

KA1 MOBILITY OF SCHOOL TEACHERS

DURATION
6-DAYS PRACTICAL TRAINING

DATE
JULY OR AUGUST

LOCATION
VIENNA, AUSTRIA

THE POWER OF PLAYING: REINFORCING BOARDGAMES AS AN EDUCATIONAL TOOL FOR INCLUSIVE AND INTERACTIVE LEARNING

COURSE DETAILS

ESSENTIAL AND FIXED



Co-funded by
the European Union

- **Duration:** 6-day Practical Training
- **Course Fee:** 480€ per participant
- **Included:** Cultural and evening activities & training materials
- **Administrative Cost:** 25€ per participant (preparation, logistics, & support)
- **Recognition:** Attendance Certificate (minimum 80% participation required)
- **Location:** Vienna, Austria
- **When:** July or August upon agreement (excluding travel days)

Adds-on upon request and based on availability

- **Managerial Cost:** 25€ per participant (preparation, logistics, & support)
- **Individual Cost:** Accommodation and meals can be arranged directly by us (the hosting organisation) upon request, depending on the availability of our partner venue. If you are interested, please send us a written request with a booking commitment—meaning that if we secure availability, you agree to cover the cost and proceed with payment. Upon receiving your request, we will check with the venue and, if places are available, immediately reserve them on your behalf to ensure availability. If, however, we are unable to confirm the offer due to unavailability, we will inform you in a timely manner so that you can independently search for and book suitable accommodation and meals. In case of availability, the cost of our package is €100 per participant per day, fully covered by the Erasmus+ individual support flat rate for Austria (€120/day). This daily package includes accommodation in a shared double room at the training venue, daily breakfast including the departure day, buffet lunches and dinners during the training days (not on the arrival or departure day). This option offers a convenient, comfortable, and culturally enriching experience within the Erasmus+ budget. You can include your request when booking the course; please note that very early requests may take longer for the venue to confirm.

**Single Room Upgrade:* A single room can be arranged for an additional 40€ per day if needed.

**Public Transport:* To make the most of your stay in Vienna, we recommend purchasing the weekly public transport ticket, valid for unlimited travel on all buses, trams, metros, & underground lines for only 19,70€.

COURSE DESCRIPTION

In today's rapidly changing educational environment, schools are expected to respond to diverse and evolving challenges—ranging from inclusion and learner engagement to well-being, motivation, and digital transformation. The Erasmus+ Programme offers a powerful framework for schools to innovate, grow, and build more inclusive, engaging, and future-ready classrooms.

One of the most creative and impactful approaches gaining recognition in this context is the use of board games as educational tools. When used intentionally, games can promote cooperation, reflection, social-emotional learning, and critical thinking—making learning not only more effective, but also more inclusive and fun.

This training course is designed to equip school teachers with the tools, mindset, and experience to integrate educational board games into their daily practice as a meaningful pedagogical method. It empowers participants to:

- Discover how board games foster key competences through play, interaction, and collaboration;
- Design and prototype their own board games aligned with curriculum goals and learner needs;
- Reflect on how game-based learning supports inclusion, participation, and equity in the classroom;
- Co-create activities and methods that can be transferred to their schools or scaled into Erasmus+ projects.

A core component of the course is the application of Design Thinking—a participatory, human-centered approach to innovation. Teachers will learn to empathize with learners, identify barriers to engagement, and design playful, inclusive learning solutions. From adapting existing games to designing entirely new ones, participants will go through the full cycle of ideation, prototyping, testing, and iteration—all grounded in their real educational contexts.

Through hands-on sessions, guided playtesting, team design challenges, and immersive facilitation training, participants will build confidence in:

- Using board games to support competence-based learning and inclusive practices;
- Embedding game-based activities into their lesson planning and assessment strategies;
- Applying project-based learning principles and Erasmus+ values in their school environments.

This course is not only about learning games—it is about reimagining the classroom as a space of interaction, experimentation, and joy. Whether participants are new to gamification or already experimenting with playful methods, they will leave with ready-to-use tools, a classroom-tested educational board game, and a renewed mindset towards learning through play.

The primary aim of this hands-on training course is to equip school teachers with the knowledge, skills, and confidence to design, adapt, and implement educational board games as a pedagogical tool for inclusive and interactive learning. The course also promotes cross-cultural collaboration and innovation in the classroom through game-based approaches that align with Erasmus+ educational values.

KNOWLEDGE

- A comprehensive understanding of how board games can be used as powerful educational tools to foster participation, inclusion, and competence development.
- Familiarity with game design principles, mechanics, and structures that support key competences in school education.
- An in-depth understanding of the pedagogical potential of gamification and game-based learning theories applied to real classroom settings.
- Awareness of how to align board game activities with curriculum goals, learning outcomes, and inclusive teaching strategies.

