

# NEWSLETTER ISSUE 2

## JULY 2021

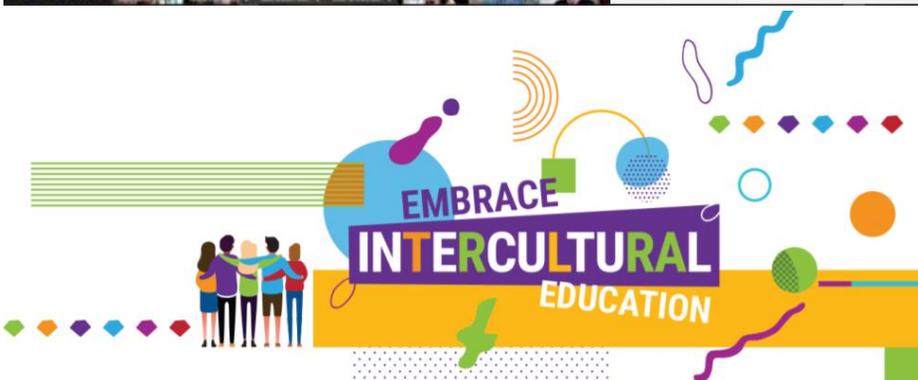
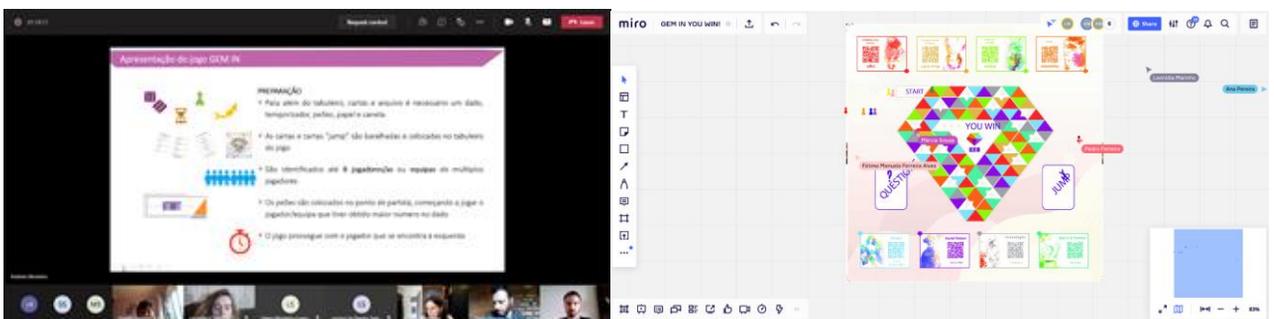


### Overview of the GEM IN activities

The GEM IN activities include the piloting of the board game and complementary tools in the framework of a more comprehensive education programme enabling critical reflection about multi-level and variegated concepts such as EU common values, social and civic competences, intercultural dialogue, etc. The feedback gathered through the envisaged activities will be of fundamental importance for the consistency and the upscaling of the good practice while finalising the renewed products. The main activities are: Preparatory training for teachers, Piloting of the GEM IN pedagogical kit, Finalisation of the GEM IN educational programme

### Preparatory training for teachers

Ten (10) teachers/educators from each country took part in a preliminary training in order to ensure effective implementation of the GEM IN pedagogical kit in class or virtually during the piloting phase and achieve the learning outcomes. The training took place online. In this session, participants had the opportunity to inform about the GEM IN project, to exchange ideas and perceptions related to key concepts behind GEM IN board game – learning by playing, citizenship, human rights, multiculturalism, intercultural dialogue and European social values and to inform about the GEM IN board game.

