

Template for Classifying Quick Wins in Teaching EU Matters

1. Basic Information

- *Title/Name of the Quick Win:* **Backpack for internationalization**
- *Country/Region of Origin:* Finland
- *Institution/Organization Implementing the Practice:* Luovi
- *Target Audience:* This one particularly for students with special needs but the idea can be of course implemented to all students
- *Duration of the activity:* different activities from 10 minutes upwards.
- *Accessibility:* Free
- *Year of Implementation:* 2021
- *Contact Information* luovi.fi/en/international-activities/

2. Description of the Quick Win

- **Description of Activities:**
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. Our 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. Additional assignments and related information is easy to add or share.

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

- **Why is this approach useful to teach EU matters?**

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. Finnish language so all students can take part and learn.

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/ activities freely.

- **How to make this approach successful?**

Teacher can evaluate and stimulate discussion in the classroom based on the assignments/ activity. Teacher could easily create his own “pack back” and use it in different purposes with different level of students.

With easy access students could also create their own material bank, their own backpack which include topic relevant or interesting to them.

Challenge:

1) this will have to stay on time and should updated all the time for flex to different learners.

2) Maybe English language version could be useful to stimulate foreign languages.

3) There could be a structured “pop quiz” or something small for the teacher to evaluate if the content has been learned?

- **Related resources**

Link to the the idea - In Finnish language

[Ideoita kotikansainvälisyyteen](#)