SKILLS

- Ability to analyze, adapt, and evaluate educational board games to suit diverse learners and educational contexts.
- Capacity to co-create original educational board games, aligning game mechanics with pedagogical objectives.
- Skills to facilitate game-based learning sessions, including debriefing techniques, inclusive facilitation, and peer learning.
- Confidence in designing learning activities using board games that promote interaction, reflection, and collaboration.
- Practical ability to integrate board games into curriculum planning, assessment, and broader school development strategies.

ATTITUDES

- A proactive mindset toward innovative and playful learning methodologies in the classroom.
- A commitment to inclusive education, ensuring that all learners—regardless of ability, background, or learning style—can engage meaningfully.
- A willingness to experiment, iterate, and reflect, embracing board games as both learning tools and creative processes.
- An appreciation for collaboration, peer exchange, and European educational values, fostering openness and cooperation across learning communities.

TRAINING METHODOLOGY

HANDS-ON APPROACH

This course is designed to be highly practical, enabling participants to learn by doing. Instead of passive lectures, participants will actively engage in real-world tasks such as analyzing board game mechanics, designing inclusive educational games, and prototyping tools for their own classrooms. Every session integrates interactive exercises, game playtesting, and co-creation, allowing learning to be immediately applied. By the end of the training, each participant will leave with a ready-to-use educational board game, developed collaboratively and refined through trainer guidance and peer feedback.

EXPERIENTIAL LEARNING

Rooted in the principles of learning through experience, this approach allows participants to immerse themselves in gameplay, reflect on their own teaching contexts, and draw insights from game-based learning situations. Whether they're simulating a facilitation session, adapting an existing game, or participating in a group challenge, teachers will learn by playing, iterating, and reflecting. This deepens their understanding of how play-based methods can shape inclusive, interactive, and effective learning environments.

NON-FORMAL EDUCATION

The course employs a wide range of non-formal education methods, encouraging creativity, collaboration, and critical thinking. Activities include group work, storytelling, role play, brainstorming, and prototyping, all anchored in inclusive, learner-centered approaches. These dynamic methods create a safe, engaging space where participants can share experiences, take risks, and actively contribute regardless of background or experience. Learning is participatory, meaningful, and directly applicable to real-life teaching settings.

IMMERSIVE EXPERIENCE

This training is more than a course—it's an immersive learning journey. Participants step into the roles of game designers, facilitators, and inclusive educators, working together to solve classroom challenges using the power of play. Through intensive play sessions, collaborative design challenges, and reflection circles, they gain a holistic understanding of how to embed board games into school learning in purposeful and pedagogically sound ways. The immersive nature of the course boosts confidence, creativity, and readiness to use gamification meaningfully in school education.

Each day includes 4 sessions of 90 minutes, blending experiential learning, Design Thinking, and non-formal methods.

DAY 1: FOUNDATIONS OF GAMIFICATION IN EDUCATION

SESSION	TITLE	SESSION OBJECTIVES	LEARNING METHODS
1	Welcome & Why Play Matters	• Introduce course goals & participants • Explore the role of games in learning & engagement	Group icebreaker game, personal storytelling
2	The Pedagogical Power of Play	• Understand theories behind game-based learning • Reflect on play as a learning strategy	Visual mapping, case studies, guided discussion
3	Gamification vs Game-Based Learning	- Apply Design Thinking as a project design tool - Practice empathy to explore real school needs	Interactive quiz, comparison analysis, real examples
4	Design Thinking: Empathy & User Needs	• Apply Design Thinking to explore learners’ needs • Build personas of learners with fewer opportunities	Empathy maps, persona creation, group reflection

DAY 2: UNDERSTANDING EDUCATIONAL BOARD GAMES

SESSION	TITLE	SESSION OBJECTIVES	LEARNING METHODS
1	History and Evolution of Educational Games	• Understand how board games evolved in learning contexts • Identify classic vs modern educational board games	Timeline walk, matching game
2	Mechanics that Teach	• Analyse core mechanics (e.g. cooperation, competition, strategy) • Evaluate how they support cognitive & social skills	Game mechanic lab, hands-on testing
3	Inclusivity by Design	• Explore inclusive features in educational board games • Reflect on barriers for diverse learners	Game audit in small groups, guided reflection
4	Let’s Play & Reflect	• Experience diverse educational board games • Debrief their learning outcomes	Rotating play stations, debriefing circles

Each day includes 4 sessions of 90 minutes, blending experiential learning, Design Thinking, and non-formal methods.

