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

Digital **I**mprovement by **G**ame **I**n **T**eaching

LICEO SENSALE STUDENTS AND TEACHERS GAME EXPERIENCE

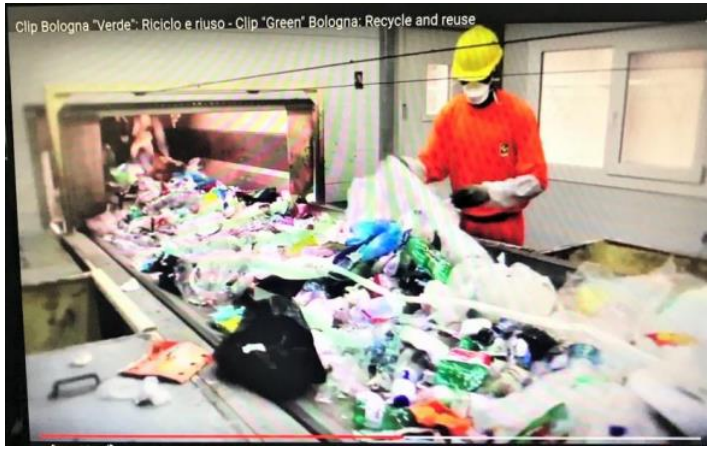
Final International Conference
VIRTUAL MEETING 10 december 2020

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

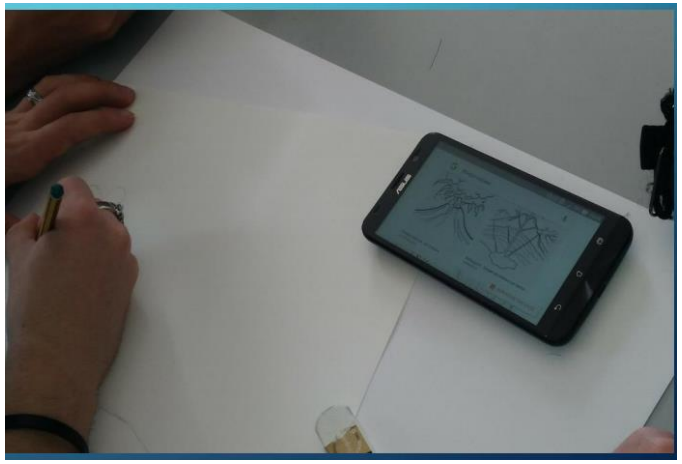
Phase 1 – Learning Units

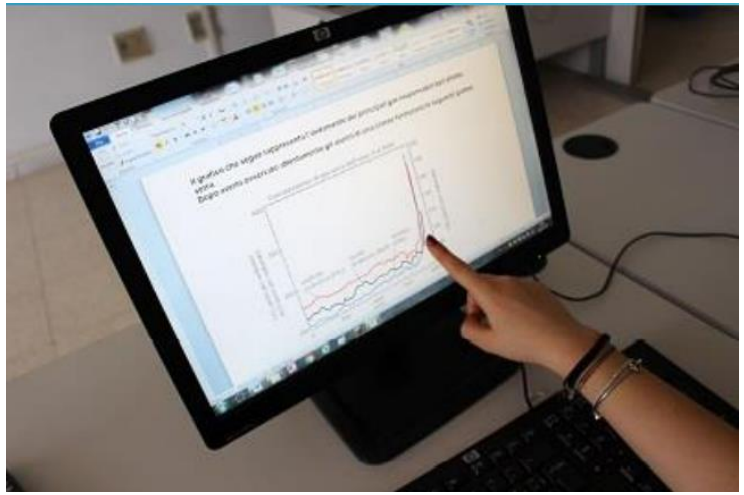
- Sensors and Weather stations
- The 3 R's–Reduce, Reuse, Recycle
- Urban pollution and car traffic
- Photovoltaic Energy
- Statistical data analysis, data elaboration of meteorology measurements/pollution

