Minutes Local Seminar in Paris on the 20th of February 2014

Association M3Cube organized a local seminar in the 20th arrondissement of Paris in a meeting room that it shares with other local associtions. The seminar started at 11PM and lasted for one hour. The aim was to promote the GAMES strategic partnership project to local stakeholders acting in the field of lifelong learning.

Participants

The participants were invited from M3Cubes network and they were all local ICT teachers or language trainers working for associations. In total there were eight participants; two of the invited ten persons were not available.

Programme

M3Cube prepared a Powerpoint presentation in French presenting:

- The goals of the GAMES project
- The results of the project
- Local activities carried out in France (with explanation of different games used in workshops)
- The information tools of the project

After the presentation, the participants had an open discussion regarding the games and stimulations that they have used in their work as a teacher. Here below detailed explanations of the games and stimulations that were given as an example.


Discussions among the seminar participants

Experiences of Games and Stimulations in learning

1. Augmented Reality tool for ICT-learning

An ICT teahcer explained that sometimes it is very important to have "fun" during the ICT training that can be entiring for learners. For this reason, this teacher tries to spice up his lessons by proposing fun applications that are proposed in tablets, smatphones and laptops.

One example of a funny App that he has used is the "Augemented Reality App" that works with the camera of the mobile device. First, the user takes a normal picture and then, as the augemented
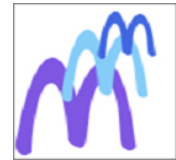
reality app is open, the different surprising and moving 3D features are added in the screen, such as fishes, dinosaurs etc.

The aim of this stimulative excercice is to show to learners that learning the usage of the ICT-tools can also be fun – and the learners appreciate this, says the ICT-teacher (*see the pictures below for examples of this activity*).

Example 1 of the Augmented Reality App

Example 2 of the Augmented Reality App

2. Free Rice

An English language trainer who works voluntary for a local association likes to use an online game called Free Rice. It is created by a non profit website that supports the actions of the the United Nations World Food programme. This teacher like to use this game in his classes and it is a free tool enabling to learn English vocabulary very easily and at the same time it contributes in good social action.

Free rice offer two categories for learning English the grammar and the vocabulary. In the vocabulary game, the player (can be an invidiual or a group) is given a word and they have to guess a synonym for this word. In the grammar game, the player has to guess the right phrase structures. For each right response the non profit website gives 10 grains of rice for the UN food programme.
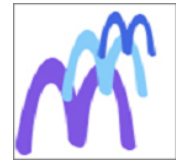
More infromation:

http://freerice.com

3. Jumble

An same English trainer has also used Jumble in his classes. is a vocabulary game with a clue, a drawing illustrating the clue, and a set of words, each of which is "jumbled" by scrambling its letters. A solver reconstructs the words, and then arranges letters at marked positions in the words to spell

the answer phrase to the clue. The clue and illustration always provide hints about the answer phrase. The game can be played by individuals or in groups.

This trainer likes this game as it encourages the learners to think and use their vocabulary in English.

Example of Jumble

4. One-minute BBC World news

An English teacher like very much stimulating her studens with news from around the world. One of her favourite stimulations was to listen the one-minute BBC world news with her learners, make them repeat the news and then ask them explain the world news in their own words. She explains that this stimulation helps to use their vocabulary and to improve their understading of the spoken English.

More infromation:
http://www.bbc.com/news/video_and_audio/

5. Happy Neurones

An ICT-teahcer gave an example of an online game on computer that stimulates memory, he has used Happy Neurons online platfrom with his senior learners during the ICT-classes and he has remarked that this platform useful for the older players. The user interface of the games are rather simple and in consequence adapted for persons who are not very confident with computers.

He uses the Happy Neurone games that are several to get his learners to get more used in the usage of the mouse, the keybord and watch the computer screen.

For the moment this website and the proposed games are only in French.

More information:
http://www.happyneuron.fr/

Conclusion:

The participants had interesting exchanges and very inspired by each others creative teaching tools. M3Cube promised to share with them the Good Practice Guide that this written in the framework of the GAMES project.

Dissemination in M3Cube Facebook Page :

After the local seminar, M3Cube posted some event update in its Facebook page.