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GAMIFICATION IN CLASS - challenges
and rewards

IMPACT

Erasmus+ Project – Gamification in Class – Challenges and Rewards

AREA OF IMPACT	IMPACTS / OUTCOMES	INDICATORS	DATA SOURCES	TIMESCALE		
				SHORT TERM	MEDIUM TERM	LONG TERM
SYSTEMIC	1. Trust-based and common goal-oriented mutual relations between teachers from different schools, cooperation, taking the risks of changes, and collegial learning in managing them.	Conferences to other teachers about the project. Trainings about the project topic.	Teachers meetings' minutes, conferences and trainings' certificates		Annual	
	2. To create an eclectic education program influenced by international education systems.	The use of good practices in schools, organisations: spaces, working systems, methodologies, infrastructure.	Lesson plans. Application of new class management system.		Annual	
	3. School satisfaction with teachers' work	Leader team impressions, lesson observation protocols.	Leader team minutes. Surveys.		Annual	

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	4. To increase the opportunity to learn by doing and by increasing the cooperation between institutions and organisations, motivated by a gamification project.	Number of other institutions (schools, libraries, etc.) included in the gamification projects	Gamification project pictures, cooperation agreements among other institutions	occasionally		
ORGANISATIONS	1.To facilitate the cooperation among European teachers in order to create a common guide for the inclusion of Gamification principles in class.	Number of online and face-to-face meetings hold during the project.	Meeting summaries, pictures.		Annual	
	2. To create an inclusive, safe and fun learning environment, where children will feel happy to be together and learn while having fun.	Surveys	Results of the annual surveys		Annual	
	3. The connection with parents will strengthen because of communication with them about the children’s progress in school	Surveys for parents	Results of the annual surveys		Annual	
	4. Collaboration among teachers.	Applied gamification lessons, lessons plans	Videos, pictures of the lessons		Annual	
	5. To increase the visibility of schools	Publications	Newspapers, school magazines, Facebook groups, etc.		Annual	
LEARNERS	1.Improved students’ English language knowledge	Pilot classes students	Evaluation results average increased 23%		Semester	
	2. To improve students’ satisfaction with the school by at least 10%.	In the annual survey, the percentage of satisfaction from	Survey results		Annual	

AREA OF IMPACT	IMPACTS / OUTCOMES	INDICATORS	DATA SOURCES	TIMESCALE		
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		students in at least 14% higher than last year				
	3. To improve the acquisition of skills and competences in Maths, Science, Languages at least 25%.	In the final assessment of the school year, average grade is 19% higher in total (improved: English - 23%, Maths - 11%, Science- 22%).	Final Assessment results		Annual	
	4. To improve their cultural awareness.	Students know more data of the countries in the project.	Students work to welcome other countries, power point presentations, online lessons	Visit		
	5. To reduce the number of students who fail to do their homework by at least 15%.	Broke their preconceptions about homework and discovered that homework can be fun and useful. The number of students who does their homework increased 29%.	School intranet, Tamo platform, individual notes, Survey results		Annual	
	6. Engaging students through student-centred learning.	Number of activities applying new methodologies such as flipped classroom, cooperative learning, gamification, etc.	Lessons planning. Survey results. Pictures		Annual	
STAFF	1. To improve the competence of teachers in including gamification principles in classes and integrating them in regular practice.	Lesson plans	Videos, pictures, surveys		Annual	

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	2. For the longer term, teachers will be more enthusiastic, seeing that their efforts are paid off, which will make them more motivated to develop alternative lesson ideas to improve pupils' engagement.	Surveys	Survey results		Annual	
	3. To improve innovative ICT methods/ abilities.	Number of platforms we used.	Platforms		Annual	
	4. To encourage teachers to team work with peers in order to achieve projects which apply two or more subjects.	Number of lessons	Integrated lessons, videos, pictures		Annual	
	5. Ability of the teacher to adapt to the different levels of the students during teaching in accordance with their level and their culture.	Number of students with special needs or different levels who achieve the objectives.	Videos, pictures. Survey results.		Annual	