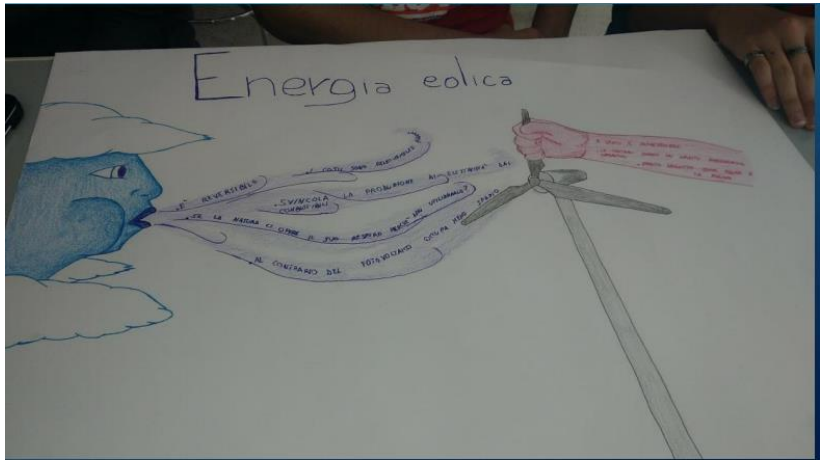
Co-funded by the
Erasmus+ Programme
of the European Union

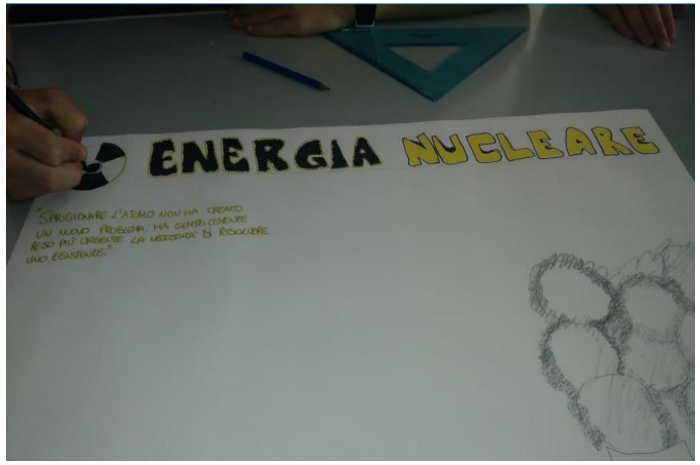


Co-funded by the
Erasmus+ Programme
of the European Union









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

Phase 2 – students formulate hypotheses

PELAGIC ENERGY

HYDROELECTRIC POWER

PHOTOVOLTAIC ENERGY

WIND POWER

TREES – MAN'S BEST FRIENDS

GEOTHERMAL ENERGY

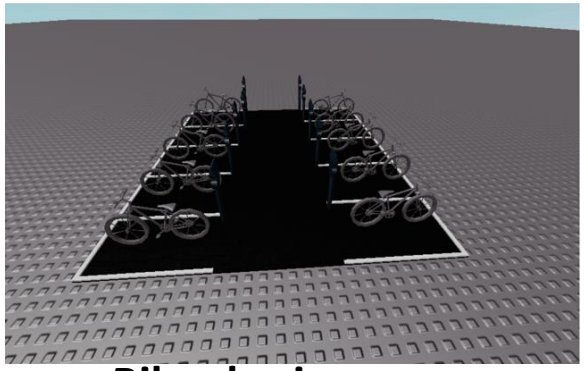
Co-funded by the
Erasmus+ Programme
of the European Union

Liceo Sensale students create some assets to build a SMART CITY using roblox platform

