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**NEWSLETTER#1 / OCTOBER 2019**

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

The social climate of a school affects both the overall performance of students and the satisfaction of teachers and parents. The way of communicating and the ability to create positive relationships in the educational space is an elementary condition for pedagogical success.

Building lasting and safe bonds depends largely on the knowledge and personal and social competences of teachers and educators who are able to recognize and identify the needs, expectations and problems of their students. The effectiveness of educational and preventive interactions is the result of, inter alia, reliable and accurate diagnosis of difficult situations.

Therefore, in the new concept of education, first of all, stereotypical patterns of interaction between teachers and students should be changed. For this purpose, it is necessary to develop new methods, techniques and means of education and upbringing.

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 behavioral disorders.

More information on the implementation and course of the project is available on the website:

[**www.projectgame.eu**](http://www.projectgame.eu)**;** FB: <https://www.facebook.com/gameprojectVR>

**RECENT EVENTS**

On October 24-25, 2019, the inaugural meeting of the international project UsinG online gAMe to tacle Early school leaving and reducing behavioral difficulties among pupils was held.

The meeting was attended by representatives of five partner organizations, i.e. the University of Patras (Greece), the Ainova Association (Portugal), the Centrul de Training European Association (Romania), the New Edu Association (Slovakia) and the ARID Association (Poland). The purpose of this meeting was to sign cooperation agreements, analyze the work schedule and divide tasks between representatives of the organizations participating in the project.

 

**WHAT NEXT?**

During the next 6 months, we intend to carry out a diagnosis of social, emotional and behavioral disorders of students in accordance with the project schedule. For this purpose, appropriate diagnostic tools will be created, which will allow to identify the most common problems and difficulties with the behavior of children and adolescents in the school space. The research will be conducted among teachers and educators as well as students.

**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**