

Code: 2020-1-ES01-KA201-082223



Erasmus+

# GAMIRIGHT

**Title:** The right gamification for tackling early school leaving and disadvantage

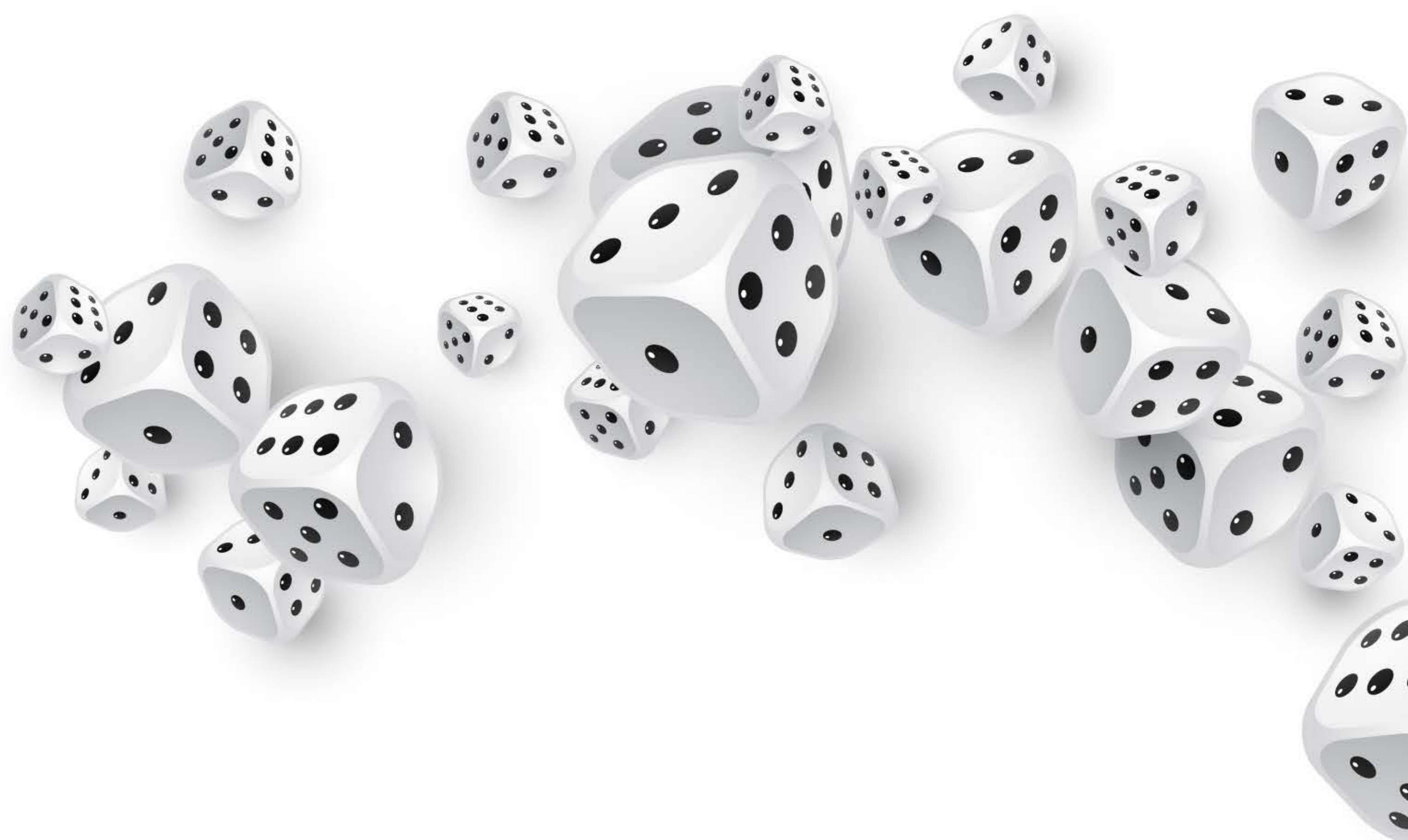
The project's main purpose is to design and implement an educational model based on gamification and game-based learning with its corresponding manual to contribute from the very beginning to the causes that could make the reduction of early school leaving and social inclusion possible.

## The duration of the project

November 2020 until October 2022.

