

# NO MEMORIZE ANYMORE COME AND PLAY FOR MORE



PROJECT BOOKLET NO.1  
LTTA in Zespół Szkół Da Vinci Poznań, Poland  
May 2018

## Project idea

Everyone (whatever his/ her age) likes playing games. With the developing world we can see that the traditional educational system does not work. There must be something different, attractive and putting the students in the centre of the lesson, so we thought this could be managed with the game based learning method. The central goal is to learn and teach lessons by using ICT, English skills and students' creativity. We want the students to create games for classes in order to see that learning can be funny and unforgettable.

## Our aims

- To be able to understand a new concept or idea, take on a different perspective, or experiment with different options or variables.
- To develop both students' and teachers' ICT skills.
- To improve English language skills.
- To develop a variety of connections with the content and to form positive memories of learning.
- To develop students' critical thinking skills, creativity, teamwork and good sportsmanship.
- To develop communication skills.
- To learn about new cultures and be aware of how lessons in European countries are being studied.

## Project coordinator:

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## Project partners:

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1ο ΗΜΕΡΗΣΙΟ ΕΠΑΓΓΕΛΜΑΤΙΚΟ ΛΥΚΕΙΟ  
ΝΙΚΗΤΗΣ, Nikiti, GREECE



# LEARNING/TEACHING/TRAINING ACTIVITIES

## C1: Short-term joint staff training events in Zespół Szkół Da Vinci in Poznań (Poland)

The teacher education activity in Zespół Szkół Da Vinci which was held in March 2018 aimed to promote teachers' ability and competence in designing games and integrating them into the lessons and in new methodologies and approaches to motivate the students. The participants had a chance to observe and experiment with new techniques such as innovation in order to develop students' algorithmic skills to solve problems not only when writing programs.



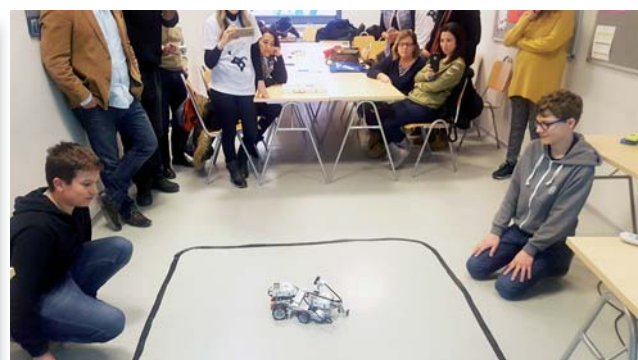
## Introduction to gamification: theory & discussion - workshops in Collegium Da Vinci

The workshop was led by Jerry Kowalczyk, an educator and Art Director with many years of experience in the game industry in the United States. He worked on many AAA game titles, including Medal of Honor and Call of Duty. Former instructor and head of department at the Art Institute in Los Angeles (Game Art and Design department). Currently, he teaches game development at Collegium Da Vinci and School of Form in Poznan, Poland. During the workshop the teachers discussed problems with current educational system, positive and negative influences of technology and the difference between extrinsic and intrinsic motivation. They also identified students' needs and learnt how to gamify and use games in the classroom.



## Robots EXPO

The teachers participated in a workshop about building and programming robots during IT classes which are conducted in Da Vinci schools. Two students from Primary School and Junior High School: Adam Karlik and Dobromir Sokołowski presented their robots and explained their motivation and robot-building step by step.



### Scratch workshop

The aim of this workshop was to acquaint the teachers with Scratch, which is a visual programming language and on-line community targeted primarily at young users. Using Scratch, we can create interactive stories, games and animations, then share and discuss them with one another. Developed by a group at the MIT Media Lab, the service is designed to help students think creatively, reason systematically and work collaboratively. Scratch is often used in teaching coding, computer science, and computational thinking. Teachers also use it as a creative tool across many other subjects including math, science, history, geography, and art. The Scratch workshop was prepared by two students of Da Vinci High School - Mikołaj Liweń and Błażej Duda. They showed the participants how to use some Scratch commands in order to build a simple game. Look at the example game: Catching chemical formulas created by Mikołaj Liweń.

<https://scratch.mit.edu/projects/212580114/#player>



### TIC in education

One of the project's aims is to develop students' and teachers' ICT skills; that is why the teachers participated in the workshop about the use of free and commonly accessible apps and tools in education. The good practice workshop was led by one of Da Vinci teachers who presented the use of different tools in the classroom.

