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# Progression Tests results

## **GAMIFICATION IN CLASS - challenges and rewards**

2020 – 2022

Erasmus +

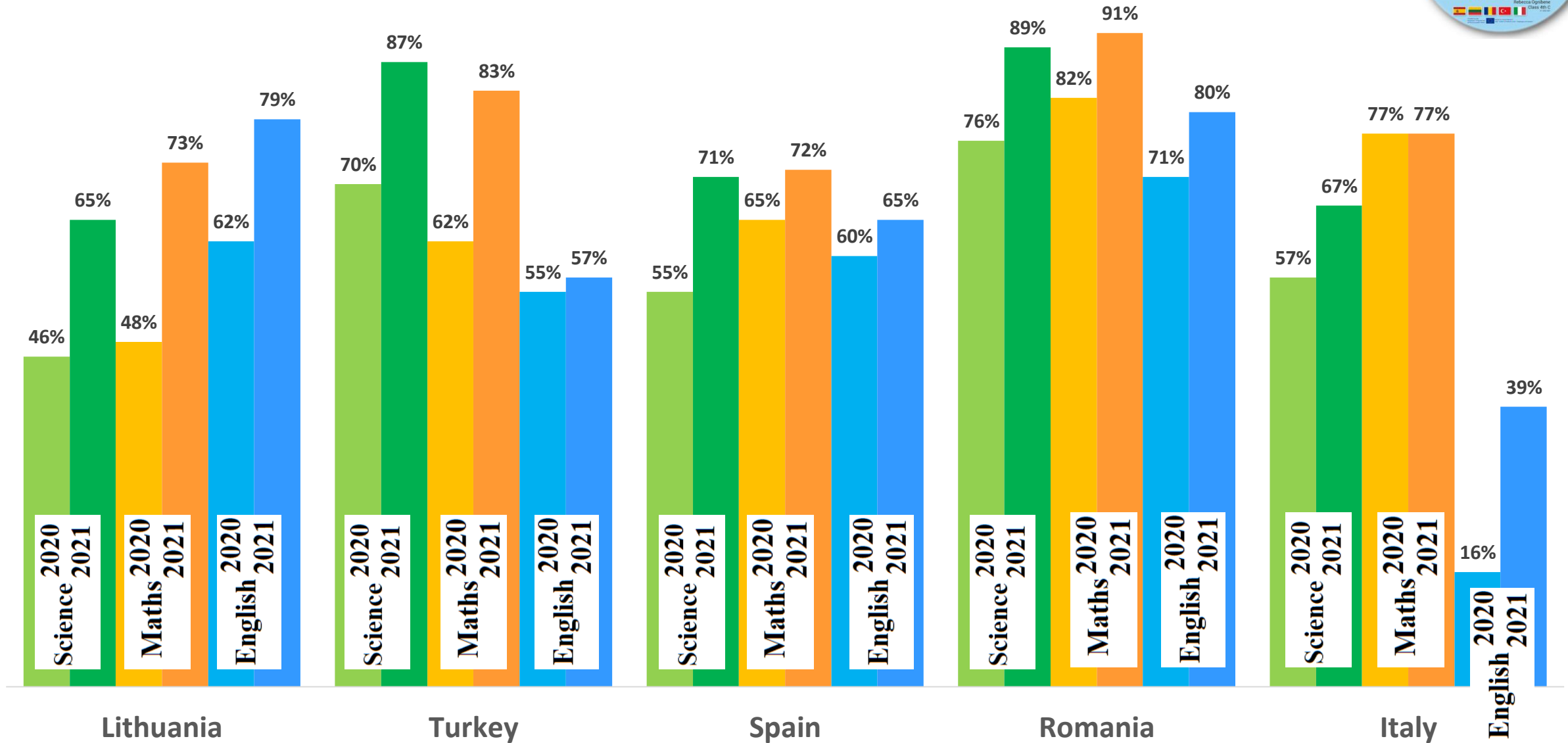
Lithuania, Romania, Turkey, Italy, Spain



