

Backpack for internationalization

Gamification & Digital Tools

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Overview:

ThingLink-based digital backpacks containing interactive games and materials on EU themes. Can be used independently or in groups.

Description of the practice

Online based material bank for different kind of activities and **short games** which the students can do by themselves or in pairs or in small groups. This example is based on Thing link, which is easy to use and modify as a teacher. These themed “**backpacks**” can be modified to be used in different subjects, it is easy in embed different sites, documents videos or audio to it.

The international backpack **consists of various activities and games, a relaxation exercise, recognizing the flags** etc. Activity bank can be a conversation starter, or provide fun extra tasks.

Why is this approach useful?

- Gamified and interactive way to learn.
- The freedom to play the games, or do activities where ever and when ever.
- Also a nice extra-task for the teacher to give to the students.

How to make this approach successful?

Teacher can evaluate and stimulate discussion in the classroom based on the assignments/ activity.

Target group:

This one particularly for students with special needs but the idea can be of course implemented to all students

Duration of the activity:

Flexible (10 min to full lesson)

Transferability Tip:

Encourage students to create their own backpack around a specific topic.

Why is it a quick win?

- Easy to access and fast, just a link away.
- No need to subscribe, the possibility to choose the assignments or activities freely

Contact Information:

For any queries or additional information, check out our website:

 <https://euclass.enac.org/>