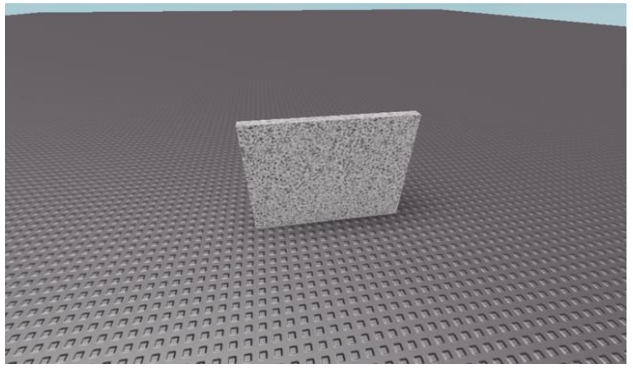
Phase 3 – CREATING A ROBLOX SMART CITY

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

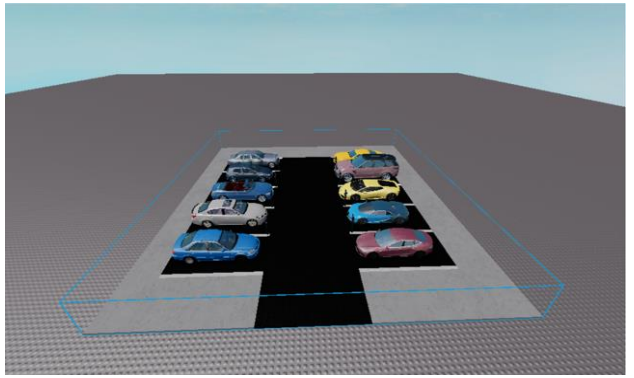
Some ROBLOX ASSETS CREATED by Liceo Sensale students



