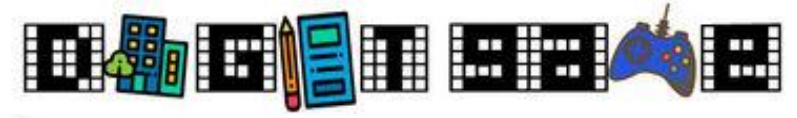




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Digital Improvement by **Game In Teaching**

# LICEO SENSale STUDENTS AND TEACHERS GAME EXPERIENCE

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*Final International Conference*

VIRTUAL MEETING 10 december 2020



Co-funded by the  
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## 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



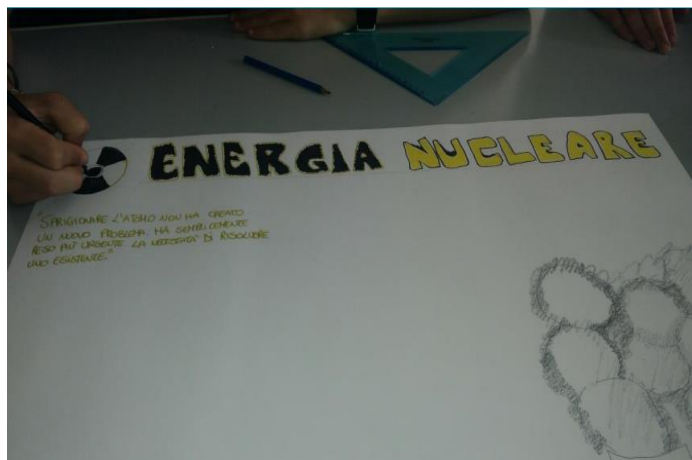
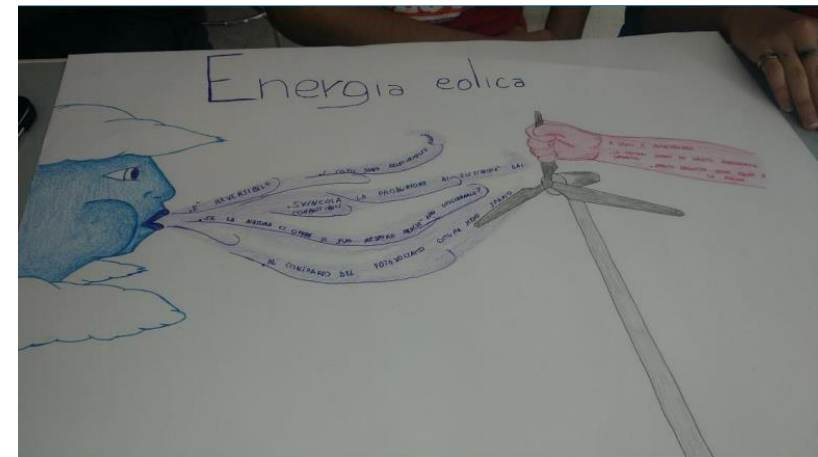
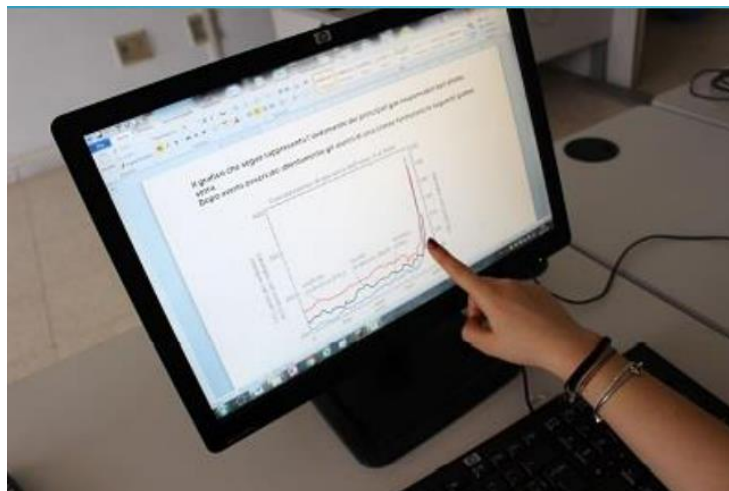
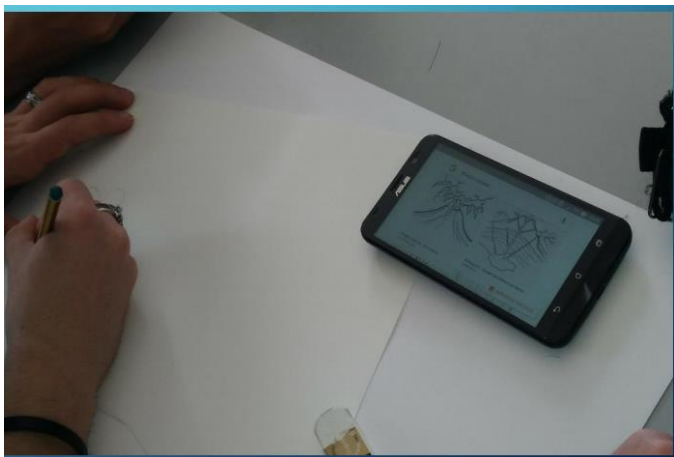
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## Phase 2 – students formulate hypotheses

