



# GAMIFICATION IS FUN- 2023/2024



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## Short Description

In today's world of education, the tools teachers have to enhance classroom activities are almost limitless. To motivate students, we no longer are tied to textbooks, worksheets, and desks in rows. No amount of textbooks or classroom time will help if students are not engaged or motivated. When education is boring, there is no engagement happening. Essentially, no learning happens. That's where gamification and game-based learning comes in. By incorporating game elements into the learning process, educators can create a more immersive and engaging experience that helps students stay focused, motivated, and eager to learn. From video games to puzzles, from indoor activities to outdoor ones and interactive technology challenges, gamification has been shown to improve retention, increase motivation, and enhance critical thinking skills.



## Aims

With this project we aim to,

- \* ensure the permanent learning,
- \* improve our students' problem solving skills,
- \* encouraging them to think creatively,
- \* facilitate learning,
- \* make monotonous, boring class environments more enjoyable,
- \* ensure the active participation of our students who have low participation in the lesson and who have learning difficulties,
- \* provide an interdisciplinary learning environment

\* learn with fun

### **Work Process**

Our project will start in February and end in May. The tasks and responsibilities in the project will be shared at the first partners meeting and a monthly work schedule will be created. Students will be actively involved in this project from start to finish. Our project will continue its activities for 4 months with different collaborative works, mixed country teams and joint products. Project opening and closing meetings, student meetings, monthly partner meetings will be held on the days determined by the joint decisions of the project members.



### **Expected Results**

At the end of the project, our students

- \* Learn new words with fun,
- \* Have knowledge about eTwinning projects,
- \* Be enthusiastic about project-based and game-based learning
- \* Realize how efficient collaboration and interactive learning is,
- \* They will be able to collaborate with different groups at national and international level.

In addition, the digital competencies of our students will also improve.

