

migrant
liter@cies



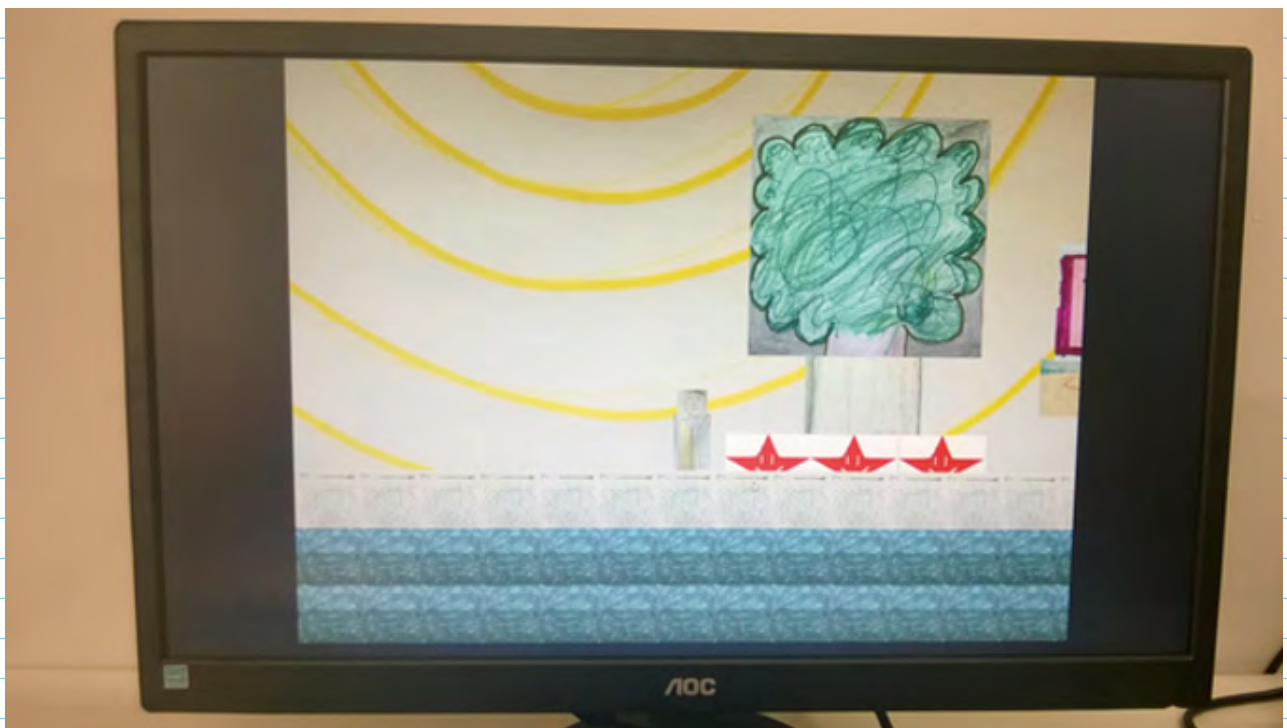
Co-funded by the
Erasmus+ Programme
of the European Union