## Main Target Goals

- To improve the MOTIVATION of students to learn
- To increase the ACADEMIC LEVEL of the students
- To increase SOCIAL INCLUSION
- To improve FAMILY INVOLVEMENT in the education of students



Co-funded by the Erasmus+ Programme of the European Union

# Intellectual Outputs

*To achieve the objectives, two IOs will be carried out:*

## **1. I LEARN BECAUSE IT'S MY TURN.**

A pedagogical methodology and strategy based on a gamification program applicable to the 6 primary education courses which includes a methodology to increase family participation in the educational center, as well as school and family

## **2. MANUAL I LEARN BECAUSE IT'S MY TURN.**

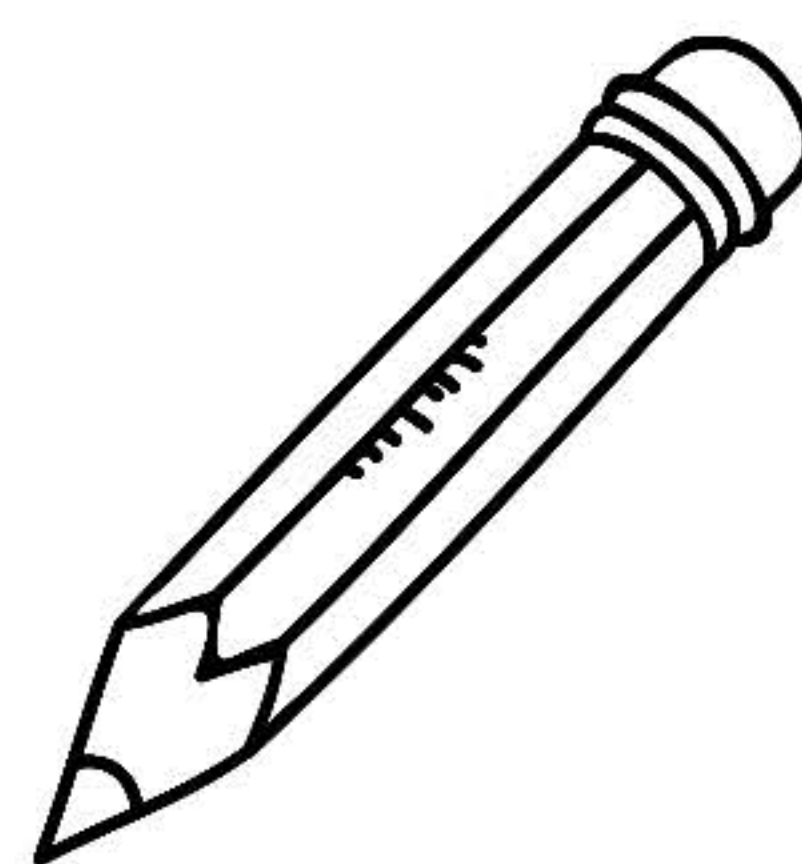
Professional methodological manual and report of results for the validation and improvement of the gamification program that will allow any teacher to implement this methodology in their classes and centers. The obtained results will be included in the manual so that the teacher can implement those.