### Imagination LAB

It is a place which has been created for both children and adults. The main aim of the lab is to find a modern way to encourage visitors to explore the world, develop their imagination and to arouse their interest in science through experimenting. The participants spent almost 3 hours doing instructive entertainment in three workshops: ecology, physics and brain-teaser activities.



# Cultural visits

## Poznań city centre

The visit in the Poznań city centre was very interesting, full of legends, stories and historical facts which were memorable to all project participants.



## Cathedral Island in Poznań

The teachers had the chance to get to know the Cathedral Island in Poznań playing a location-based game “The Fellowship of Explorers” ([https://gryturystyczne.pl/index.php?id=102&gra=POZ\\_02\\_ENG](https://gryturystyczne.pl/index.php?id=102&gra=POZ_02_ENG)).



## Porta Posnania

Porta Posnania has been designed as an interactive and multimedia presentation of history and its interpretation. It is not a museum because there are no artifacts here. All artifacts and historical places are around us on the Cathedral Island. After learning about the Island’s history we could venture out to see the historical spots ourselves. Thanks to Porta Posnania multimedia and fun way to tell its story, all participants felt more connected to the heritage of the oldest part of Poznań.





## Wroclaw

On the last day of the mobility in Poland all project participants went to Wroclaw to visit one of the most beautiful Polish cities and, of course, look for dwarfs. Together with the guide we walked through the city centre and saw all important buildings and monuments of Wroclaw.



## C2: Short-term exchange of groups of pupils in Zespół Szkół Da Vinci in Poznań (Poland)

*The aim of this exchange were game design training activities. All students participated in educational and training activities organized by teachers and students of Zespół Szkół Da Vinci to increase students' awareness about new technologies by showing them good sample practises. Each day they attended activities which developed their skills to be the center of the class and meet new cultures presenting*

*new chances to take part in multicultural environments. They worked together to improve team working abilities, creativity and foreign language skills.*

*On the 18th of March 2018, 5 different schools came to Poznań for the first Erasmus+ mobility: No memorize anymore, come and play for more. The main purpose of the one-we-*



ek program was to show different ways of learning, that is not only sitting on a chair and studying things by heart. Studying does not have to be boring, it can also be funny and easy if you really want it. 5 following countries: Turkey, Spain, Italy, Hungary and Greece came to Poznań to find out about different methods of learning. The whole program lasted one week starting on Monday 19th with icebreaker activities and ending with a trip to Wrocław on 23th of March.



On Monday we started with presentations about our schools and the countries we come from. After a break we had some ice breaking activities which let us know each other better. We tried to remember our names which was in some cases quite difficult but at the end of the program we started to remember them better. Afterwards we played Dixit in international groups to let us know each other better. Our communication language was English, thanks to which we were able to talk to one another not even knowing the other countries national language. Thanks to the ice breaker activities, project logo design workshop and playing some video games created by the student of Da Vinci School - Maksymilian Biełński - we were able to know each other a bit better and learn some interesting facts about different countries or even some words!

Wiktoria Szwed

Tuesday, the second day of the project mobility in Poznań. Today's activities? SCRATCH workshops and then a city tour. All participants were asked to work in pairs to program a short video game. Our task was to design and create a game that will help us learn some subjects. After a few hours of work our projects were submitted. Maybe our games were not masterpieces, but the students were definitely more integrated; what's more, they learned Scratch and practiced English. After the workshops at school we went



on a sightseeing tour around the centre of Poznań. All project participants visited the castle, walked around the Old Market square, enjoyed Fara Poznańska and many other



attractions. In the afternoon we played a game GooseChase in the shopping centre Stry Browar to discover the meaning of the 50-50 Idea.

Dominik Stojczyk



Wednesday, the third day of the mobility in Poland. In the morning we visited Porta Posnania and learned about the history of the Cathedral Island. Then we played a location-based game "The Fellowship of Explorers". In the afternoon all students were invited to play more games. The first activity was a very simple but really enjoyable game. Every person was asked to write a character or a thing on a sheet of paper, then all cards were randomly divided and given to the students. After the sheets were raised into air or stuck to forehead, we had to guess who we were. The students started calmly with pop stars and film characters.



But with the course of time all participants integrated and the words were becoming harder and weirder.