PELAGIC ENERGY HYDROELECTRIC POWER

PHOTOVOLTAIC ENERGY

WIND POWER

TREES – MAN'S BEST FRIENDS

GEO THERMAL ENERGY



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

## Phase 3 – CREATING A ROBLOX SMART CITY



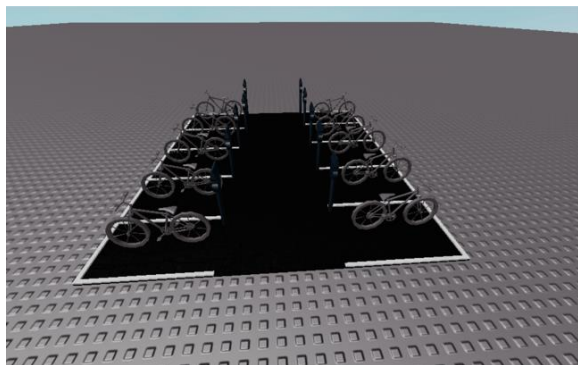




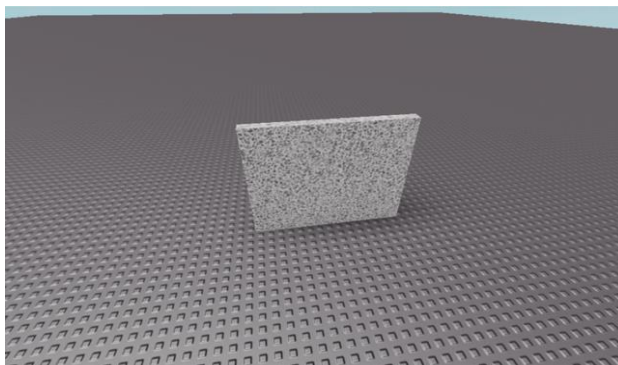
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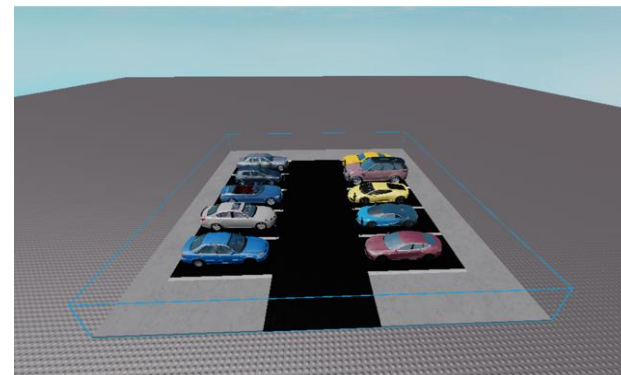
# Some ROBLOX ASSETS CREATED by Liceo Sensale students



