

# SMILE AND PLAY

## NEWSLETTER #4

**SOFT MOBILITY INTEGRATED  
LEARNING IN ENGLISH**

**06.07.2020 - 19.11.2020**



## **ECO - LOGIC (SKOPJE, NORTH MACEDONIA)**

Partners:

"Zali" (Vilnius, Lithuania)

"ReBike" (Rome, Italy)

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

Associate partners:

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

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

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## **"SMILE AND PLAY" IS...**

Smile and Play represents an innovative and entertaining way of promoting cycling through learning of the English language as a foreign language. This project relied mainly on the gamification as an educative method, to shed light on cycling as a preferred transport means.

The project's product is a unique game consisting of a colorful platform and many fields; each of the fields with a surprising factor (activity, moving forward, stopping, moving backward...). This is a fun way for pupils to learn the English language and have fun as well!

## **THE GOAL OF "SMILE AND PLAY"...**

The goal of Smile and Play was to motivate children to want to learn the English language, and what better way to do so if not through playing a game? Within this educational goal, there is another goal as well – reaching the location that is given to the team (or drawn by them from a pile) at the very start of the gameplay. Now, the pupils of the team use their pawn to explore all the fun fields on the platform, and they follow the 'road' to their location. As you notice, it is a subtle way of learning.

And how do the children move across the platform? With a pawn, but also 'an imaginary bicycle' that needs to go to the repair shop for fixing, or bring them fast to school, or something else, and this way new terms and words are learned with ease!

## **HOW IS "SMILE AND PLAY" A CRUCIAL GAMIFICATION TOOL IN INFORMAL EDUCATION?**

At the finalization of Smile and Play, we proudly announce that this game (in both versions, physical and digital), is a must-have tool in the classroom for many reasons. Without a doubt, this is a modern and well-accepted way to learn a school subject, in this case the English language as a foreign language.

## THE TENETS OF "SMILE AND PLAY"

- Promoting cycling as a preferred transport method
- Bringing innovation to educational methods through gamification
- Encouraging camaraderie and nurturing a healthy competitive spirit
- Blending together education and playing games, through good teamwork mood

## HOW IS "SMILE AND PLAY" PLAYED?

The game platform presents 11 locations throughout, all in random order in between the paths with the marked fields. Before the game, the teacher gives the pupils a chance to draw their location, or he/she simply assigns them one by personal choice, and in this case, the one leading the game (teacher, educator, parent) is the Game Master. Once every team has their location, teams roll dice (all through the game as well for all movements) and move their pawn across the platform fields.

There are obstacles that set a pawn back, but also bonus points for moving forward much faster. Also, there is a chance for random English language activities when the teacher assigns the team or player any activity related to English language learning. Reaching the Finish line first makes the team a winner!



## TWO VERSIONS OF AN INTELLECTUAL OUTPUT

The product itself was initially produced as a physical version game. This is also known as a 'tabletop' game, meaning a game placed and displayed on a platform (such as desk, or any such surface), almost the same as a board game.

The latest worldwide challenges had also inspired us to create a digital version of this same tabletop game, [available to play online](#) as well. This is an amazing way to promote the same project goals and game objectives in a safe environment, such as the comfort of one's own home or similar spaces. With the help of the [how-to-play tutorial](#), the player is guided neatly through the digital commands.



## WHAT WAS ACHIEVED WITH "SMILE AND PLAY"?

In the pilot stages of the project, and initial 'playable' versions, **all of us have tested out the game in several schools.** We, Eco Logic, tested the game in elementary schools "J.H.Pestalozzi" in Skopje, as well as "Malina Popivanova" and "Rade Kratovche", in Kochani (North Macedonia).





In Italy, the testing was done in the elementary school "Carlo Picasane", in Rome.



And in Lithuania, the testing was done in the elementary school Kazlu Ruda "Elma", as well as in pre-gymnasium Vilnius "Simonas Daukantas" too.



With the updates in the physical tabletop version, followed the **excellent transition to a digital version** as well, successfully promoted on social media, as well as a broad network of contacts respectively.

And, the official finalization was summed through the **promotional multiplier events in all partner countries.**

- ✓ The event in North Macedonia was held at 28.09.2020, in the partner elementary school "J.H.Pestalozzi", in two separate sessions of the same day, each with 25 participants, taking precaution for the health safety measures. The main aim was of course the promotion, display, and gameplay of the physical game, as well as presenting the digital version too. With great pleasure, we presented the main goals of the project in front of the audience consisted of educator and teachers as event participants. Our focus was mainly on the project beginnings, stages, developments, updates, and realizations of the final outcome. Besides verbal presentations, there were visual aids, tutorial videos, as well as physical gameplay with pupils of the same school too! All of this happened simultaneously to the Velo Rodeo event, happening at the same time in the school yard, and emphasizing the fun and importance of riding a bicycle! We managed to confirm that NGOs and education institutions like schools, can indeed collaborate amazingly well and complement each other.



- ✓ The testing in Lithuania was held at 28.09.2020 in Vilnius, and by the project partner Zali. The event was taking place in the Vilnius University of Applied Sciences / Faculty of Pedagogy. The main aim was to present the project's success in front of the pedagogical program students, teachers, as well as the professors of educational sciences. The event counted 40 participants, all showing amazing interest for such innovative educational methods. The game was well-presented, with main emphasis on the digital version due to the already mentioned health and safety precaution measures – and the result was even more interest by teachers to try and implement such a gamification method with their pupils as well.



- ✓ The testing in Italy was held at several occasions due to the health precautions, in the week from 9th until 15th of November, 2020, organized by ReBike. The event was held at CSOA ExSnia, as well as Rosi Pigneto, and Orto Insorto, in Rome. The pupils present at the multiplier event workshops were working closely with the Smile and Play educators, while at the same time, the teachers present there had a chance to be introduced with the Smile and Play concept, by the staff members. The overall impression was a positive one, and being very useful for learning at a distance or virtually. The curiosity by teachers and pupils was immense and incredible, with a lot of questions and enthusiasm to try out the game.



## WHAT FOLLOWS NEXT?

The project is finished, and successfully realized in all aspects! However, our big surprise is that it can still go on, in a changed form, updated goals and aims, and of course, conveying its goals and aims in an even more powerful way. There will still be educational fun, riding bicycles, making new friends, and promoting care for the environment overall! Stay with us, there will be more fun to come!



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ПЕСТАЛОЦИ



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