Dominik Stojczyk

On Thursday, 22nd of March, the second and third grade of Da Vinci High School organized two escape rooms and a board game about Tatrzański Park Narodowy (Tatra National Park). The students were divided into 3 international groups. The first escape room was in the Aztec style. The students had to find the letter from a god to get out of the room. It wasn't as easy as it sounds. All around

*the room there were riddles and secret places where students could find keys, locks, jars, golden coins and letters. The other room was in a different style. The group had to decipher a code to be able to get out of the radioactive area before it was too late. Both rooms had a lot of mysteries and locks and codes that the students had to break to get out of the given rooms. This activity let the students practice teamwork and logical thinking. Afterwards, we went to the Imagination Lab to participate in ecology and physics workshops and to solve more riddles and enigmas.*

Wiktorja Szwed

*On the last day of the mobility in Poland we went on a sightseeing trip to Wroclaw, one of the biggest western Polish cities. Unfortunately, time passed too quickly and on the same day we had to bid farewell to the Spanish students while the rest of the group was coming back to Poznań. Students definitely liked Wroclaw, because of the beautiful architecture and a great tour guide that explained the whole history of this city. On the way back to Poznań the students threw a bus party with international music and even a dance show.*

Dominik Stojczyk





# Students memories from the mobility in Poland

## Impressions of the Turkish students

*My mobility experience was perfect. I liked all the activities but I liked Escape room the most because I love mystery. Imagination lab also impressed me a lot. There was a workshop with 6 different games. It was great. I learned that sometimes we have to think in a simpler way, like children. The ecology part was also good. In that part they made us aware of how human activity affects the Earth. In the video game designing part, I learned programming in Scratch and tried to make a new educational game with groupmates. I also learned more about Polish history, culture and religion at a city tour.*

Buğra Alay



*First of all, everything we did together was fantastic. You were so hospitable and made us feel like home. I've never wanted to leave Poznan and come back :)*

*My favorite thing from the mobility was the escape rooms I think but I really liked the time when we had to pair up and work, my partner was really nice and we had a lot of fun while learning. I liked the escape room most because it was really well-designed. I could just go to one of them but it was really good to be in there and try to solve the case. I also really liked the location based game we played at the Cathedral Island. It was really fun and we did a good team job, I believe. I learned a lot about gaming and coding, I think. When we paired up with Wiktoria, we didn't know anything about Scratch but we were really good at the end. I learned a lot of things about Polish culture, history, politics and daily life. I made great friends there and I believe that there is nothing more important than making friends. Love you Poland.*

Buğra Durmuş

*If someone asked me to summarize my mobility experience in Poland in only one word, the word would be "GRE-AT". It was my first time abroad and my expectations were high. But Poland and the activities, games and all did not disappoint me. When I think about the trip, I can say that I liked the Location Based Game in Stary Browar the most. Because it made us work in a group with the students of another country, communicate with the local people and discuss our ideas and get to know the place we are in. If we*

*had just shopped and walked around it would have been too ordinary, like just a really big shopping center, but the game made Stary Browar unique and unforgettable. I learned how to design a logo. It seems easy to design something but when you start it, it is really hard because you need to combine your imagination with your skills of drawing or the program you use. Also video game designing was good and the program we used was easy to create something. At the end of the day, I am really thankful especially to the Polish Team and the rest of the participants, it was an experience everybody should live through.*

Zehra Nalci

*What I liked most about the mobility to Poland was the atmosphere that contained the opportunity to learn about new cultures. Thinking of the fact that Poland has such a great architecture could be just another reason why I liked Poland. What impressed me the most during our visit to Poland is obviously the Imagination Lab. I believe it made us gain different perspectives while looking at something. Many things can be said about what I learned from this mobility but the most important one is that learning could be fun and when it is, it is even more permanent.*

Ebru Altuntaş

## Impressions of the Greek students

*In 2018 I had a chance to visit Poland thank to the Erasmus program. The experience was unique and new to me! Some of the Polish teachers and children showed us around their school. The Polish students behaved in a very friendly way and had a great sense of humour! I was really impressed with the size of the building and what artistic things they made! Moreover, they had organized some very clever and enjoyable games inside the school and then outside in their town, Poznan. They also organized a big trip to another town similar to Poznan. I was surprised by how many churches, dwarfs and bridges it had and by their traditional food too! I enjoyed my stay in Poznan so much because I got to know better the Italian students and also cooperated with the students from every other country. I feel very lucky that I travelled abroad for the first time!*