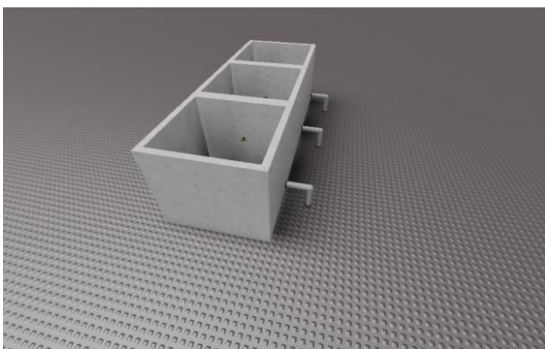
**Bike sharing**



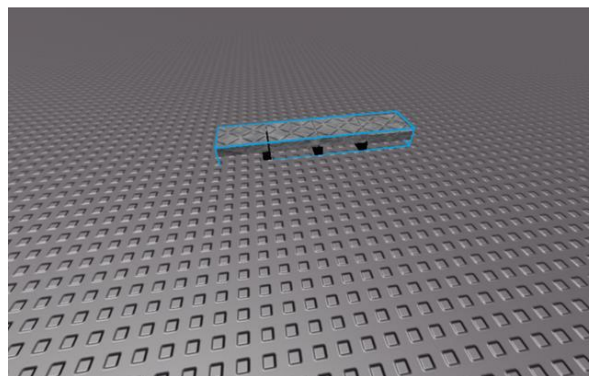
**Self-healing concrete**



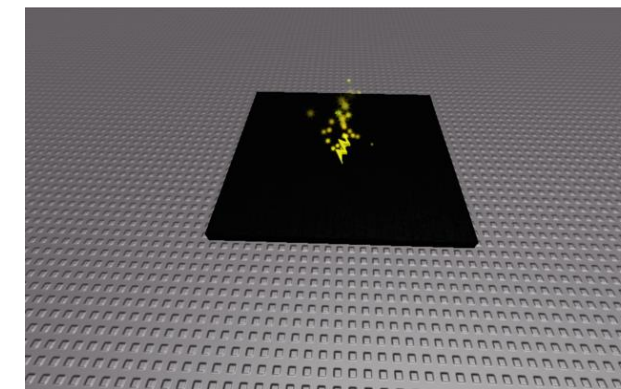
**Car sharing**



**Water tanks to collect  
rainwater**



**Energy generating pavement**



**Asphalt charging  
electric cars**



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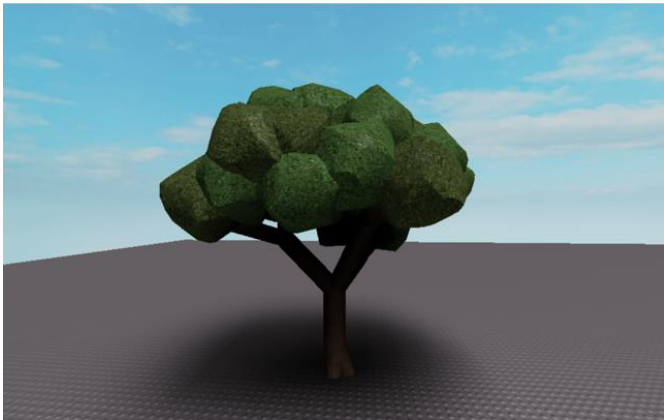
**Birch**