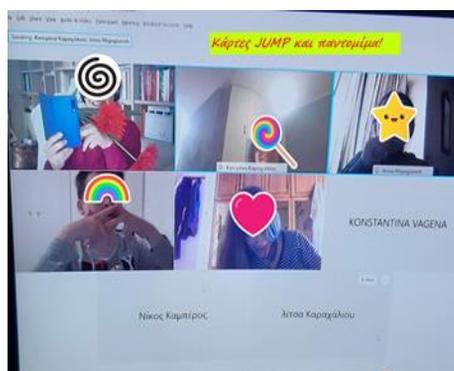


# Piloting the GEM IN board game in schools



The proposed action envisages the implementation of this activity in collaboration with national schools and/or youth centers. As a result, the piloting of the GEN IN pedagogical kit conducted in real contexts of learning or online due to COVID-19. Students had the opportunity to play and interact with the game. Students enjoyed playing the GEM IN board game and they offered constructive feedback for its improvement!!

Digital Archive of the GEM IN board game here <https://gemin-game.eu/>

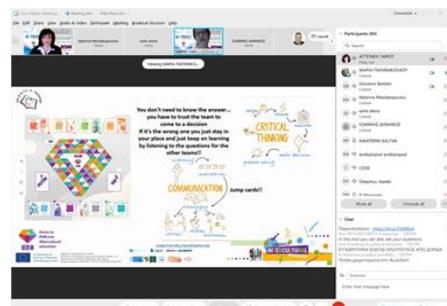
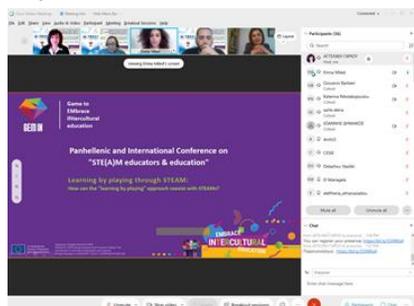


## International Conference “STEAM Educators and Education”

GEM IN participated with the round table entitled “Learning by playing through STEAM” in the International Conference “STEAM Educators and Education” which took place on the 7th until the 9th of May 2021. The round table was coordinated by Giovanni Barbieri, Project Manager of GEM IN, Elena Sarlis, EU Projects Manager of RDEWG and Gariou Aggeliki scientific responsible of the RDEWG scientific team for GEM IN. There was a very fruitful discussion on how can the "learning by playing" approach coexist with STEAMs? During the round table this aspect was examined through our GEM IN board game developed by our "Game to Embrace INtercultural education" – GEM IN project, which was the starting point to analyze this issue. The main discussion points which were discussed were:

- 1) How to develop a tool which requires STEAM knowledge for its creation?
- 2) How to promote STEAM through games and non-formal educational activities?
- 3) How to promote critical reflection and innovative approaches through STEAM?
- 4) How to make the pedagogical approach more inclusive?

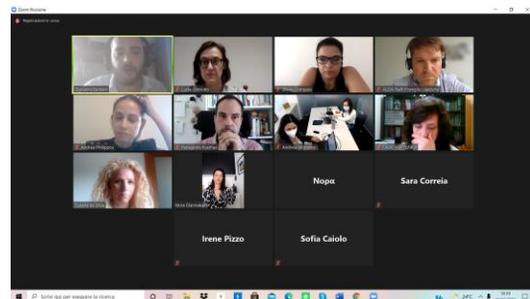
GEM IN representatives taking part in this round table were excited by the great publicly expressed interest of the participants on the project and the multiple ways that its deliverables could be exploited.



# GEM IN Online Meeting



The GEM IN project partners held their project meeting online on June 29th, 2021. During the meeting, each partner provided information about the training of teachers regarding the pedagogical kit and the piloting phase of the board game and complementary tools that had conducted in each partners' county. In particular, partners discussed about the feedback gathered regarding the critical elements of the game and their alignment to the learning and instructional objectives. Partners, also, provided useful insights and suggestions about the GEM IN Board Game based on the conclusions and recommendations from teachers and students. Finally, there was a presentation about the exploitation plan of the GEM IN project. During the next months, the consortium will proceed with the finalisation of the the "GEM IN" pedagogical kit and programme in order to meet the needs of the target groups as it is of fundamental importance to support all those who are interested in using the GEM IN tools in the academic, educational or pedagogical field.



## Consortium



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<https://gem-in.eu/en/>