

STRATAGAME PROJECT EXPLAINED AT SCHOOL

THE STRATAGAME PROJECT PRESENTED AT THE FOLGADO VET SCHOOL IN VALENCIA.



Last October the partners MEUS and Valencia InnoHub presented the STRATAGAME project, realized with the contribution of the Erasmus + program, at the Folgado VET School in Valencia. During this presentation the students had the opportunity to learn more about the project as well as to test the online diagnostic tool that allows them to know the soft skills that can be improved. In addition to knowing the demo of the interactive game that will be available soon. It was a very interesting experience for the students and also for the partners as they were able to know the students' opinions about the project.

The project has a duration of 24 months and will end on 30 September 2020. It's carried out by partners entities from different countries; Romania, Poland, Spain, Turkey and Italy.

The main aim of STRATAGAME is to provide VET teachers with specific tools enabling them to include soft skills teaching in their professional life; maximize enjoyment and engagement and inspire them. Moreover, another of its objectives is to support young students in search professional opportunities, as well as to build a common, systematic approach of initial and Continuous Professional Development (CPD) for VET teachers. And the most important feature; RATAGAME will develop an interactive online game with entertaining features to continue learning, thus influencing the behaviours in non gaming contexts.

When the project ends, we aim to:

- Equip VET teachers with effective open and innovative ICT tool supporting young people in acquiring and developing key soft skills competences.

- Create two didactic, digital tools will be designed: diagnostic test assessing soft skills competences and soft skills game including Network communication / relational skills, Teamwork, Flexibility / adaptability, Creative thinking and Problem Solving
- Create also a digital guide for teachers on teaching methods to incorporate the diagnostic test and the online game on soft skills within school programs

The meeting was attended by 41 participants; 40 from Spain and 1 international participant from France. Participants were mostly teachers and VET specialists from Spanish IES (VET schools – formal education) as well as VET students from Folgado VET School.

The group was divided in two groups, according to participants profile, VET teacher or Students, so MEUS and Innohub adapted the presentation of the project to the two different profiles. With students, the presentation included group activities around the soft skills and debate about their need, as well as demonstration of the diagnostic test, while the presentation with VET teachers was oriented toward the exploitation of the diagnostic tool with the students.



Participants were generally very enthusiastic about the diagnostic tool. On VET teacher side, they totally agreed with the choice of soft skills chosen for the tool. Several questions were asked about the feedback and its exploitation with the students.

In a student room, an internet issue prevented to make the demo of the diagnostic with the computers and the demo started with mobile devices of participants, which was actually a good way of showing that it actually works perfectly on mobile phones as well. Students were very interested by the opportunity presented of participating in the training activity in May.



