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**NEWSLETTER#3 / October 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 April 1, 2019 to October 1, 2020 were the development of Materials &, which constitute the theoretical basis for the GAME virtual tool. According to the developed assumptions of Materials &, they include 5 modules related to the areas of work with a student who exhibits disorders in relations with adults, peers, functioning in a group, self-perception and task situations. Each module covers detailed aspects of working with a student experiencing a specific type of difficulty, such as: aggression, refusal to cooperate, manipulation, isolation, focusing on oneself, impulsivity, mobbing, anti-social behavior, lack of acceptance of cultural differences, depression syndrome, different sexual orientation, provocation, self-destructive behavior, shyness, specific learning difficulties, ADHD, executive function disorders, internalizing disorders, obsessive-compulsive disorders.

At the same time, all project partners worked on the preparation of creative and innovative lesson scenarios that, apart from the theoretical part, contain elements of simulating specific problems that teachers and educators encounter in their daily work. The developed materials will allow to create an interesting virtual GAME tool.

The final report on the analysis of the diagnosis of needs and the materials we have developed can be found in the publication: "Working with a student with behavioral disorders. Conclusions and recommendations", which was posted on the website: **www.projectgame.eu**

**RECENT EVENTS**

During this time, on-line meetings of the project team took place three times (May 7, June 18 and July 30). We discussed in detail the proposals for determining the methodological assumptions for the virtual GAME tool. On August 26-29, we had the pleasure of visiting our Greek partners in Patras.

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**WHAT NEXT?**

Over the next 6 months, we intend to develop 30 lesson unit scenarios according to the project schedule, which will be digitized and implemented in the GAME virtual tool in accordance with the adopted methodology. We will present the test version of the game for evaluation to specialists who will help to identify bugs and weaknesses of the tool.

**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 LOGO**