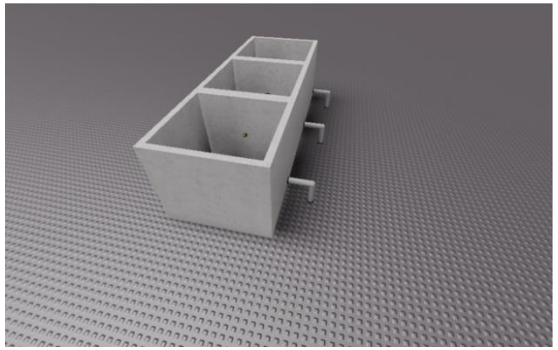
Bike sharing



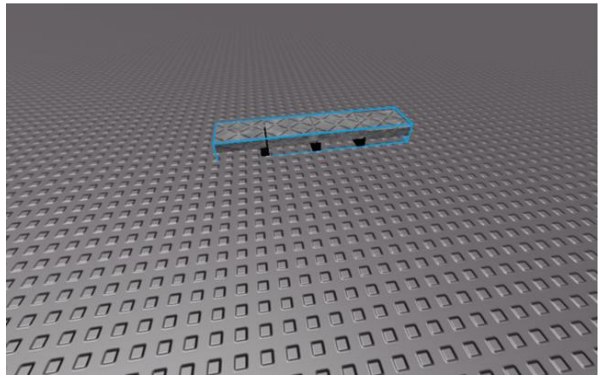
Self-healing concrete



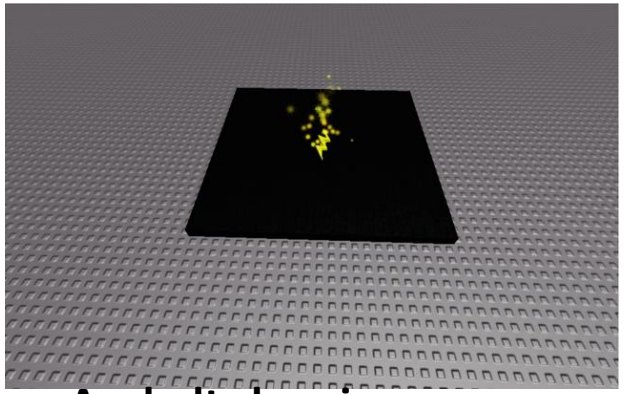
Car sharing



Water tanks to collect rainwater



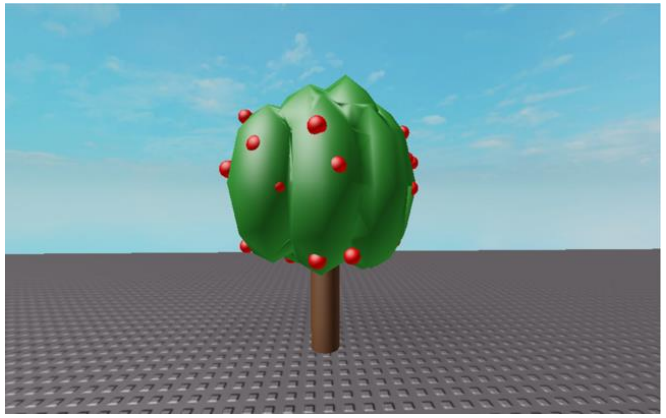
Energy generating pavement



Asphalt charging electric cars

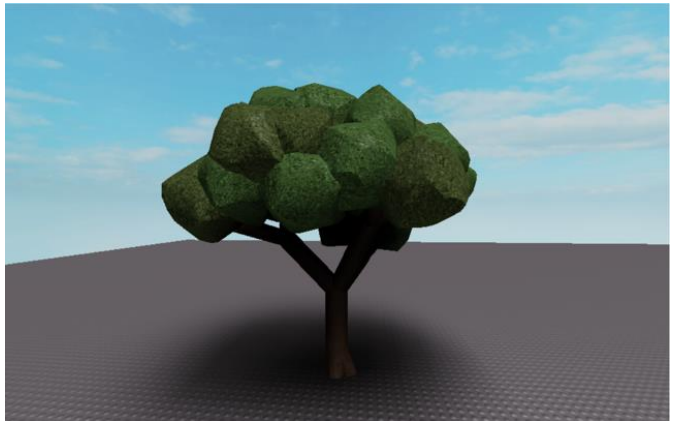
Co-funded by the
Erasmus+ Programme
of the European Union