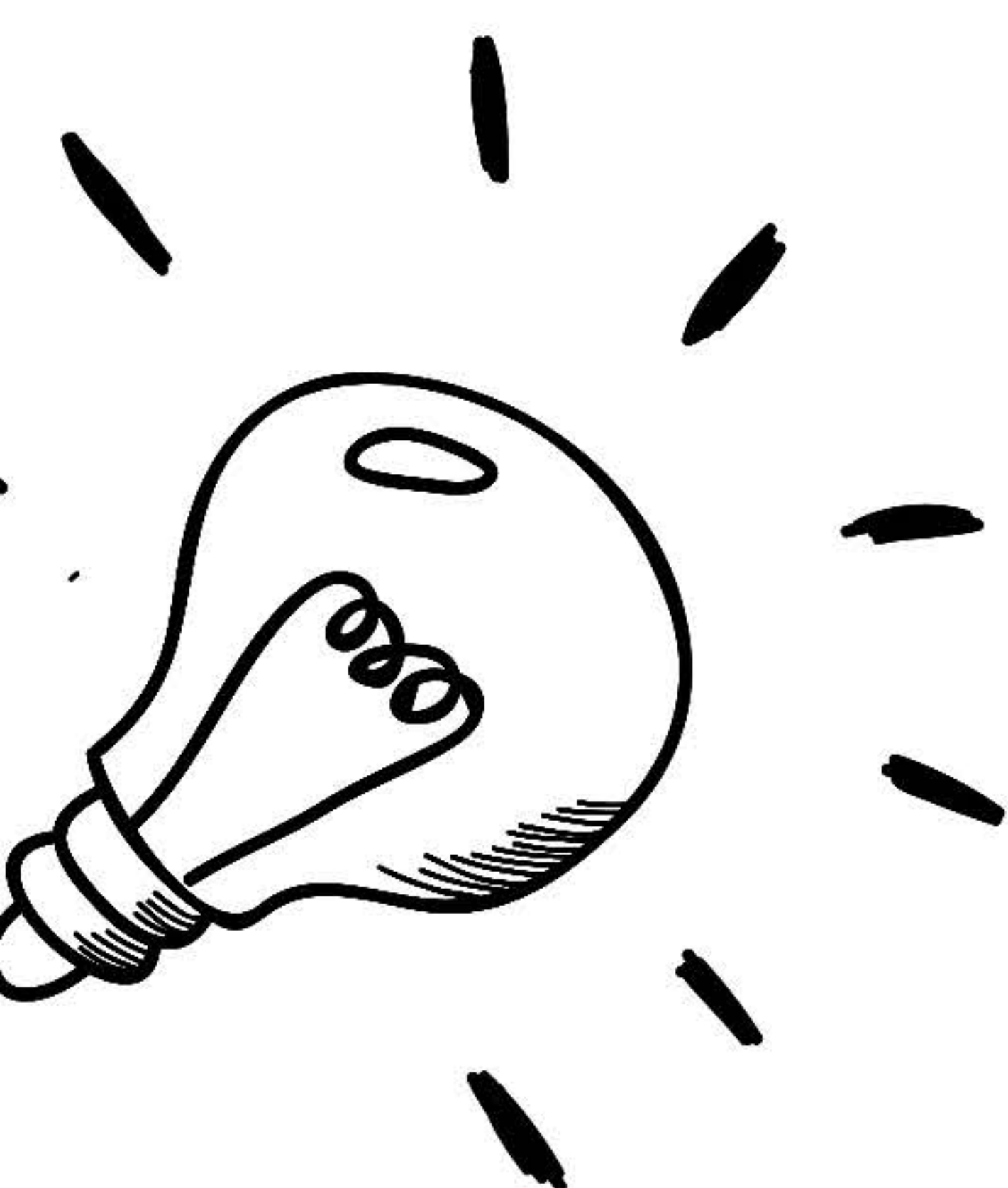
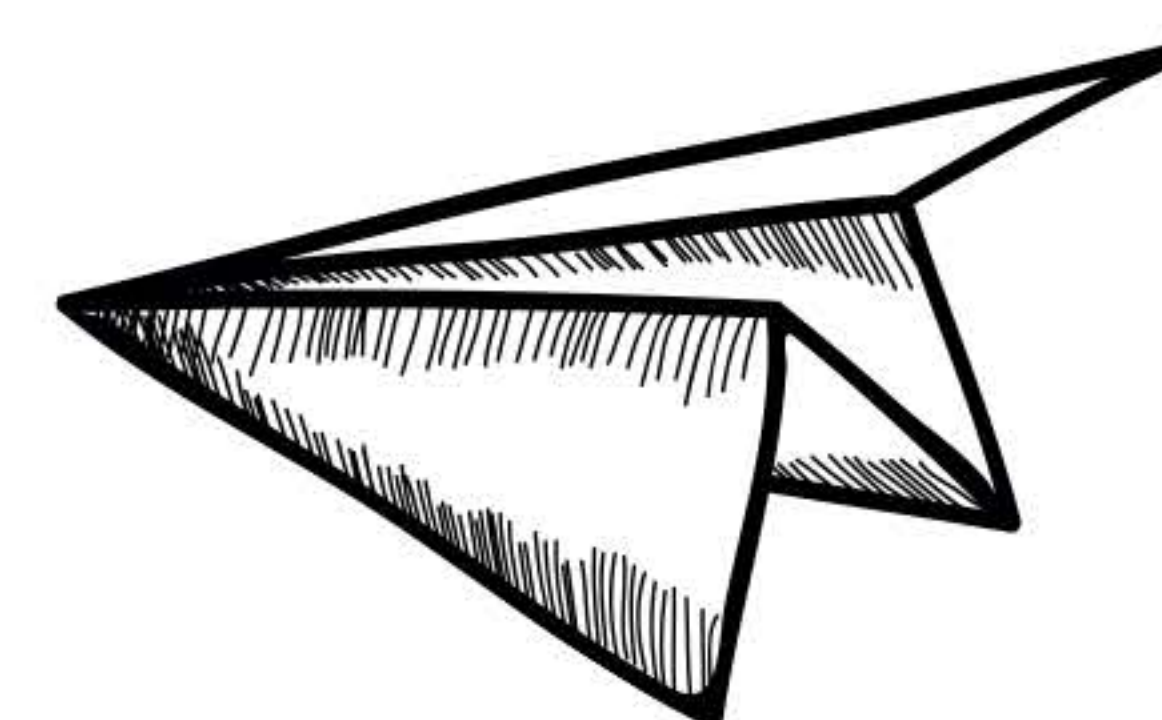
## Direct target group

