



Intellectual Output 5: TRY our non-formal education games

What we planned: Games are appropriate non formal education tools when they are used not just for fun, but to encourage people to take charge of their own learning and development as well as test and reinforce new knowledge or skills. Games also are one of the main ways to express one’s activeness and release creativity as it has a hidden potential to “break” the structure's preliminary settings and encourage innovation. In short, games significantly contribute to encouraging and strengthening the development of one’s personality. Therefore, in addition to the pedagogical materials of non-formal education method application in teaching and learning methodology, the next intellectual output that the project consortium is willing to develop is “Games with non-formal education elements”.

How we planned to do it: The aim is to develop 3 to 6 (at least one per country) practical non-formal education tools in form of games. The games would involve non-formal education elements and ideology and would be aimed at facilitation of active learning as well as adoption to different environments. The specific format, topic and attributes of games will be developed according to the main areas of expertise of VET institutions (e.g. carpentry, agriculture, tourism, etc.). The tasks from idea generation to actual game production would be performed by students accompanied with the teachers and NFE method practitioners. Through the game development process schoolchildren would undergo full cycle of business project management process - starting from idea generation and pitching, project plan development to actual game production, distribution, selling and advertisement. Such experience would develop schoolchildren creativity, entrepreneurial capabilities and project management skills.

After the games would be developed and produced, they could be sold in the VET institutions and through various websites (including school website, project website, etc.) generating additional income for the VET institution. The parties that would be interested to use the developed games are: school authorities and educators, teachers, youth workers, trainers, socio-educative animators, volunteers, group leaders, etc. The games produced could be widely applicable to various environments and groups of people of different backgrounds and language competencies (both native and foreign).

The developed games would be developed in the national language of the country where they would be developed as well as translated in English, so that they could be used in any other European country and beyond.

Languages: English, Portuguese, Polish, Romanian, Hungarian

Period: 01-01-2019 – 30-04-2020

Participating Organisations:

Liceul Tehnologic Zeyk Domokos - Romania (Lead)

Asociatia De Tineri Din Ardeal – Romania

Zaklad Doskonalenia Zawodowego W Kielcach - Poland

Regionalne Centrum Wolontariatu - Poland

Escola Profissional de Agricultura e Desenvolvimento Rural de Marco de Canaveses – Portugal

Aventura Marão Clube - Portugal

Guidelines:

- Groups who apply have to be comprised of 3-3 individuals
- Groups can be form same or different classes
- There will be 2 winning teams in every country
- Jury – A Board member of School + A School Teacher Outside of TRY team + An NGO Member
- New games OR improved elements to an existing game can be developed.

- The game has to be easy to make and reproduce.
- Textile, wood, metal, or any other material can be used, depending on the trades studied in the schools.
- Game should be such that it can be used in classes.
- Game should also be adaptable to many contexts and types of classes.
- Knowing English is an advantage.



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Timeline:

September 10-18 – Promotion and Application of groups for the “TRY a better school” competition

September 19-20: Presenting the project and contest guidelines to the groups who registered

September 23 – October 4 – 2 weeks to develop the game idea/prototypes

October 7-11 – Level 1 for selection: Presenting the best ideas (in case there are a lot of groups) to make sure only the relevant concepts go to the second phase

October 14-18 – Level 2 for selection: Presenting the games to the Jury and deciding the winners (2 teams), everyone receives a diploma.

October 21 – November 8 – Gathering paperwork for minors who travel + Buying Plane tickets

October 21 – November 29 – 2 winner teams finalize the games

December 2-6 – Bootcamp in Portugal (travel days included)

January 6 – April 29 – Production of games, including boxes, labels, guidelines in 4 languages, etc. with the inclusion of other students and teachers.

August	September	October	November	December	January	February	March	April	May	June
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