

European Games – Comenius Project 2010 - 2012

The partner schools aim to develop various kinds of games: sophisticated entertainment games, board games, education and learning games. From early childhood games are an essential part of their development in cognitive and social terms. Games are motivating and evoke the natural interest of students. Children learn especially by playing. We intend to use this fact for our project. The students form ideas and concepts and finally design new games. Each partner school contributes its ideas to achieve a common product. The games can be downloaded via the websites of the partner schools.

Educational content of the games are the regions and the countries of the partner schools and the European Community. Geography, art and culture, history and current events play a role. It's also a computer learning game planned to present the role the countries in which the partner schools are situated play in the EU as well as the functions of the institutions of the EU.

Game instructions are to be written in the language of each of those countries and in English. The coordinating school takes over the final editing. The students of the respective schools gather information about geographical, historical, social, economic and cultural characteristics of the countries. They will also be expected to collect games based on the customs and culture of each of the countries.

During regular lessons, the topics which are part of the games should be discussed in depth and presented from the European perspective. This concept would give a new aspect to the longstanding partnership and promote an inter-cultural dialogue, cultural awareness and expression. Bilingual teaching would play here a decisive role.

In the project, the participants (students and teachers) acquire not only diverse skills including business management skills, but also learn about the distribution of the final product. By meeting people from other countries they acquire intercultural competence. In our project, this is done through a major everyday topic which can be expanded and deepened in many ways, depending on the students and teachers interests. Europe will be experienced first hand through the cultural exchange of the regions.

Furthermore, we aim to strengthen the sense of belonging in Europe and to raise the awareness of the need for cooperation. This is the only way Europe can prepare for the increased globalization. Lifelong learning plays a central role. This is where schools from different European countries can learn from each other.