Birch



Apple tree

Lime tree



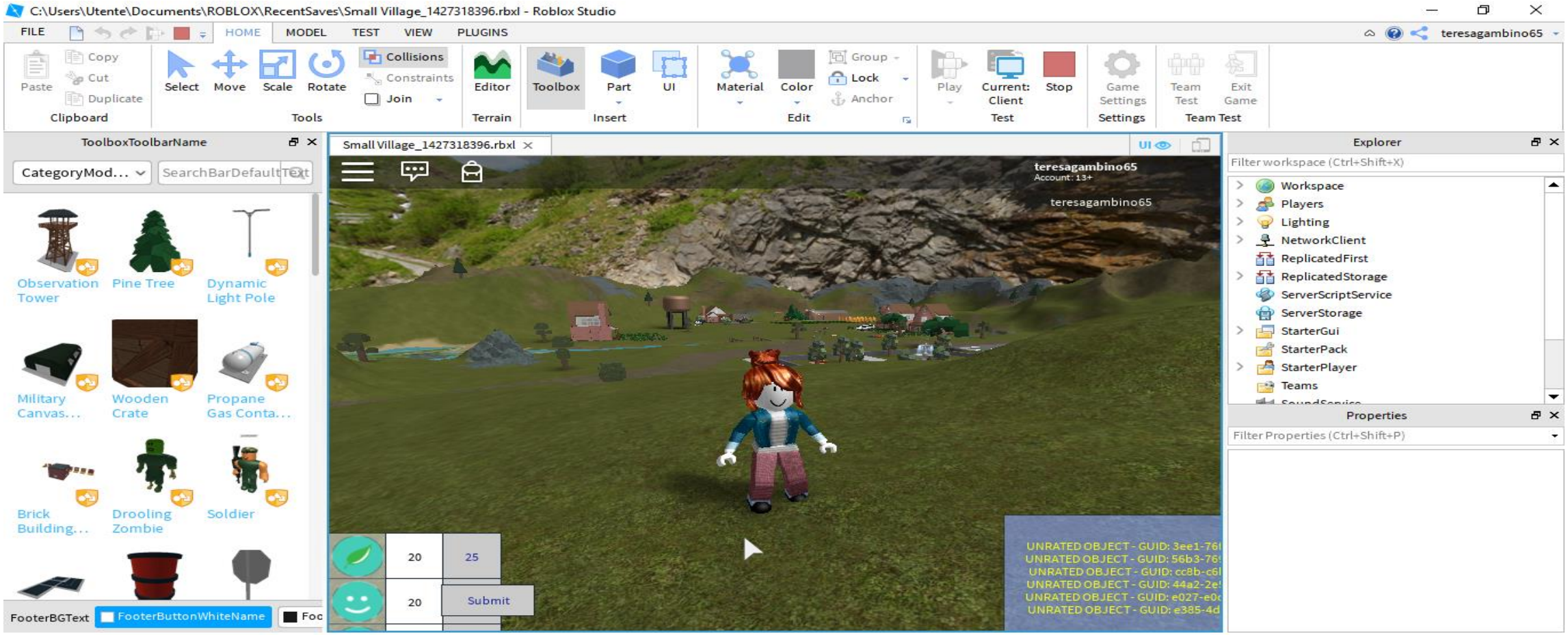
Elm tree

Bus Garden

Some model trees and a ‘garden’ created by our students to help remove VOCs from the air

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

READY FOR THE FINAL PHASE: LET'S PLAY AND BUILD OUR SMART CITY



Phase 4 – Dissemination

ERASMUS DAY

Erasmus+ KA2 Partenariati Strategici

Lo stato dell'arte della Ricerca al Sensale

Martedì 18 Dicembre ore 10,00

Aula Consiliare – Comune di Nocera Inferiore

Gli alunni del Liceo "N. Sensale"

presentano i progetti di ricerca

- Digit Game
- Daylighting Rivers

sulla didattica delle scienze in un'ottica ambientalista

https://www.facebook.com/permalink.php?story_fbid=2657452807606 53&id=142361783099004