**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

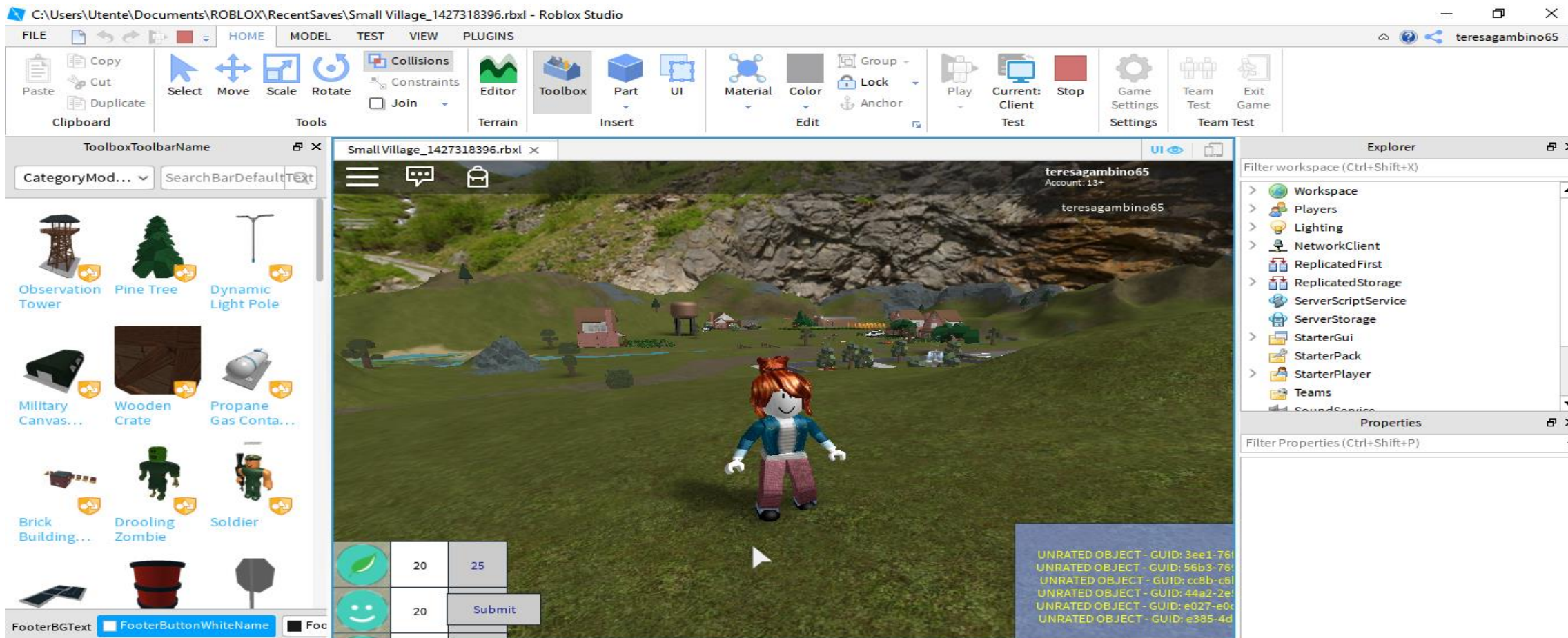




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## READY FOR THE FINAL PHASE: LET'S PLAY AND BUILD OUR SMART CITY





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## Phase 4 – Dissemination

[https://www.facebook.com/permalink.php?story\\_fbid=265745280760653&id=142361783099004](https://www.facebook.com/permalink.php?story_fbid=265745280760653&id=142361783099004)

### 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





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## Phase 4 – Dissemination

The poster is for the 33rd edition of 'Futuro Remoto', a science and technology festival. It features a dark blue background with a red central box containing text about the program. At the top left is the logo of the Regione Campania. The main title 'FUTURO REMOTO 2019' is in large, stylized letters, with the tagline 'un viaggio tra scienza e fantascienza' above it. Below the red box, the text 'ESSERE 4.0' is prominently displayed, followed by 'STORIE DI RIVOLUZIONI, SCIENZA E TECNOLOGIA, DA LEONARDO DA VINCI AD OGGI'.

REGIONE CAMPANIA

33ª EDIZIONE

un viaggio tra scienza e fantascienza

**FUTURO REMOTO 2019**

**Consulta il PROGRAMMA!**

Il programma degli eventi di Futuro Remoto. Una grande Festa della Scienza aperta a tutti! 12 aree tematiche, grandi mostre, laboratori e dimostrazioni, eventi, incontri e spettacoli.

[VAI AL PROGRAMMA](#)

