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Game ON

Newsletter #1

Language Learning Games for Migrants and Refugees

Welcome to the first newsletter of the GAME ON project!

The project **GAME ON – Language Learning Games for Migrants and Refugees** is a co-funded Erasmus + project which proposes an innovative, non-formal learning game-based approach, promoting social inclusion of migrants and refugees through foreign language learning, focusing on everyday dialogues that adult people need in their usual social interactions. In addition to this, the specific objective of GAME ON is to develop language learning game-based methodologies for migrants and refugees at level A1/A2, using non-formal learning approaches and to build the capacity of language teachers to use games in language learning.

GAME ON is expected to have a significant beneficial impact on language teachers that provide language courses to migrants and refugees, as well as on the migrants and refugees themselves. The project will also have a positive impact on the staff and NGO's and migrants' support organizations that can use the games in social contexts.

The project has two main target groups:

Target Group 1
The first target groups are migrants and refugees who are learning a foreign language

Target Group 2
The second target group are migrants' educators, language trainers & education providers, teaching institutions and learners.

Objectives

The general objective of the project is to promote social inclusion of migrants and refugees through foreign language learning.

Specific objectives of Game On are:

- To build the capacity of language teachers to use games in language learning.
- To develop language learning games-based methodologies for migrants and refugees, using non-formal learning approaches.
- To develop games for language learning, tailored to migrant adults at level A1 and A2.
- To develop digital learning games at level A1 and A2, to be used autonomously or combined with other types of learning games.

Project results

A METHODOLOGICAL GUIDE ON LANGUAGE LEARNING THROUGH GAMES

The methodological guide will define the framework for the introduction of game-based learning in language classes. It will be addressed to teachers and trainers who teach languages to migrants and refugees. It will provide theoretical and practical support for language teachers, who teaches local language to migrants and refugees.

TEACHERS TRAINING PROGRAMME

A training programme aimed at building the capacity of language teachers to incorporate games into their foreign language classes, addressing the learning needs of migrants and refugees through informal and game-based learning methodologies.

DEVELOPMENT OF LANGUAGE LEARNING GAMES FOR A1/A2 LEVELS

Language learning games that will be used and implemented during language lessons with refugees and migrants, developed around themes of personal and daily life.

What has been done up to now?

1ST transnational project meeting in Germany

On the 5th and 6th of April 2022, IBERIKA Education Group Ggmbh, the coordinator of GAMEON project, hosted and coordinated in Berlin, Germany, the first transnational project meeting, the kick-ff meeting. It took place at the office of IBERIKA and was coordinated by Idoia Martinez and Fatima Algar.

Project partners from Spain, France, Italy and Greece have participated to the kick-off meeting and discussed work plan, deliverables and indicators of each project result and discussed on the roles and responsibilities of each partner and set the tone, style and vision for the entire project.

First Project Result

Partners have conducted the desk research about the techniques, methods and classification of games to teach foreign languages. Moreover, partners BERIKA, IDEC and ELAN have conducted the focus groups with language teachers in order to discuss the available methods and techniques used with migrants inside the classes.

As well as ELAN, FAMYLIAS and CSC have organised the focus group with migrants and refugees in order to analyse the needs and demands of migrants and refugees inside the class. Based on the results from the desk researches and focus groups, partners are developing the first project result, a methodological guide that will be the primary theoretical and practical support for language teachers.

The guide will be addressed to teachers and trainers, who teach local language to migrants and refugees. The guide will offer the theoretical foundation about the benefits of games in class and it will raise awareness about their role and importance in the lessons.

2nd Translational Project Meeting in France

On 21st and 22nd of November 2022, partner met in Paris France, hosted by ELEN INTERCULTUREL, for the second project meeting to discuss the project progress and to plan the next steps of the project's activities.

What is next?

Development of Language Learning Games for A1/A2 Levels

In next months, partners will focus on the development of the project result three. The result focuses on the development of language learning games that will be used and implemented during language lessons with refugees and migrants. Partners will develop the language learning games focusing on following six thematic units:

- Personal identity and housing (residence)
- Health
- Social relationships, hobbies and entertainment
- Education and training
- Professional life and social services
- In the market

The thematic units been organised and distributed according to the expertise of each partner organisation.

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Erasmus Plus – KA2 – Cooperative partnership in adult education

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