
- Promote collaboration and creativity through interdisciplinary, game-informed approaches

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Day 1

Day 1 – Welcome & Team Building through Play

- Welcome Session and Course Overview
- Let's Play to Get to Know Each Other
- Participants break into small groups and start playing selected analog games that promote communication, collaboration, or creativity.
- **Debrief and Reflection Circle**

Day 2

Day 2 – Stepping into Digital Tools

- Short visual presentation on how digital tools can support game-based learning.
- Participants explore a selection of digital tools together as a single group. Each tool is briefly introduced, followed by a short, hands-on task. The group explores various activity formats while getting practical experience with each platform.
- Participants test each other's creations and reflect on usability, engagement, and potential applications in their own classrooms.

Day 3

Day 3 – Playing and Learning with Board Games

- Brief recap on the educational benefits of analog games and how to use them effectively in the classroom.
- Participants play selected educational board games together, experimenting with different game mechanics and learning outcomes.
- Group discussion on how each game supports specific skills and competencies, and ideas for classroom application.

Day 4

Day 4 – Deep Dive into Digital Tools

- Short presentation on advanced features and possibilities of digital tools for learning.
- Participants explore one or two digital platforms more deeply, creating richer content or more complex interactive activities.
- Testing and peer feedback on digital creations, focusing on engagement, usability, and potential classroom use.

Day 5

Day 5 – Cultural Heritage & Closing Reflections in Porto

- Guided walking tour through Porto's historical center (UNESCO World Heritage Site)
- Storytelling activity: "What does heritage mean to me?" – connecting place, memory, and sustainability
- Final sharing circle: personal and professional takeaways from the week and group presentations
- Certificate ceremony and celebratory closing toast with local flavors

Day 6

Day 6 – Culture on the River

- Six bridge cruises – Rabelo boat
- Portuguese culture: Port wine and portuguese cuisine tasting