

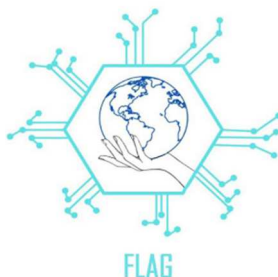


Erasmus+

**Erasmus +KA2 partnership**  
**Foreign Language Gamification**  
**(Games in English language teaching)**

**FLAG**

2023-1-HU01-KA220-SCH-000156504



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

*The countries participating in the project are Germany, Hungary, Türkiye.*

- Ceglédi SZC Sztérenyi József Technikum és Szakképző Iskola - Hungary
- Érdi SZC Százhalombattai Széchenyi István Technikum és Gimnázium - Hungary
- Kırıkkale University (Department of Computer Engineering) – Türkiye
- Kanuni Sultan Süleyman Mesleki ve Teknik Anadolu Lisesi – Türkiye
- BUPNET Bildung und Projekt Netzwerk GmbH (Göttingen) - Germany
- Érdi SZC Kossuth Zsuzsanna Szakképző Iskola és Kollégium - 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 priorities:

- Information Technology- Digital Competence
- Foreign language learning
- Computer literacy, digital literacy and digital literacy



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 kind of innovation. In this context, in our project we 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. With this project, which uses digital game technologies in education and training, our aim is to enhance and contribute to students' active learning. Our priorities include modernising lessons and innovating teaching methods. We aim to achieve this by integrating good practices and knowledge into teaching. We want to make progress in emotional intelligence, motivation, ICT, creativity, teamwork, cooperation, tolerance, and intercultural dialogue. Finally, we want to develop your English language skills and make you 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.

The work is ongoing, with the digitalisation of the teaching materials and the creation of the software as the next milestones of our project.