The Fun Factor: Gamification for Inclusive Education

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NEWSLETTER

Game'Lusive - EDU -

Curriculum Finalized: A Key Milestone Achieved

We are excited to announce that the partners of "The Fun Factor: Gamification for Inclusive Education" project have successfully finalized the curriculum with detailed lesson plans. This curriculum, specifically designed for students with special educational needs (SEN), incorporates gamification strategies to create a more engaging and inclusive learning environment.



Project partners:

Klaipėdos Litorinos mokykla

Global Education Center

Zespół Szkół nr 6 w Rybniku

IVAIGO

KOCATÜRK DANIŞMANLIK

Co-funded by the European Union

International meeting in Rybnik, Poland



During the international meeting held in Rybnik, Poland, at Zespół Szkół nr 6, partners came together to review the curriculum, plan future project activities, and assess the progress made so far. The meeting not only provided an opportunity to ensure alignment across the project but also to solidify next steps for the upcoming phases.

HIGHLIGHTS OF THE RYBNIK MEETING:

- LCurriculum Review: Partners conducted an in-depth review of the gamified curriculum, ensuring it meets the project's objectives and addresses the diverse needs of SEN students.
- Planning Future Activities: The group outlined key upcoming activities, including teacher training programs and the development of a web-based platform to house the curriculum, making it accessible to educators worldwide.
- School Visit: A visit to Zespół Szkół nr 6 w Rybniku provided valuable insights into how gamification and inclusive education practices are being implemented in real-world classroom settings.

More information

www.gamelusiveedu.eu

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