DAY 3: DESIGNING AND ADAPTING BOARD GAMES

SESSION	TITLE	SESSION OBJECTIVES	LEARNING METHODS
1	Game Analysis & Evaluation Framework	• Use criteria to evaluate educational board games • Introduce ACCELERAS’ “Purposeful Play” matrix	Evaluation rubric workshop
2	Game Adaptation for the Classroom	• Learn how to tweak games to suit your learners • Practice modifying rules and content	Rule rewriting lab, scenario simulations
3	Design Thinking: Ideation Phase	• Generate ideas for new board games • Align game goals with learning objectives	Brainstorming carousel, idea sketching
4	Prototyping with Simple Materials	• Learn rapid prototyping techniques • Start building a physical draft of a new game	Cardboard prototyping, resource station

DAY 4: TESTING AND FACILITATING BOARD GAMES

SESSION	TITLE	SESSION OBJECTIVES	LEARNING METHODS
1	Playtest Round 1 – Internal Feedback	• Test each team’s game • Gather peer feedback and refine design	Game circles, feedback templates
2	Facilitation & Debriefing Skills	• Learn how to host and guide learning through play • Practice debriefing techniques	Role-play facilitation, storytelling models
3	Project Management & Risk Strategy	• Refine and run your board game with another group • Collect user insights and improve usability	Cross-group playtest, observation checklist
4	Reflection & Redesign	• Apply feedback to improve game mechanics • Refine educational goals & inclusivity	Group reflection, team sprints

Each day includes 4 sessions of 90 minutes, blending experiential learning, Design Thinking, and non-formal methods.

DAY 5: EMBEDDING GAMES IN CURRICULUM

SESSION	TITLE	SESSION OBJECTIVES	LEARNING METHODS
1	Curriculum Integration Strategies	• Map board games to subjects & key competences • Align with local/national curriculum	Curriculum mapping canvas, peer exchange
2	Assessment through Games	• Learn to assess learning outcomes via board games • Use games for formative assessment	Exit cards, learning evidence matrix
3	Gamification Tools for the Classroom	• Discover digital companions to physical games • Mix board games with tech tools	App showcase, blended learning quiz
4	Game Plan: My Implementation Strategy	• Develop a classroom game-based learning plan • Receive peer and trainer feedback	Action planning template, fishbowl feedback

DAY 6: SHOWCASING & BEYOND

SESSION	TITLE	SESSION OBJECTIVES	LEARNING METHODS
1	Final Game Pitch & Showcase	• Present and facilitate your team's game • Practice pitching to school stakeholders	Gallery walk, pitch feedback cards
2	Reflection & Learning Journal	• Reflect on personal and team learning • Capture insights for future practice	Individual journaling, pair share
3	Scaling Up: Projects & Erasmus+	• Explore how to turn game-based ideas into Erasmus+ projects • Connect to funding and networks	Project matching, Erasmus+ ideation
4	Wrap-Up & Certificate Ceremony	• Celebrate the journey • Share commitments to apply learning	Learning circle, certificates,



ABOUT COURSE PROVIDER

CONTACTS

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WEBSITE

WWW.ACCELERAS.IO

LOCATION

VIENNA, AUSTRIA

ACCELERAS is a Vienna-based social enterprise dedicated to accelerating upskilling and reskilling pathways for adults, youth, and disadvantaged groups. Established in 2023, it evolved from a successful startup into a dynamic training and consulting organization that blends social impact with systemic innovation. With a diverse team of educators, project managers, researchers, and digital experts, **ACCELERAS** specializes in non-formal education, career development, and the advancement of digital, entrepreneurial, and green skills.

At the heart of **ACCELERAS'** mission is the empowerment of educators and trainers through cutting-edge methodologies and continuous professional development. The organization designs and delivers educator training programs using innovative formats such as gamification, microlearning, challenge-based learning, immersive theatre, and augmented reality. These methods are particularly effective in working with learners facing educational barriers, such as NEETs, single mothers, refugees, and long-term unemployed individuals.

ACCELERAS provides tailored Train-the-Trainer programs, curriculum development services, and practical teaching tools to enhance the capacity of educators across sectors. Their flagship initiative, "Purposeful Fun," equips educators with non-formal tools to promote inclusive and flexible learning experiences. In collaboration with national and international partners, **ACCELERAS** also implements Erasmus+ projects focusing on digital education for immigrant women, emerging skills in the youth sector, and competence development in healthcare and VET.

With an expanding network of over 25 partners and over 700 individuals reached annually, **ACCELERAS** continues to lead in training innovation by integrating digital transformation, sustainable development, and civic engagement into the learning journeys of educators and their learners.

UPSKILLING & RESKILLING PATHWAYS

- Adult learning strategies
- Competence-based education
- Support for low-skilled and unemployed individuals

EDUCATOR CAPACITY BUILDING

- Train-the-Trainer programs
- Curriculum co-creation and design thinking
- Competence development for trainers in VET, adult learning, and youth work

NON-FORMAL EDUCATION METHODS

- Gamification & challenge-based learning
- Microlearning and bite-sized content
- Experiential and immersive learning