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

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

Phase 4 – Dissemination

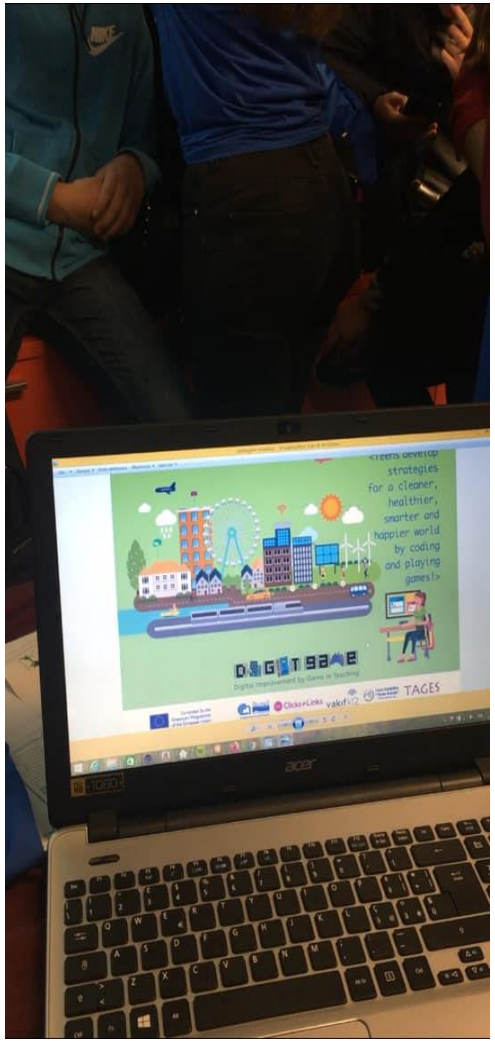
22 novembre

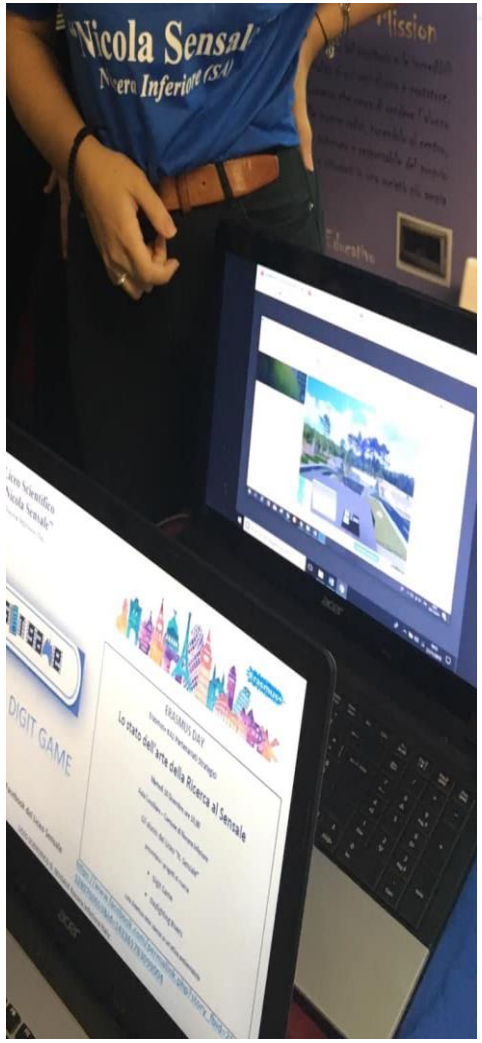
Digitgame

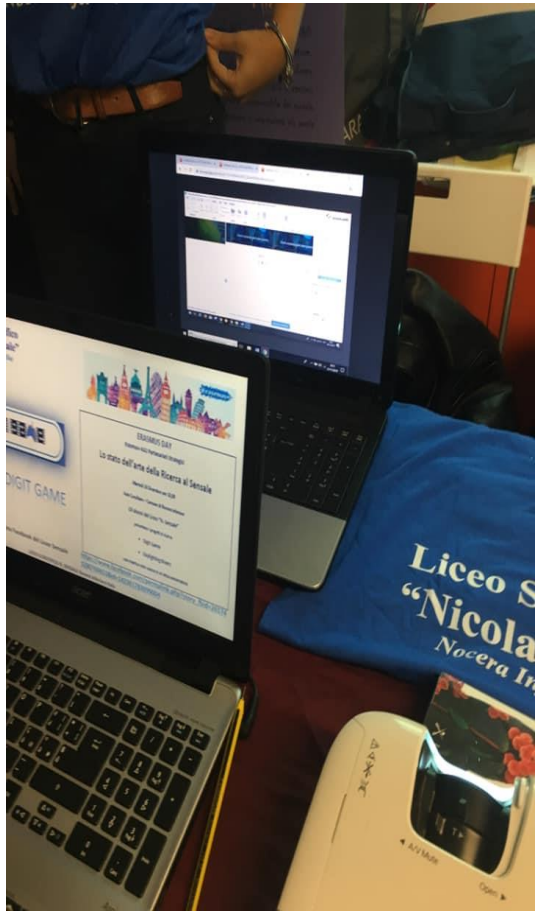
00:00 - 08:00 • 8h • Location: Città della Scienza • Tipo di evento: Attività scuole, Laboratori scientifici

A cura del Liceo Scientifico "N. Sensale"- Nocera Inferiore, Salerno

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







https://www.facebook.com/permalink.php?story_fbid=4252811481403 98&id=142361783099004

