



Erasmus+

**Erasmus+ KA220-SCH**

**Cooperation Partnerships in School Education**

**Foreign Language Learning Gamification**

**FLAG**

2023-1-HU01-KA220-SCH-000156504



Coordinator institution: **Érdi SZC Kossuth Zsuzsanna Vocational and Technical School and Youth Hostel.**

The project partners are from **Germany, Hungary, Türkiye.**

- *Ceglédi SZC Sztérenyi József Vocational and Technical School - Hungary*
- *Érdi SZC Százhalombattai Széchenyi István Technical and Grammar School - Hungary*
- *Kırıkkale University – Türkiye*
- *Kanuni Sultan Süleyman Mesleki ve Teknik Anadolu Lisesi – Türkiye*
- *BUPNET Bildung und Projekt Netzwerk GmbH (Göttingen) - Germany*
- *Érdi SZC Kossuth Zsuzsanna Vocational and Technical School and Youth Hostel- Hungary*
- *Transturk İç ve Dış Ticaret Limited Şirketi (Transturk Domestic and Foreign Trade Company) – Türkiye*

*Duration: 2 years (24 months)*

Our application is structured around the following thematic areas:

- *Informatics- Digital Competence*
- *Foreign language learning*



- *Environmental protection*



Over the last two decades, technological factors such as computers, the games industry, the internet, and social factors such as family, friends and society have influenced children's perceptions and thinking styles. Of these factors, rapidly developing technology is the most dominant and effective. Our task is to rethink and reform classical teaching methods and tools, integrating them with a form of innovation.

In this context, our project will design digital learning materials for use in English language teaching, by creating a mobile application for gamification. The project will produce digital language teaching materials. Through this project, which applies digital game technologies in education and training, we aim to enhance and contribute to students' active learning. Our priorities include the modernisation of classrooms and the innovation of teaching methods. We aim to achieve this by integrating good practices and knowledge into teaching. We want to make progress in emotional intelligence, motivation, information and communication technology (ICT), creativity, teamwork, cooperation, tolerance and intercultural dialogue. Last but not least, we want to develop students' English language skills and make them more confident English speakers. The knowledge acquired will cover different competences: digital competences, learning to learn, foreign language competences, inclusion, cultural awareness, environmental competences and education for sustainability.

### ***Project aims***



The aim of our project is to modernise lessons and innovate teaching methods. We want to achieve this by integrating good practices and knowledge into teaching. We want to improve emotional intelligence, motivation, ICT, creativity, teamwork and cooperation, tolerance and intercultural dialogue.

The target group of our application is students preparing for their school-leaving exams and language tests.

One of our main goals is to integrate the potential of gamification into everyday education. In this way we also support personalised learning and individual needs, as well as modern learning techniques.

Last but not least, we also plan to integrate environmental education, the development and shaping of environmentally aware behaviour into the products we develop. Our team aims to develop a mobile phone application and a closely related scientific article on the topic of "Foreign Language Learning Gamification".



Last but not least, we want to improve our English language skills and become more confident English speakers.

As well as improving communication, we can make more friends and project partners and get involved in more European projects.

The results of our project:

- Mobile application
- Scientific article(s) published (benefits of learning through play)
- Digital content for the English language curriculum

The knowledge acquired includes different competences: digital competences, learning to learn, foreign language competences, inclusion, cultural awareness, environmental competences and education for sustainability.

***Preliminary data analysis***

*Problem tree  
of language  
education*

*Students*

*Teachers*

*Lack of  
motivation*

*Forever  
'beginner'*

*False self-  
evaluation*

*Lack of  
motivation*

*IT skills*

*Old  
methodology*



In the first preparatory phase of the project work, a questionnaire survey was carried out to define the topic. The target groups of our survey were students and teachers. Our questions were structured around the teaching and learning environment and methodological approaches to language learning. The figure below illustrates the conclusions of our preliminary research. It has in fact confirmed our hypothesis that language teaching needs to be reformed.

### ***First steps...***

The first priority is to create the 10 English language learning materials and select the apps and games to work with them. The work process was structured in four main stages.

Content design, which involved selecting, compiling and shaping the content of the curriculum. Based on our professional competences, we created structured, colourful and interesting media in line with the didactic structure.

Text design, for each module we have inserted texts that engage, stimulate and motivate learners. Particular attention was paid to the prior knowledge level of the learners. Thus, ensuring their success.

Hypertext design, incorporating external and internal links to make the digital learning material more attractive. The aim is to act as a connecting link. We also offer alternative ways to move on.

Multimedia design, it is important that these are linked to the texts. We have used them as learning aids. We are also aware that moderation is very important as it can be a distraction for the user.

The didactic design process has also been based on a new approach. It is based on the interaction between the curriculum, the learning programme and the learning environment.

### ***Kick off meeting in Dabas, Hungary***



Érdi SZC Kossuth Zsuzsanna Vocational and Technical School and Youth Hostel hosted the kick-off conference of the 2024 call on 19 and 20 February 2024. In addition to the professional work, the programme included a section on getting to know our city, capital and country, and presenting the most important aspects of Hungarian culture. In addition to the delegations from the partner institutions, there were also guests from our centre and the city administration. The main task of the first day was to get to know the partners and to get to know the English language curriculum. In the second half of the day, we visited the most prominent point of the town of Dabas. Thanks to the atmosphere of the Halász Móricz Mansion, the day of active work was concluded with a dance and dinner.

On the second day, we visited Budapest, where our guests could get to know the most important buildings and sites of our capital. We paid a professional visit to the Keleti Károly Faculty of Economics of Óbuda University. We had two days of active work in a pleasant atmosphere. We would like to take this opportunity to thank everyone who helped us to realise our project and the meeting.



*Cultural programmes in Budapest*

### ***We go on ...***

The next stage of the workflow is to digitise the learning materials and put them into an app. A meeting will take place in Turkey in October to prepare the digital material and hand it over for testing.



**FLAG website**  
[www.kzsdabas.hu](http://www.kzsdabas.hu)



## *Project consortium*



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