Students from 6 to 12 years old: this is the age when students start disliking the schools. In most of the cases after 12 years old students already know that they don't like studying.



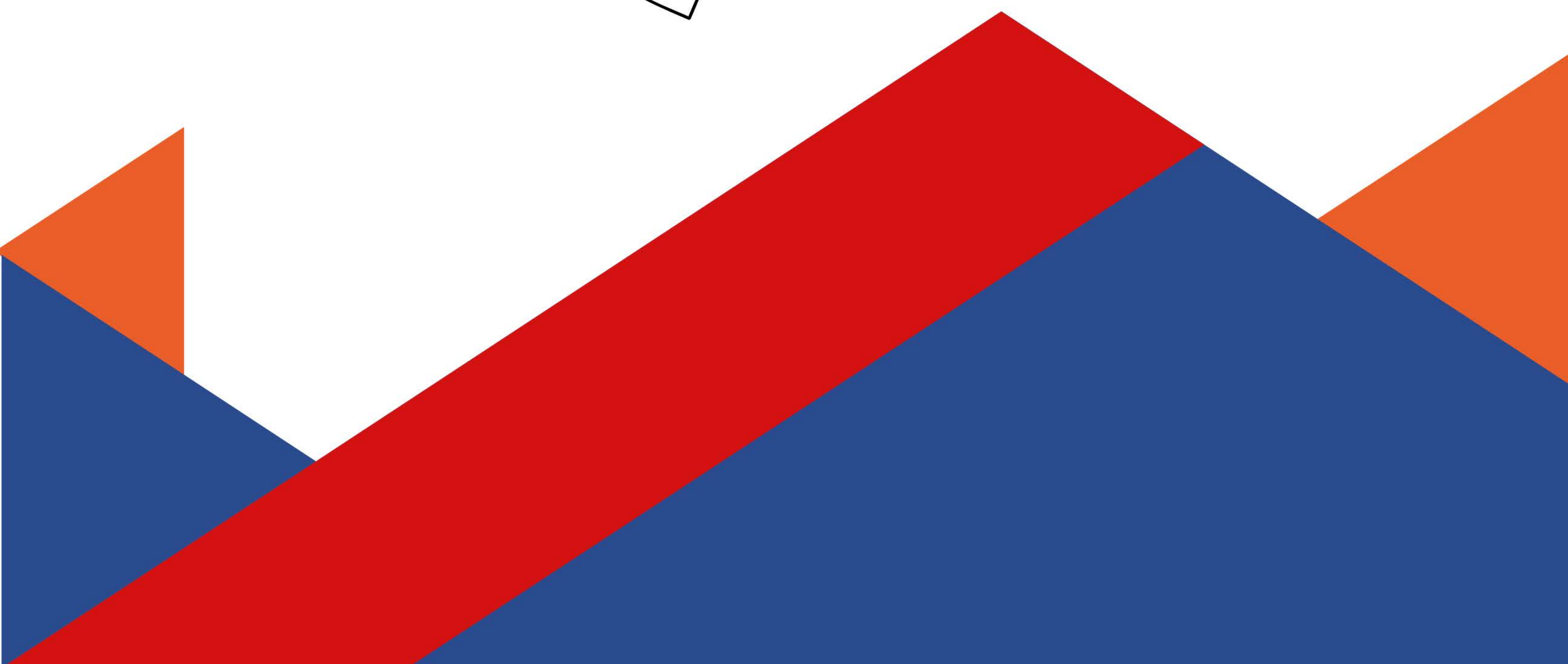
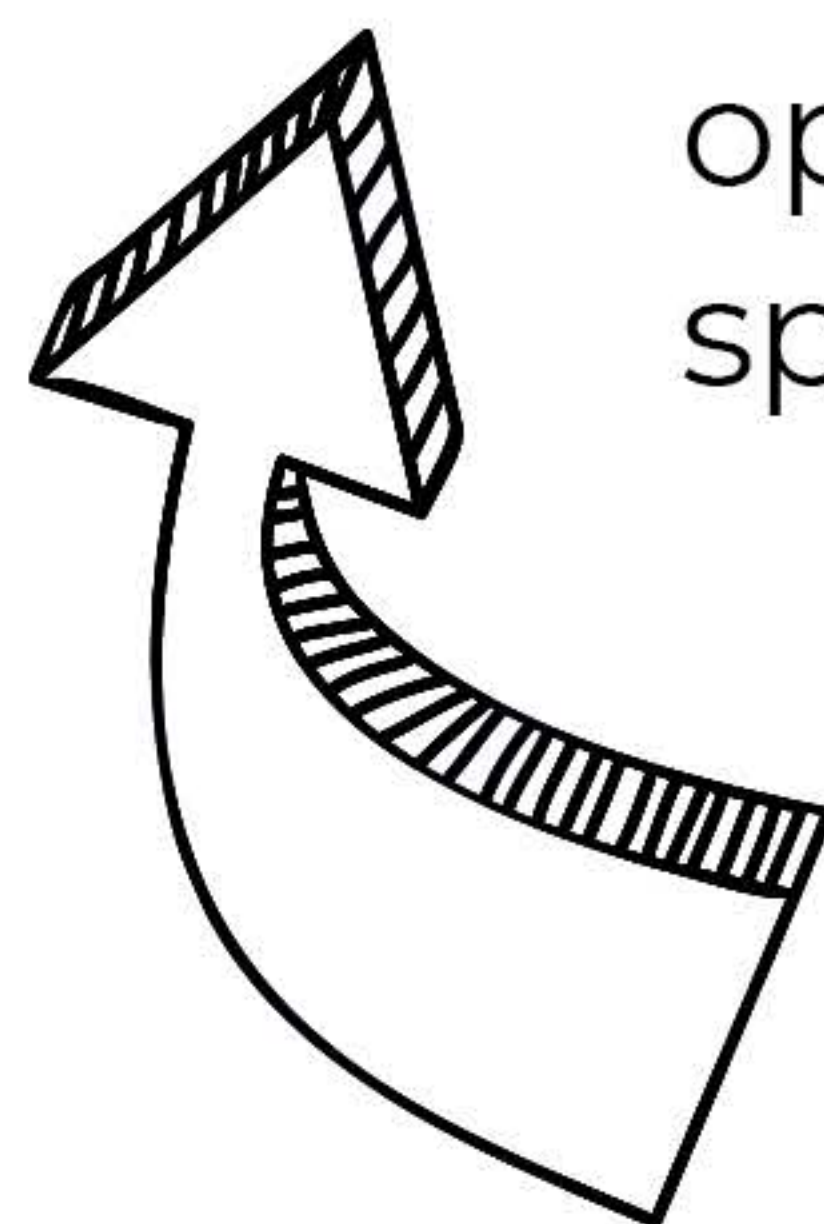
## Indirect target group

Teachers and management teams of educational centers



## Multiplier Events

During the last months of the development of the project, 4 Multiplier Events will take place, each one organized by each partner in their country. Each organization is given the opportunity to realize these events in the space of three months.



# Transnational Project Meetings (TPMs)

The  
Kick-off  
meeting in  
Spain

The 2nd  
TPM  
in  
Romania

The 3rd  
TPM  
in  
Greece

The  
closing  
TPM in  
Spain

In order to assure the best development of the project, the partners have agreed on the organization of 4 transnational meetings, taking place at key moments and places of the overall project implementation with different objectives.

## The partnership

The European partnership is made up of the following organizations:



CENTRO DE EDUCACION INFANTIL Y PRIMARIA CUBA (SPAIN) – Project Coordinator



ȘCOALA PROFESIONALĂ GROPNITA (Romania) – Project partner



E-SCHOOL EDUCATIONAL GROUP (Greece) – Project Partner



DAFO Gestión Estratégica S.L. (Spain) – Project Partner



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