

Discover the power of Game Based Learning and Gamification in education

Organisation Name: Erasmus Learning Academy (ELA)

- **Role in the Programme:** Hosting organisation and course provider
- **Background and Expertise:** ELA is a training centre that strongly supports and believes in the innovation, modernisation, and internationalisation of education. Our mission is to foster excellence and quality improvements in education and training. We design and deliver training courses and structured training events for teachers, trainers, headmasters, and other education staff, supporting them in participating in learning mobility experiences to enhance their competences and the quality of education.
- **Support and Resources Provided:** Our standard option costs includes course fee, accommodation in single room, tourist tax, 2 coffee breaks per day, all the meals from Sunday lunch to Saturday lunch, 2 walking tours, support for additional cultural activities, support for dissemination of your Erasmus+ project, support for the recognition and validation of the learning outcomes, certification fee and additional mentoring and support upon request. We provide participants with comprehensive access to all slides and supporting materials used during the course, ensuring you can fully grasp the content, share valuable insights with your colleagues, and replicate the activities and exercises back at your own institution. To capture the essence of your learning experience, we share a selection of photos taken during the course. Additionally, we produce a **video** highlighting the key moments, which will be shared with you and can be used for dissemination. We generally write and publish an article about each course on our [blog](#), showcasing the insights gained and the collaborative spirit of the participants.

Training Course Summary

- **Structure and Duration:** 7-day programme (Day 1: welcome and networking, Days 2–6: training sessions, Day 7: wrap-up and follow-up)
- **Key Topics and Skills:**
 - Principles of Game-Based Learning and Gamification
 - Key differences between GBL and Gamification
 - Digital escape room design and narrative building
 - Scavenger hunts and outdoor learning strategies
 - Using apps to foster creativity and critical thinking
 - Motivating students through game elements and digital rewards
 - Integrating GBL into existing lesson plans and curricula

- **Methodology and Approach:**
 - Experiential and participatory methods (learning-by-doing, group work, simulations, peer learning)
 - Daily wrap-up and flexible adaptation to participants' needs
 - Intercultural and international environment fostering cooperation and exchange

Training Course Learning Outcomes

By the end of the course, participants will:

- Understand the theory and benefits of GBL and Gamification
- Gain familiarity with tools, apps, and strategies to implement in the classroom
- Create digital escape rooms and outdoor gamified activities
- Learn how to upgrade lessons with engaging game elements
- Foster critical thinking, collaboration, and motivation in students
- Share experiences and best practices with international colleagues
- Apply digital and creative solutions to modern educational challenges

Participants' Requirements

- **Target Group:** Teachers, trainers, educational counsellors, school psychologists, headmasters, school staff from all education levels and types of institutions
- **Prerequisites:** none
- **Technical Specifications/Equipment Needed:** laptop/tablet for digital tasks
- **Recommended Background Knowledge or Experience:** none

Validation

- **Assessment Criteria and Methods:** Informal group discussion and participant reflection; summary of the week's activities
- **Recognition of Learning Achievements:**
 - Certificate of Participation
 - Europass Mobility Document
 - Declaration of Attendance
- **Feedback and Evaluation Opportunities:** Daily debriefings and final course evaluation session