

Key Action: Jean Monnet Activities
Action Type: Jean Monnet Projects

Project Title

EU GAMES TO CONNECT

Project Coordinator

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Project Information

Identifier 587863-EPP-1-2017-1-IT-EPPJMO-PROJECT
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End Date Feb 28, 2019
EC Contribution 60,000 EUR
Topics EU Citizenship, EU awareness and Democracy

Project Summary

The Project EU GAMES TO CONNECT has followed one of the main missions of Jean Monnet Activities, namely to spread the knowledge on EU issues among high school students developing new instruments and methodologies to tackle EU issues at school. Jean Monnet Activities Programme could be considered above all a programme that promotes the knowledge on the European integration process targeting different groups, in this case the focus has been on high school students and teachers but not forgetting university students and the society as a whole. The project aimed to promote and multiply information activities within schools on the EU history and functioning in order to overcome the lack of information and misunderstanding especially among students concerning EU related matters. The project has achieved its objectives thanks to a plurality of events that have been carried out during the project lifetime. This served to present the results obtained during the project. The project objectives were: to increase students' knowledge and affection towards EU issues, to increase teachers' competences to teach EU issues at school using active learning methodologies, to support students to become independent learners, to develop critical thinking and cooperative skills. In order to reach these objectives, during the project different events and activities have been organised using a variety of methods with a special focus on games activities suggesting that active methods make learning more engaging for students. Most of the events have been linked to the realisation of the "EU GAMES" that consisted in a quiz format that aims to encourage students to research the facts related to the process of European integration and its policies realized in May 2018. The events implemented during the project are: -TRAINING FOR EU GAMES COACHES 7 university students took part in a training activity addressed to transfer to the participants the knowledge and the competences to support schools students in the preparation before the quiz. -EU GAMES INTRODUCTION academic and EU experts have carried out an introduction on EU subjects and will illustrate the EUGAMES rules (25 seminars for a total of approximately 2115 school students) -EU GAMES COACHING ACTIVITIES after the selection of the classes that would have formed the EU games teams, the university students (the coaches) supported them in the preparation phase for the final challenge -EU TEACHERS CONFERENCE 37 teachers took part at this residential conference aiming to increase the knowledge of EU as an object and subject of teaching -EU GAMES the final has involved 4 classes (34 students) and it has been organised as a Quiz on the EU in particular on two books concerning the European Integration process. -EU LEARNING WEEK 40 students have attended an intensive learning program on the EU. The students that took part at this event have been selected among the winners of the EUGAMES competition and the winners of a Contest organized on the European Citizenship in which students were asked to develop a graphic or written product on some topics of European interest. In parallel to these events, a dissemination plan has been delivered in order to spread project activities (through website, exhibition, journal on EU issues for students).

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