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# Game n

## Newsletter #4

### Language Learning Games for Migrants and Refugees

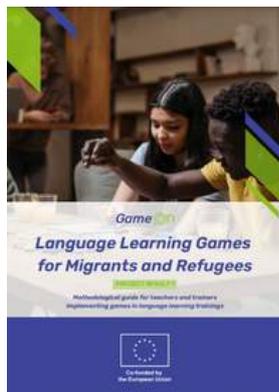
#### **Supporting Integration Through Language Learning: GAME ON Project Successfully Concluded!!**

We are delighted to announce the successful conclusion of the GAME ON project, a co-funded Erasmus + initiatives, which proposed an innovative, non-formal learning game-based approach, to promote the social inclusion of migrants and refugees through foreign language learning. The GAME ON project adopted a ground-breaking non-formal, game-based approach, focusing on everyday dialogues to facilitate the linguistic integration of adult migrants and refugees. It aimed to address the unique linguistic needs of this demographic, providing a holistic solution to their integration challenges.

#### **Project Achievement:**

##### **1. Methodological Guide on Language Learning Through Games:**

The completion of the project brings forth a comprehensive Methodological Guide, meticulously developed after collecting inputs from language teachers and migrants/refugees. The guide, available for download on the project website in partner languages, offers a healthy methodological framework for integrating Game-Based Learning into language classes.



##### **2. Language course for migrants and refugees to foster their linguistic competences through language learning games:**

At the first stage of the activity, partner have created 37 language learning games, strategically divided into six thematic units, including 24 physical and 13 digital games, facilitating integration through fun and study. The created games were tested with migrants and refugees with A1/A2 level in each partner countries through a series of language learning workshops, aimed at increasing the language skills of migrants and refugees with the goal of improving their vocabulary and grammar through a gamification approach that could stimulate their learning in a nonformal context.

Similarly, participants underwent training focused on different topics and with six modules related to everyday life, health, market, hobbies and professional life, so as to increase their confidence with the language and achieve a higher level of inclusion. The workshops helped participants to learn more about their hobbies and different holidays and topics related to personal and professional life, delve into the labour market, with different games, aimed at increasing knowledge about social services and job interviews. They also learned new vocabulary about products and food stores through board games such as tombola and twister and stimulated verbal communication by learning new vocabulary regarding different household items.

## The games cover the following thematic areas:

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



# Types of Games

Digital games were created in [Quizziz platform](#). Once the games will be public, they can be played with multiple learners at the same time (competitive mode). The online games include: multiple choice quizzes, fill in the blanks, picture quizzes and true/false quizzes.

In addition, there is a wide variety of physical games. These include:



Board games



Card games



Domino



Mime



Role plays



Scrambled sentences



Sudoku



Puzzle



Bingo



Twister



Musical chairs

All games are available on the project website in the partner languages: English, French, German, Greek, Italian and Spanish. While the physical games can be printed and used with your targets.



# Teachers Training

## 3. Language course for teachers to train language teachers and educators through the new methodologies developed by the project!

16 hours of pilot training course dedicated to language teachers and educators took place in five partner countries. The meetings were organised in different sessions, in which various methods and approaches related to Game Based Learning were presented. The game-based method has benefits on several levels compared to traditional methods. The degree to which students are more engaged, as well as the fun and motivation they accrue during the course—all of which can be beneficial to students' learning success. The training was conducted through different methodologies, including online games, storytelling, quizzes, board games, etc. Language teachers learned when and how to use these games appropriately, purposefully, and effectively to meet the needs of the student body and achieve lesson objectives.

## Multiplier Events

In the project's concluding month, project partners organized impactful local-level multiplier events to disseminate key project results to their target audiences. These events served as a conclusion, effectively sharing the achievements and outcomes of the project within the target and to motivate them to use the project results.

The GAME ON project's tangible success is evident in its diverse language learning games, accessible in multiple languages on the project website. These resources, along with completed courses for trainers and learners, showcase the effectiveness of innovative, game-based approaches in promoting language learning and social inclusion among migrants and refugees. The project not only achieved its goals but has also set the stage for a more engaging language learning paradigm. Our heartfelt gratitude to everyone involved for making GAME ON a resounding success and creating a lasting impact on the lives of migrants and refugees through education and innovation.

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