**ESSERE 4.0**

STORIE DI RIVOLUZIONI,  
SCIENZA E TECNOLOGIA,  
DA LEONARDO DA VINCI AD OGGI

22 novembre

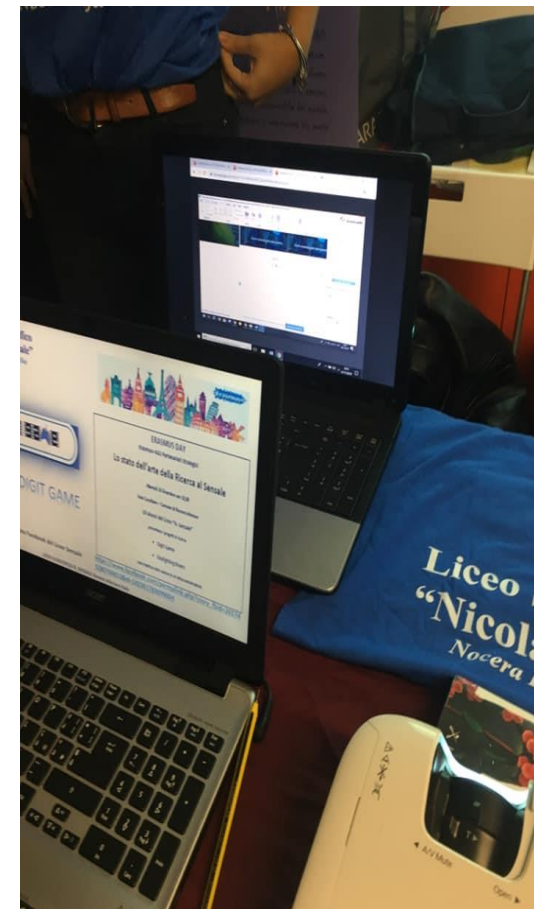
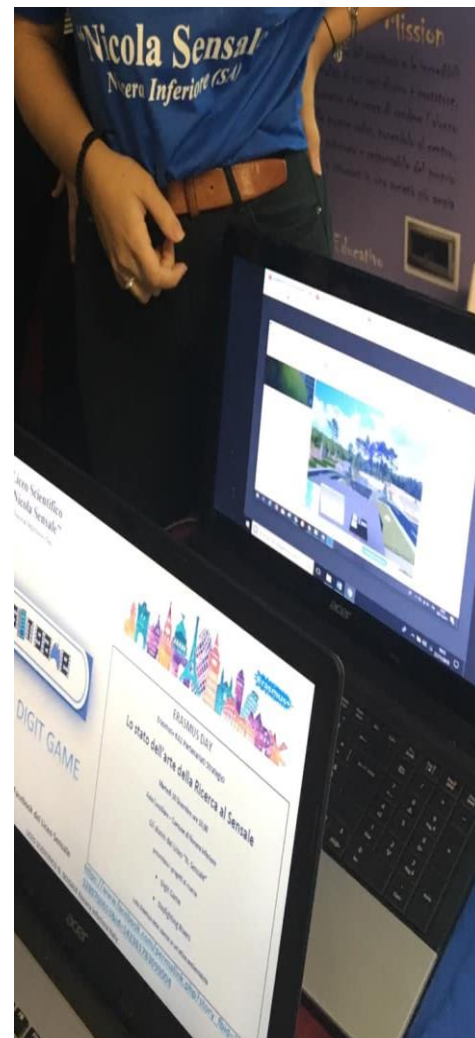
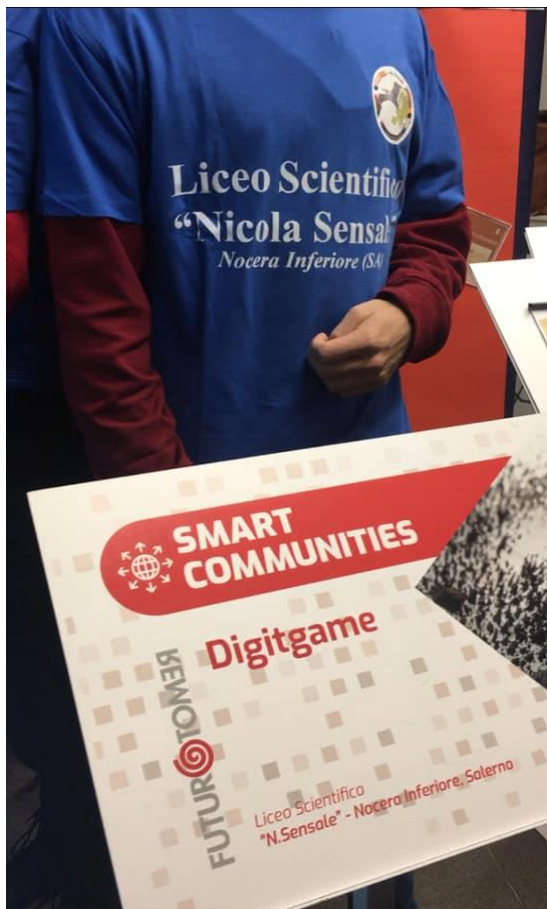
### Digitgame

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



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[https://www.facebook.com/permalink.php?story\\_fbid=425281148140398&id=142361783099004](https://www.facebook.com/permalink.php?story_fbid=425281148140398&id=142361783099004)



