



SMILE AND PLAY NEWSLETTER #2
SOFT MOBILITY INTEGRATED
LEARNING IN ENGLISH

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Coordinator: Eco-Logic (Skopje, North Macedonia)

Partners

Zali (Vilnius, Lithuania)

ReBike (Rome, Italy)

Elementary school "J.H.Pestalozzi" (Skopje, North Macedonia)

Associated partners

Elementary school "Malina Popivanova" (Kochani, North Macedonia)

Elementary school "Rade Kratovche" (Kochani, North Macedonia)

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WHAT IS "SMILE AND PLAY"?

Smile and Play represents a game that is a useful tool for informal education on sustainable transport through exercises in English. The game is basically a platform with activity fields, and locations that the players have to reach. The players/pupils move through the platform fields with a 'bicycle', focusing on their final location, and solving all sorts of fun activities and English language exercises.

WHAT MAKES "SMILE AND PLAY" AN INNOVATIVE GAMIFICATION?

"Smile and Play" represents an innovative, creative, and fun method of teaching in the classroom about the importance of cycling. By teaching we mean English language exercises that promote sustainability in transport, presented through a game. We believe that it is of crucial importance for children to learn about sustainable transport - or transport that does not pollute, but it is also much, much healthier and better for us, and for the environment.

"SMILE AND PLAY" IS ALL ABOUT...

- An innovative approach in education, and taking on this new approach for informal educating through a game
- Learning of the English language with innovative gamification
 - Blending teaching of a foreign language, with teamwork, summed in a leisure game time

THE DESIRED OUTCOME OF "SMILE AND PLAY"

- This project's goal is to promote an eco-friendly, and sustainable transport, such as the bicycle. Of course, one of the best ways to promote cycling at a young age is through game and fun activities, in other words through Content and Language Integrated Learning (CLIL).
 - Emphasizing the importance of cycling, and its positive impact on the environment, as well as one's own wellbeing.
 - Strengthened connection between organizations and schools involved in order to develop new teaching/learning approaches
 - Pupils have increased knowledge on the topics of sustainable transport, environment, English language competences
 - New innovative teaching/learning methodologies and tools are developed and tested within
 - Teachers are introducing non formal methodologies and tools in their curriculum, related to the topic of sustainable mobility, emphasizing cycling
 - "Two birds with one stone", or simply put, enhancing the English language skills while promoting cycling as a sustainable transport.

THE INTELLECTUAL OUTPUT WAS CREATING THE FOLLOWING:

This is an educational game that can be used in both projected, and a printed-platform version.

The platform shows 11 locations, connected one to another through paths with fields, on which the team moves by rolling dice, and moving the pawn.

The goal of moving through the fields is to reach the Finish line, preferably as fast as possible.

However, there are challenges, boosting fields, as well as obstacles along the way - which make the game experience all the more fun!

While moving with the pawn on the various fields, the content children encounter is: fun facts, statements, and multiple choice questions about cycling. Then, there are bonus points that move the pawn forward, or obstacles which make the team stay in place until the next round.

Once the team reaches a location, there are fun activities and exercises in English, covering the importance of cycling as sustainable transport.

The testing was fully implemented in 3 countries (North Macedonia, Lithuania, and Italy), and in 6 schools total of all countries. The final design of the game is already in progress for a final touch and completion, summed up with the comments from the school testing phases.

HOW DID THE GAME TESTING GO IN THE PARTNER SCHOOLS?

LITHUANIA GAME TESTING

The partner “Zali” from Lithuania tested the game between 16-18 December, 2019, in the school-kindergarten Kazlu Ruda “Elma”, as well as in Vilnius pre-gymnasium “Simonas Daukantas”. The game was tested in 4th, and 5th grade, with pupils of different age and level of English language knowledge. In total, there were 37 children included with 3 teachers, in 3 workshops overall.



After the initial introduction to the game, taking 15 minutes, the time needed for reaching a location was 15 minutes as well, with teams of 4 children, as best and most productive for such a game. Some exercises required the help of the teacher, but overall the tempo of moving through the platform was relatively fast and went well. The pupils seemed to enjoy this game, and move the most easily through these exercises: Taboo word, Secret message, Make a sentence, Fast answer race, and Lost letter.



The game took a bit longer to finish than the initial and predicted 45 minutes as one default timeslot. So, the overall impression of this testing was that this is a very enjoyable and fun game to play, fully involving the children and improving their existing English language skills, as well as their teamwork skills.



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ITALY GAME TESTING

The Italian partners, ReBike, tested the game in the Carlo Pisacane school, with 4 teams of 4-5 children per team.

Due to the volume of exercises, the teams needed longer time to reach locations that predicted, so in this context, the number of exercises was now finalized with less exercises in total for the final game format - thus, making the final format simplified, and more engaging



The children really enjoyed the following exercises:

Parts of speech, Pictionary, Acrostics, Fast answer race, Taboo words,
What can you do with it, Headbanz,
Make a sentence, Charades, Secret message,
Sound tennis, Find the odd one out, and Guess words.



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NORTH MACEDONIA GAME TESTING



In North Macedonia, the game was tested in 3 elementary schools: "J.H.Pestalozzi" in Skopje, "Malina Popivanova" in Kochani, and "Rade Kratovche" also in Kochani, in grades from 6th to 9th.

All of the children seemed to enjoy the game immensely, they were quite keen on the teamwork, and cooperative with each other as they went through the platform and the exercises, supported and helped by the teacher, of course.



There were engaging activities at all times; even when the team 'stepped' on an empty platform field, they were given extra exercise-activities (additional to the platform), in order to maintain the game tempo through crossword puzzles and similar English language exercises.

Overall, children had their fullest attention when the game was projected onto the whiteboard, but in turn, their teamwork attention was just as great when they had the printed out platform in front of the team.

As far as time needed goes, in a whole hour the teams managed to reach the Finish perfectly well.



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ADDITIONS AND EDITS TO THE EXISTING GAME AND PLATFORM

From the initial game format and platform, we have implemented the constructive changes to the game, taking into consideration the partners' comments. All of this made "Smile and Play" simplified, more fun, and richer in quality content overall.

The location names and symbols are much more colorful, vivid, and clear, larger and more fit for both formats (projected and printed out). And, the thing that really added to the engagement overall was the filling out of empty platform fields; so whenever the team 'steps' on literally any field, there would be an activity of some sort - moving forward, solving exercises, getting extra activity exercises, and similar. No empty fields means more fun!

GAME TESTING IMPRESSIONS SO FAR...

Unanimously, the summed comment by all would be that the "Smile and Play" game is incredibly useful, interesting, and of course, educational. It represents a great blend of fun and learning, or a very creative way to encourage children to cycle, and tutor them in English language through fun and games!

WHAT FOLLOWS NEXT...

We are excited to finally approach the game finalization! There will be more workshops with the ready and finalized game version, as well as promotional multiplier events in the following period, so stay with us - and stay tuned!



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