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InnoVET

NEWSLETTER

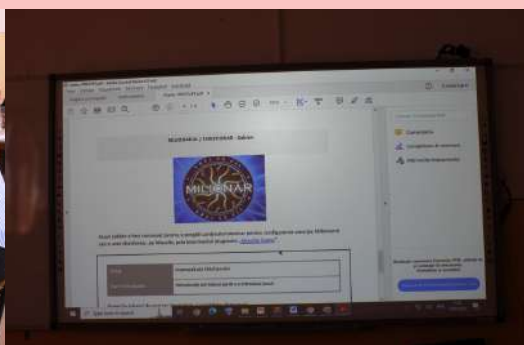
MULTIPLIER EVENTS COLEGIUL COMERCIAL CAROL I

On 10 May 2023 MULTIPLIER EVENTS for the Erasmus + 2021-1-RO01-KA220-ADU-000035297 project - Game-based learning: innovative e-learning pedagogies for VET teachers took place at Carol I Commercial College, Constanta. First topic of discussion- The project team presented the results of the project. The two learning modules -Effective Communication in Hospitality and Business Lab were described.

After the presentation of the results, the participants played games in teams for the VET subjects using the templates for: The Crossword Puzzle, Crosswords and Want to be a Millionaire. They used the alternative digital tools presented during the event.



Digital technology can be an excellent medium for learning, development, information and collaboration. With the benefits come the challenges. Continued efforts to introduce as many elements of play as possible to increase student engagement during lessons in VET subjects.



Akira



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