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Thank you  
Grazie



**Liceo Scientifico**  
**“Nicola Sensale”**  
*Nocera Inferiore (Sa)*





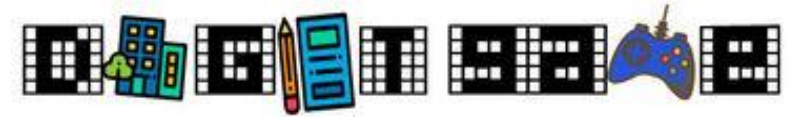
Digital Improvement by **Game In Teaching**

## Teachers and Students' Experience

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*Foundation K12*

VIRTUAL MEETING 10 december 2020



## Project Experiences and Project Contributions

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



**1** Deep Knowledge Acquisition about Ecology



**2** Smart City Concept and Elements

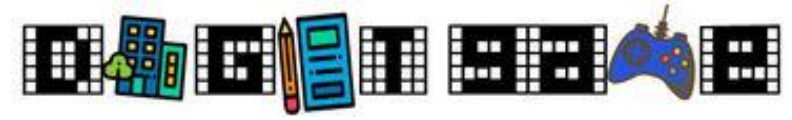


**3** Simulating Learning with Digital Tools



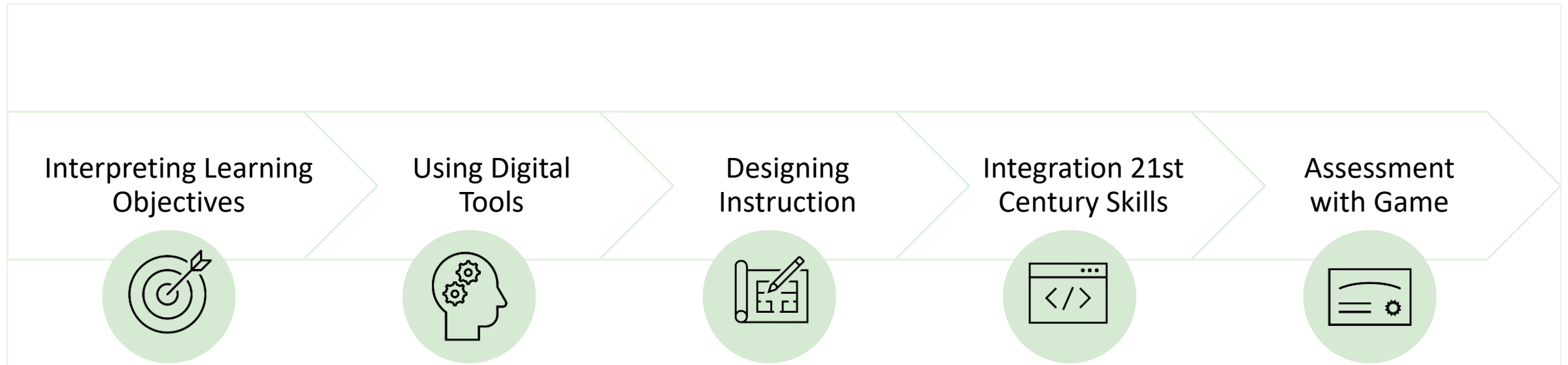
**4** Ecological Awareness in City Designs



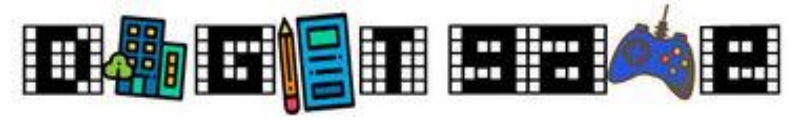


## Teachers Experience

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







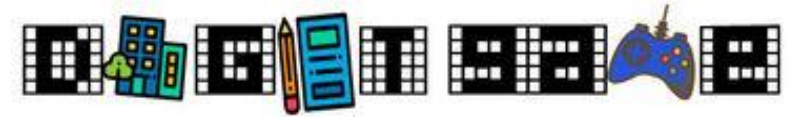
## Student Experience for Developer Teams

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



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# Student Experience

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

## Learning Skills

Critical Thinking

Creativity

Collaboration

Communication

## New Media Litrecay Skills

Information

Media

Technology

## Life Skills

Productivity

Social Skills

Initiative

Leadership