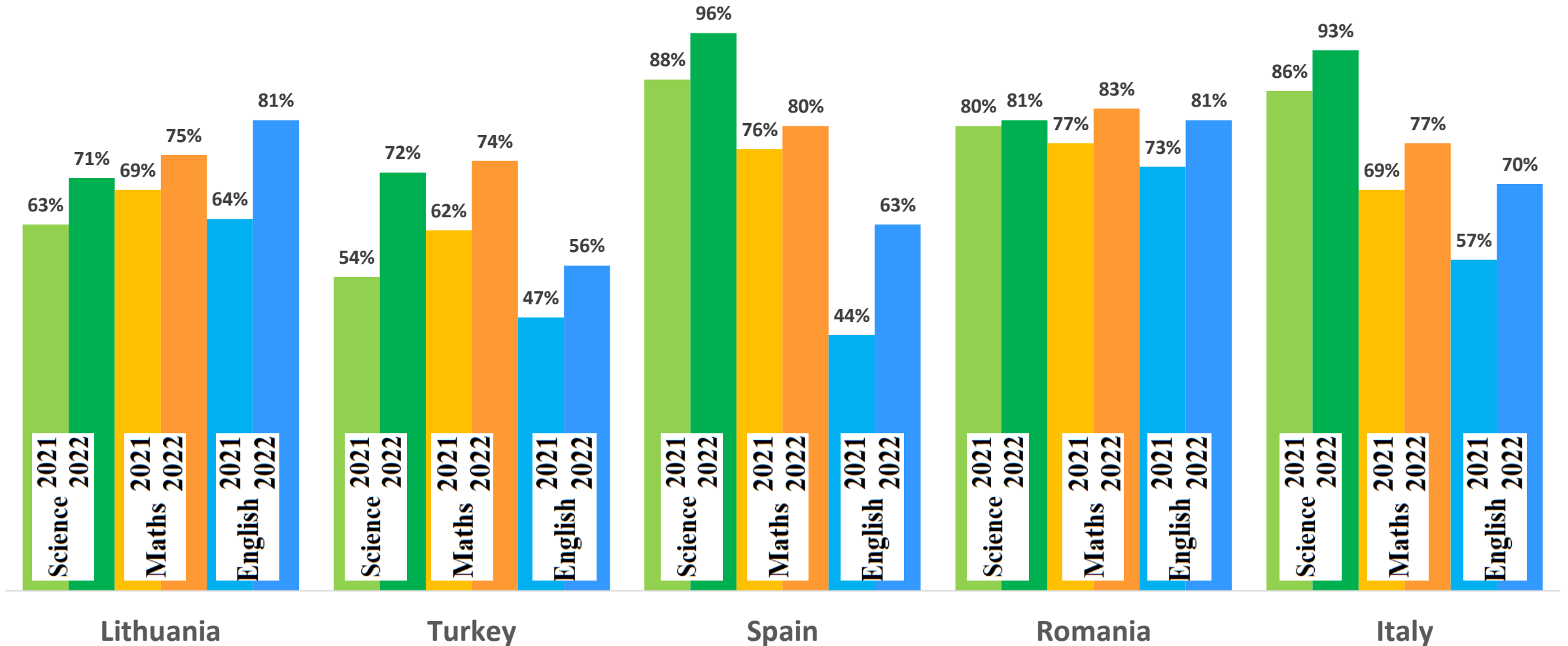
Project ID: 2020-1-LT01-KA229-077970

**GAMIFICATION IN CLASS - challenges  
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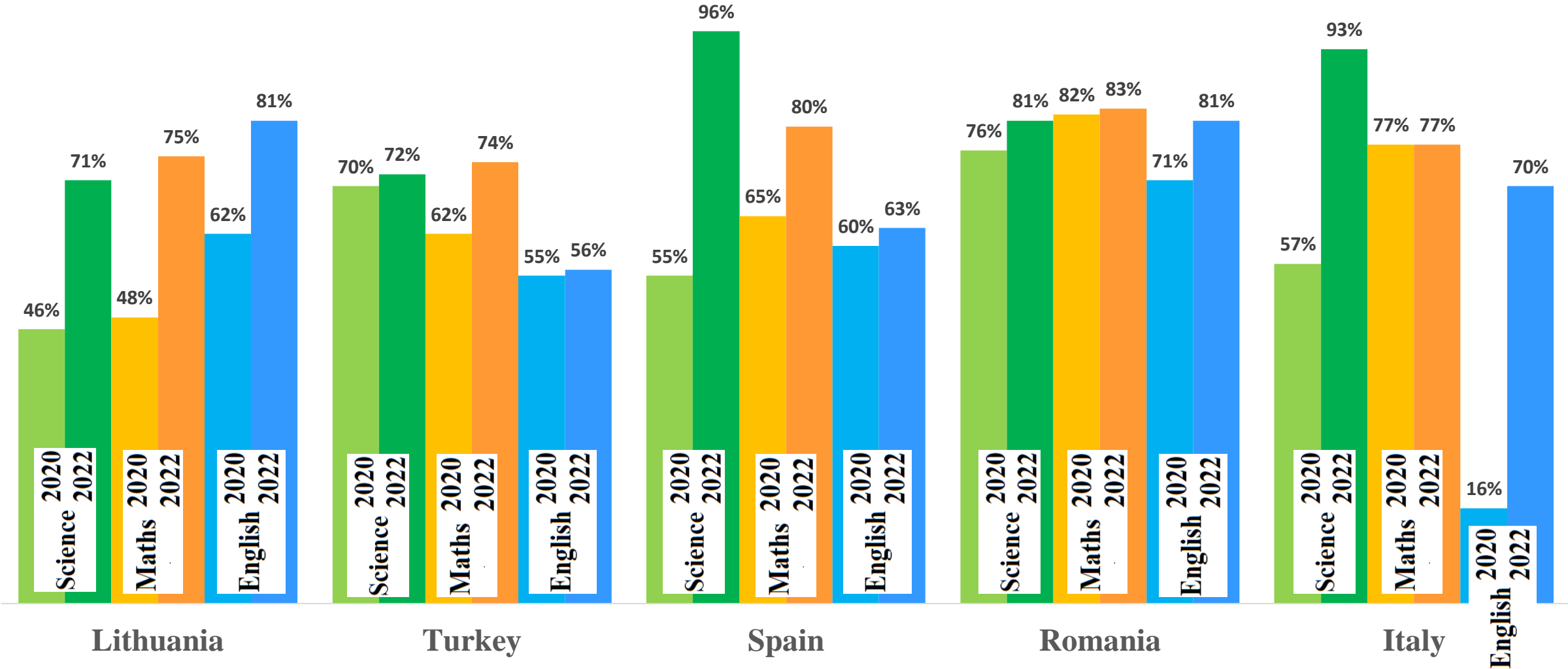
# Test results 2020-2021



# Test results 2021-2022



# Final results 2020-2022



# Conclusion



1. The findings were impacted by the worldwide COVID-19 pandemic and the first and second tests students completed online at home. As a result, the outcome can be controversial.
2. The general result has improved by 19% (English – 23%; Maths – 11%; Science – 22%).
3. The biggest change is observed in English language result. Teachers and students had the opportunity to communicate in English, which improved the result.
4. Maths result changed the least. The main issues are as follows: online teaching/learning as a result of Covid, and teacher turnover in some schools.