** **

**NEWSLETTER#2 / APRIL 2020**

**UsinG online gAMe to tacle Early school leaving   
and reducing behavioural difficulties among pupils**

The GAME project implemented under the ERASMUS + program (2019-1-PL01-KA201-064865) aims to create an interactive educational tool for teachers and educators who work with students with social, emotional and behavioral disorders.

The main activities carried out from 1 October 2019 to 1 April 2020 were the design and implementation of a needs diagnosis, the main purpose of which was to analyze and describe the perception of the frequency of selected behavioral disorders of children and adolescents in school situations. The results obtained during the research allowed us to answer the following questions:

1. What is the frequency of perceiving selected disorders of students' behavior at school by teachers from individual countries?

2. What is the frequency of perceiving selected behavioral disorders of children and adolescents at school by students from particular countries?

3. What are the differences in the perception of the frequency of selected child and adolescent behavioral disorders emerging in school in the assessments of teachers and students from individual countries?

Based on the theoretical analysis and the diagnosis of needs, it was found that most often social, emotional and behavioral problems of students are manifested in relationships with adults, peers, peer group, self-perception and functioning in task situations.

The description of the stages of the research procedure and a detailed analysis of the results obtained are included in the final report

More information on the implementation and course of the project is available on the website: www.projectgame.eu

FB: https://www.facebook.com/gameprojectVR

**RECENT EVENTS**

On April 3, 2020, an online meeting of our team took place, where the results included in the needs diagnosis report were discussed in detail. The perspective of further actions was also determined, aimed at working out the main effect, i.e. the virtual GAME tool. UPJP2 presented a proposal to develop Learning units and materials while partners from UPAT and NEW EDU proposed the necessary forms on the basis of which the virtual GAME tool will be created.



**WHAT NEXT?**

During the next 6 months, we intend to develop Materials & according to the project schedule, which will constitute the theoretical basis for the GAME virtual tool. At the same time, all project partners will work on the preparation of creative and innovative lesson scenarios within five modules, identified during the diagnosis of needs. As a result, 30 inspiring lesson scenarios are to be created!

**RESULTS**

R1: Evidence-based learning outcomes for topic on problematic children behaviour

R2: GAME learning units and materials

R3: The GAME on-line game

R4: Knowledge resources for GAME course

**PARTNERS LOGOS**