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

Thank you
Grazie

Liceo Scientifico
"Nicola Sensale"
Nocera Inferiore (Sa)

Digital **I**mprovement by **G**ame **I**n **T**eaching

Teachers and Students' Experience

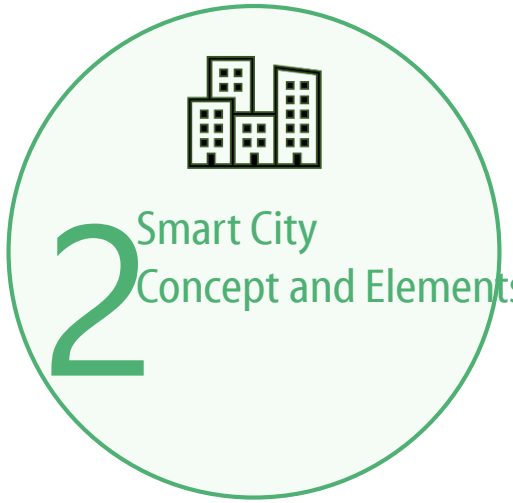
Foundation K12
VIRTUAL MEETING 10 december 2020

vakıf k12

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

Project Experiences and Project Contributions

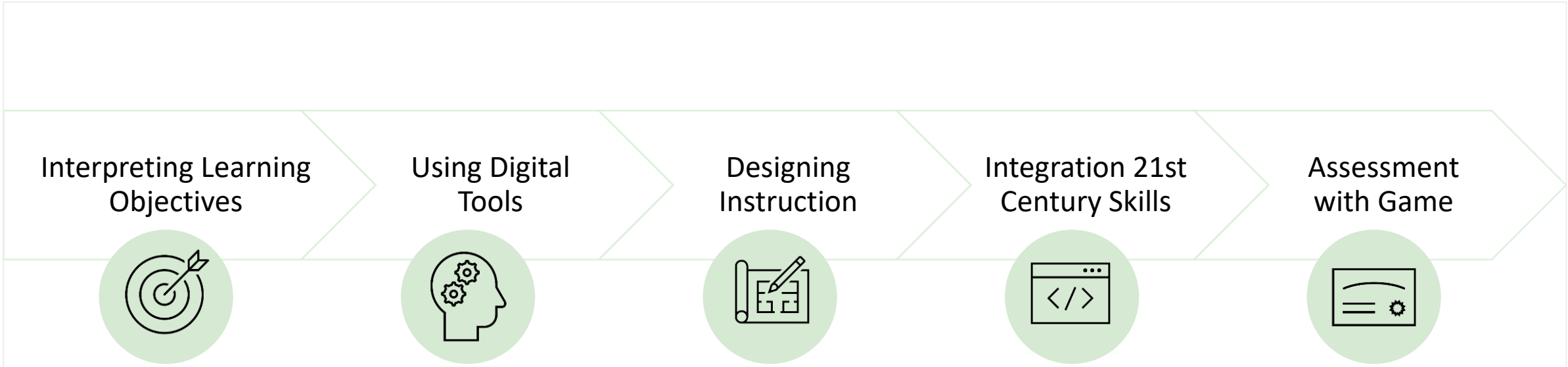
One of the biggest contributions for the students and teachers in the project was the increase of ecological awareness.



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

Teachers Experience

In addition to using ready-made lesson plans, workshops were conducted with teachers on how to produce learning designs.



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

Student Experience for Developer Teams

Students working in developer groups learned the Roblox application and started to create other applications independent of DigitGAME.

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

Student Experience

Game-based courses offered opportunities for students to gain 21st century skills as well as content learning about science lessons.

Learning Skills	New Media Litrecay Skills	Life Skills
Critical Thinking	Information	Productivity
Creativity	Media	Social Skills
Collaboration	Technology	Initiative
Communication		Leadership

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