Katerina Sakia

*My experience of Poland was fantastic! I learned many things about their school. It was too big and too impressive. I learned about their city, Poznan, their history or tradition. I visited a lot of museums and sights. I socialized with so many different personalities and spent hours with people from other countries! It was a beautiful experience and I will never forget this trip. It was the first time I travelled abroad!*

Anna Mavridou

*My experience of the Erasmus program was unique! I met guys from foreign countries and made new friends. I learned*



*ned the history of Poland as well as the history of Poznan but the most important thing is that I changed for the better! I gained a lot of knowledge and many, many memories. Finally, the Erasmus program gave me the ability to have an amazing week with unbelievable experiences, amazing attractions and unforgettable friendships.*

Christos Christoudas

*The trip was very good, it was the first time I left my country and it was a perfect experience. From the lessons we did in the Da Vinci School I learned things through games and I think it was pretty cool. I also liked Wroclaw a lot. I saw some amazing churches and other buildings. All the trip was amazing and I will never forget it!*

Giannis Dravaliaris

## Impressions of the Hungarian students

*I had never been to Poland before. It was really good that I could meet, talk and play with people from many different countries. I think the best part was when we needed to play activity games, because it was the funniest part of all. I'm glad that we went on a lot of trips. I'm so lucky because I could meet all these cultures from all the countries.*

Dóri Lőrincz

*My trip to Poland was pretty amazing. I got to know a lot of great people. The teaching programmes were really useful and interesting. The cities we went to were absolutely beautiful and the history of each town we visited was so unique. I'm really honoured and thankful I had an opportunity to take part in this trip.*

Suzy Nguyen

*I really enjoyed this programme. It was a precious experience to get to know so many people from different cultures. The school where we were staying is beautiful and it would be awesome to learn there. Wroclaw was marvellous and exciting. It was the best programme. I am glad I could take part in this trip.*

Luca Horváth

*I really liked how the school looks, it was so brilliant. I am shocked about the arts that they had on the walls. I also enjoyed*



*joyed the programmes in the school. My top favourite was the afternoon game when we played „Who am I Activity”. I think I learnt much about Poznan's history and the city tour was exciting. I'm shocked how many churches it has. The Poznan Town Hall where we saw the goats' fight was really amazing. I am glad because I went to this trip.*

Ella Szűcs



## Impressions of the Spanish students

*My experience in Erasmus + has been very positive for several reasons. First of all I visited a foreign country for the first time in my life. The plane trip was fantastic. The school that hosted us was very large because it was shared with university students, something that does not happen in Spain. The activities we did helped us integrate with the rest of our colleagues from other countries. In this way I was able to make new friends. This type of activities is a very good way to practice languages, in this case the only common language was English.*

Jaime Serrán

*My experience in Poznan was incredible, I would repeat it many times more. You realize the true level of language you have and learn a lot. As for the city, the school and the projects were very interesting and not tiresome, which is a new way of learning. From this project, apart from what I learned, I take the friends I've met, the customs of another country, the monuments and stories and the beautiful experience.*

Ana Rosa Benítez

*My experience in Poland was rewarding. The events that I enjoyed most in the trip are the visit to "Porta-Posnania" and the great relationship between the students. Months before the trip, we were in touch by Whatsapp and today, we continue to be in contact and we want to plan something to see each other again in the summer. In Poland, I have improved the handling of Scratch application, also the knowledge about cultures of others countries and my English. I'm very happy to have enjoyed*



*this experience and to have met so many people who have been great to us.*

Gema García

*In Poland I learned a lot of things like being more self-sufficient, but the most important thing that I learned was English, the best way to learn English is going to places or events where people speak it. You can learn pronunciation and a lot of new words that you didn't know. I talked with a lot of people, and it helped me to have more experience on this language. Erasmus+ is a good idea to learn English and a lot of different forms of study using video games. The experience in Poland was so great, we visited a lot of places and we met a lot of people from different countries. Anyway, I think that Erasmus+ is the best way to learn English and other things like programming.*

Isaac León



**"NO MEMORIZE ANYMORE, COME AND PLAY FOR MORE"**  
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Erasmus+ Ka219 Okullar Arası Stratejik Ortaklık Projesi Okulumuzda Yürütülmektedir.

