



Erasmus+ Programme – School Exchange Partnerships

Project nr: 2020-IT01-KA229-079019

Project Name: **BULLYING RUDENESS EXPLOITS AGAINST KIDS -**

TIME FOR INCLUSION IN MULTICULTURAL EUROPE

(BREAK TIME)

LEARNING / TEACHING / TRAINING ACTIVITY REPORT

Dates of the Learning / Teaching / Training Activity: 13/02 to 17/02/2023

The host school: ISTITUTO STATALE di ISTRUZIONE SUPERIORE "ALFONSO CASANOVA" – ITALY



1ST DAY (MONDAY 13/02/2023)

After delivering identification tags and folders with mobility program we had a warm welcome by our Headmistress and the project coordinator. Then the team had a tour around the school led by the students of the hosting school. During this tour the participants had a chance to visit various classes and talk to local teachers and students.

Teachers and students were welcomed in our theatre for a typical dance show "TARANTELLA" made by students of the hosting school and they learned to dance the most popular traditional dances in Naples.

All the participant students took part in an ice breaking activity - the mobile games : Adjectives Circle time – Gym path - trust about your classmate – believe in group dynamics – gym circuit organized by our physical education teachers.

Students' Debate : HOW INCLUSIVE GAMES CAN HELP LEARNING RULES?

AFTERNOON CULTURAL VISIT: HISTORIC CENTER TOUR (decumani – S. Gregorio Armeno – San Lorenzo - Duomo – spaccanapoli - Santa Chiara – P.zza S Domenico – Chiesa del Gesù

2ND DAY (TUESDAY 14/02/2023)

Cultural visit to the Royal Palace in Portici and Pompei to appreciate Italian architecture and art and the marvellous ruins of a DEAD TOWN under Vesuvium lava famous alla round the World.

Teachers and students could appreciate a long walk along old Roman street and could have some knowledge about their traditions and habits.

3RD DAY (WEDNESDAY 15/02/2023)

All the teams presented their works to celebrate **“THE INTERNATIONAL DAY OF WOMEN AND GIRLS IN SCIENCE”** : each team talked about very famous women in science in their Country and had a debate about the importance of theme nowadays.

ERASMUS GAMES : “DRAWN ON YOUR BACK” international teams were involved in design your feelings. this game is usefull to create a sense of unity in the group and teach students to pay attention to the others, to feel their body, to understand the classmate, to create a sense of cohesion.

Each Country presented their traditional games (ESTONIA– SPAIN – TURKEY - ROMANIA)

COORDINATORS: WORK ON EU PLATFORM . The teachers discussed dissemination and sustainability activities. The team leaders prepared the list of participants and wrote the LTT Report of the mobility, then agreed about the next activities online to complete all the duties for the projects reports, discussing the details of the future activities for each Country.

In the afternoon : CULTURAL VISIT : MASCHIO ANGIOINO CASTLE – GALLERIA UMBERTO I -

VISIT TO ROYAL PALACE – PLEBISCITO SQUARE – CASTEL DELL’OVO – 15” boat tour - walking by the sea

4TH DAY (THURSDAY 16/02/2023)

During the visit to the City HALL the participants met the MAYOR’S COUNCILOR FOR CULTURE in NAPLES and discussed the topic of education , the differences in educational systems in their countries and how is important to work about inclusion in some multicultural areas all round the world.

ERASMUS GAMES:

GAME :THE RULER In this game it’s important to be patient,honest and creative. the most important aim of the game is cooperation. It can be used for cooperation – coordination – leadership and team building improving emphaty.

GAME :CROSS THE RIVER In this game it is important to find the right strategy to create cooperation inside the team including all the partecipants who can reach the same aim.

DEBREAING : HOW DO YOU FEEL LIKE? it’s important to have a final debreaing about all the feelings felt during the game and the sensation that each partecipant proved.

In the afternoon CULTURAL VISIT TO M.A.N.N.(NATIONAL ARCHEOLOGICAL NEAPOLITAN MUSEUM)

On the top of the hill SAN MARTINO CASTLE a medieval fortress to defend the town.

5TH DAY (FRIDAY 17/02/2023)

“DISCOVER THE CITY” integrating new-comers to the city, enhancing self-confidence of the new-comers within the group (group study,learning by discovery)

During all the days of the mobility the students were shooting the video. At the end of the meeting the team edited a short video clip about the BREAK TIME project in Italy.

The coordinating organization hold the Certificate and Closing Ceremony with attendance of all the teams. The participants shared their traditional songs and all the students tried to learn each other National songs.

Overall, the 5th LTT activity of our project in Naples, Italy was successfully completed. During five days the participants implemented all the activities successfully.

RESULTS

☒Teacher :

- Teachers could experiment a different way of teaching using games whose hidden training objectives are to motivate students to improve their skills, behaviours and competences through non formal education.
- experienced how important is learning through games for inclusion
- clearly determined how to enrich the content and defined their final roles.
- had intercultural respect and reduced prejudices, had a chance to get familiar with the culture and the local cuisine;
- performed their success in the dissemination process of the project activities and results;
- the teachers who took part in the mobility for the first time experienced working with colleagues from different countries and cultures, benefited from the opportunities of Erasmus+ projects and also observed the management and implementation of the project.

☒Students:

- explored alternative ways of spending time effectively, beneficially
- were involved in communicative heterogeneous active groups
- played a really inclusive, cooperative and challenged role to defeat bad behaviours
- shared common experiences as European Citizens
- enhanced self-awareness, self-confidence and knowledge
- developed their linguistic and communication skills;
- reduced their stress and violent behavior;
- identified self-esteem and self-confidence;
- understood the cultural component of the visited Country;

Teachers and students:

- collected the material for E-book;
- got information about ITALY, its culture, ISIS ALFONSO CASANOVA, thus they had a chance to compare an Italian school with their own organizations;
- increased their knowledge and skills about Game Based Learning in Modern Education, shared their experiences and cooperated for new ideas.

We adapted our methodologies to our students' interests to be more meaningful and to overcome their lack of competences in many field. These main goals through "non formal" education, through games were successfully reached.

The Coordinator

Michelina Petruzzi