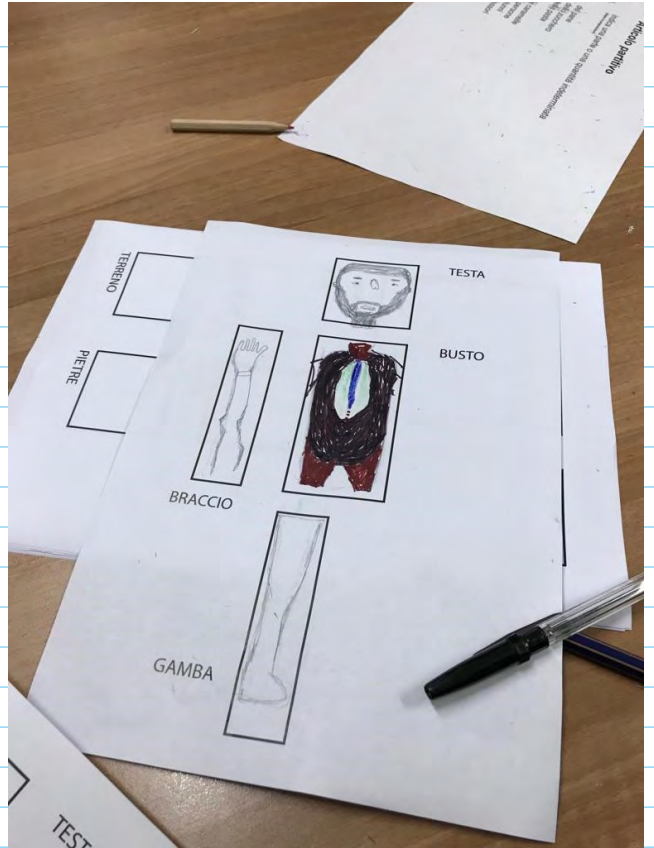
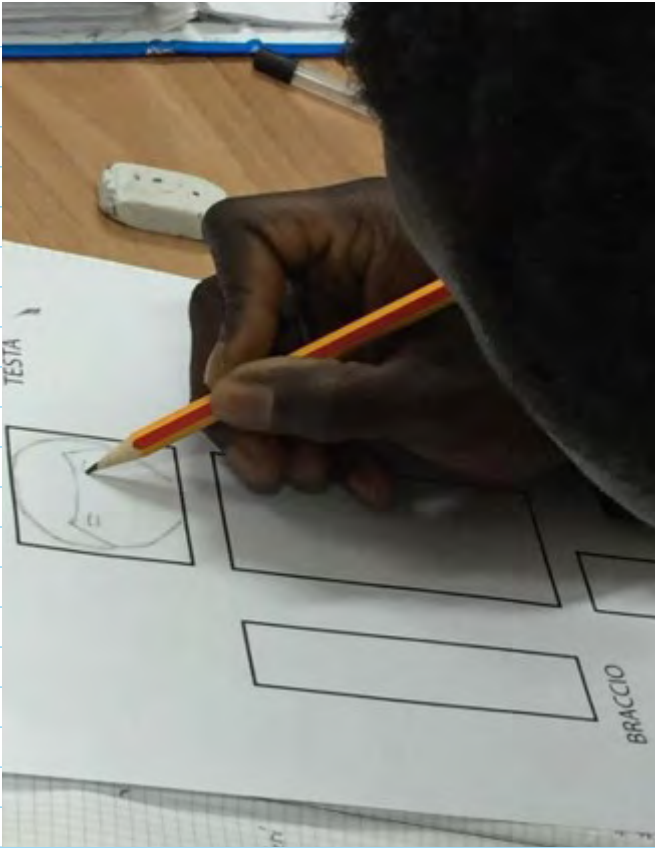
The contents of this publication
are the sole responsibility
of the author and can in no way
be taken to reflect the views
of the European Commission.

PlatformCraft

by Zaffiria
and Fo.Co. Network

The workshop aims to create a video game to test linguistic new discoverings. Combining analogical and digital activities, migrants will prepare their own digital play activities and video game for testing their language knowledge.





GENERAL DESCRIPTION

| | |
|-----------------------------------|--|
| SHORT SUMMARY | The workshop aims to create a videogame to test linguistic new discoverings. Combining analogical and digital activities, migrants will prepare their own digital play activities. |
| TARGET GROUP | Group of 12 students, from 18 to 22 years old. No literacy and digital level required. Useful a moble phone with camera to take pictures. |
| TIME | 3 units of 2 hours |
| FORM | Inclusion in the regular classes |
| SPACE | Room with tables, pencils, scissors, glue, pc, videoprojectors. |
| TOPICS COVERED | Summary and test of new discoverings at linguistic level. |
| TOOLS | <ul style="list-style-type: none">• pc• videoprojector• <i>PlatformCraft</i> |
| OBJECTIVES | To find new way to test migrants knowledge |
| LINGUISTIC SKILLS | Improvement of daily language, test and mesurement of new words acquired on previous lessons. |
| DIGITAL/ MEDIA LITERACY REFERENCE | Use of videogames, pc writing, tools to manage images. |

STEP BY STEP DESCRIPTION

STEP 1

Time

2 hours

Activity description

Common and general presentation of *PlatformCraft*.

Objective

To know the tools: a creative videogame.

Material

- A4
- colors
- scissors
- glue
- pencils

Literacy skills

Test of new acquired words and sentences. Improve of ICT tools: manage images, sentences, discover how create a videogame.



STEP 2

Time

2 hours

Objective

To work on drawing images and their digitalisation, on the videogame storytelling, to offer a concrete situation to work together.

Material

- Videoprojectors
- pc
- *PlatformCraft*
- color

Literacy skills

To analyse how refugees are improving their dictionary and the capacity to express in different ways: from digital to analogical, from text to images.

Activity description

Preparation of the own videogame, working on groups. Preparation of the key questions.

Comments:

Take into account that you will need more help by the teacher for this step (if your students have a low level of ICT literacy)

STEP 3

Time

3 hours

Objective

To test grammar and linguistic skills and improve creative technological skills. To be proud of your own product design. To promote group cooperation and team' spirit.

Material

- Pc
- videoprojector
- *PlatformCraft*

Literacy skills

Writing on a keyboard; to be able to finalize a project; written production and oral comprehension.

Activity description

Import questions on *PlatformCraft*; test of all levels. Each group challenge others groups.

Comments:

Take into account that you will need more help by the teacher for this step(if your students have a low level of ICT literacy). The support of the teacher is necessary in the upload of the images and in the writing of the questions and answers of the game.