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BUILDING SKILLS STRATAGAME NEWSLETTER



The Digital Guide for teachers is now ready

Summary

- **The Digital Guide for teachers is now ready**
- **The field tests of the Game and the Guide by teachers and students**
- **Inter-partner training activity successfully carried out in virtual form**
- **The latest dissemination events**

The partners worked intensively on the third and final output of the project : the on-line guide aimed at providing teachers with specific tools that allow them to include the teaching of soft skills in their professional training activities. This interactive guide, created with the coordination of the Spanish partner INNOHUB, the technical-IT support of the Polish partner DANMAR and the contribution of all the other partners, focuses in particular on the teaching methods used to integrate the diagnostic test and games on soft skills during the various activities carried out in the classroom.

The methods presented are based on interactivity, in order to bring the experiential training method into the classrooms, encouraging greater involvement of young students and motivating them in the learning process. Therefore, these guidelines represent an important support tool for trainers during their teaching activity, not only in schools but in all vocational training centers.

The Guide is already available on the project website <https://stratagame.erasmus.site>, not only in English but also in all 5 partner languages: Turkish, Italian, Romanian, Spanish and Polish.

Inter-partners training activity successfully carried out in virtual form

An important inter-partners training session was held from 21 to 25 September in which 13 teachers and 12 students from the 5 participating countries of the Stratagame took part: Romania, Italy, Spain, Poland and Turkey. The activity in question should have taken place in Valencia last May but, due to the restrictions imposed by COVID-19, it was redesigned and implemented in online mode, engaging the participants very intensively for 3 hours a day and for 5 days . During the activity, the 5 soft skills developed in the Stratagame project were presented, commented, discussed and "tested": teamworking, communication, creative thinking, adaptability and problem solving. Despite the "virtual" mode, all the participants were very involved in the interactive activities and greatly appreciated the validity of this experience which allowed them to get to know themselves better, to compare themselves with others in an international context and to improve the level of of their soft skills

And so while teachers will have valid tools to integrate their teaching programmes, students will have greater ability to enter the job market. All this testifies to the success of an experimental online training format which, after all, is another “unofficial” output of the Stratagame project.

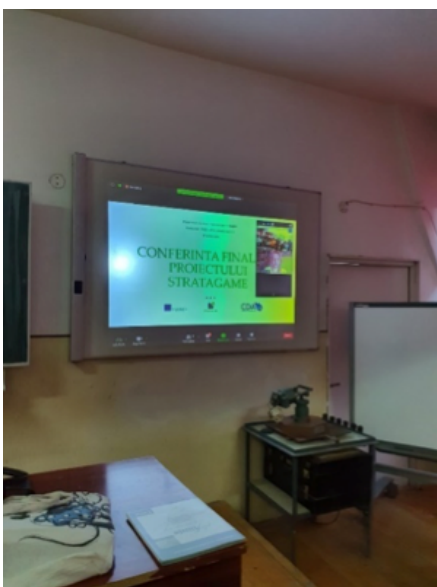
The latest dissemination events

In Romania

The final conference of the STRATAGAME project was held online in ARAD on 15 and 18 September 2020, in two phases, adapted to the school program. In these two days, more than 60 people attended the conference belonging to:

- the field of formal education (teachers and students), represented by the Technical College of Constructions and Environmental Protection Arad
- the context of local policy, represented by the Regional Consortium for Western Education and Employment and the Committee for Local Development of the Arad Social Partnership
- the context of the beneficiaries of the labor market, represented by the National Council of small and medium-sized private enterprises in Romania.

The results of the project were presented and there were several interesting comparisons, especially between those responsible for education policies and the representatives of the beneficiaries of the labor market, on the future of vocational training with respect to the demands of the labor market. On the other hand, all VET teachers greatly appreciated the ways in which the project results were integrated into their classroom activities.



In Spain

On September 24th took place the last Multiplier Event of the STRATAGAME Project, carried out in Spain. The latest restrictions and fears coming from COVID-19 made impossible for the event to take place physically, and an online event was carried out instead.

Around 45 people took part of the event. Among the main outcomes of the event, it can be highlighted that the 3 Spanish participants in the STRATAGAME Learning, Training and Teaching Activity were also present in the MultiplierEvent, and they were able to provide an insight of the project from the pointof view of a student or a teacher. This was highly positive to increase the interest of the attendants in the project outcomes and products, and some of them expressed their intention of trying out in the next academic course some of the project products

