## **Partners schools**

PP1 – Slovakia, Bratislava, vocational school – Fashion, Applied
Arts and woodcraft

PP2 – Bulgaria, Vocational High School for Fashion and Tourism, Pernik

PP3 – Turkey, MANİSA, vocational high school in tourism in our city of Manisa.

PP4 – Portugal, COIMBRA, Bilingual Education of Deaf, Blind and Low Vision Students with Spectrum Disorders Autism

PP5 -Romania, BUZAU, secondary school

## **PARTNERS COUNTRIES**





Bulgaria



**Turkiye** 



**Portugal** 



Romania





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# GAME LITERACY AND LEARNING





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## THE OBJECTIVES OF THE PROJECT ARE:



- to exchange, share and benefit from good practices in the area of integrating variety of Games in the educational process;
- to create a sustainable game -based and game literacy enhancing learning environment in our schools



#### **MOBILITIES**

C1 – Games in Education, SLO

C2 –Games in class & Movie-making Lab, RO

C3 - New ideas on class games, BG

C4 – Stories Power, PTG

C5-The importance of Game literacy,TR



### **MAIN ACTIVITIES:**



Students
and
teachers will
participate in
activities that
are going to
form of

workshops, role-playing activities problem-solving tasks, outdoor quests, seminars, creative labs, online games, team building, creative writing sessions, interactive live games, using QRs in treasure hunts, plenary sessions, presentations, writing news articles, producing public speech, panel discussions, visits to local authorities,



competitions and the others. There will be many prepar-

atory and post-meeting activities done by via eTwinning platform.