*Student training VARNA 25-29th May 2019* 

 **Create a VT4P board game**

**Success criteria:**

* **The board game must be for 4 or 5 players or (teams of players)**
* **It must include: an instruction with clear rules**
* **It must be presentable / attractive ☺**
* **Available materials should be used**
* **It must include 15 Questions or Tasks connected with the VT4P Project (e.g.: general objectives, metacognition, effective learning, mnemonics, strategies, aspects you have learnt during the training**

 **in Varna, additional questions concerning our partner schools are welcome ☺ )**

* **Use correct English ( consult experts if necessary)**
* **Make it a valuable and sustainable educational tool helping students to think about learning effectively**

**STEPS**

1. **Make a PLAN of ACTION / discuss it with your team.**
2. **SELECT AVAILABLE MATERIALS / SHARE DUTIES**
3. **CREATE THE VT4P BOARD GAME.**
4. **COMPLETE THE CHECK LIST (Evaluation/assessment)**

|  |  |  |  |
| --- | --- | --- | --- |
| **ITEM** | **YES** | **NO** | **What can be improved/ how to improve it, etc……..** |
| **Clear instruction with the rules** |  |  |  |
| **15 Questions or tasks** |  |  |  |
|  **Board** |  |  |  |
| **Attractive**  |  |  |  |
| **Relevant content refering to VT4P project** |  |  |  |
| **Appropriate level of challenge** |  |  |  |
| **Does the game help students develop knowledge how to learn effectively?** |  |  |  |
| **Have we used information from our project twinspace ?**[**https://twinspace.etwinning.net/50561/home**](https://twinspace.etwinning.net/50561/home) |  |  |  |
| **Have we used information from our training materials from Varna?** |  |  |  |
| **Other……..** |  |  |  |
|  |  |  |  |
|  |  |  |  |

1. **Play the game. (Testing)**
2. **If necessary, introduce improvements.**

**Get ready for presenting your final product!**

**Get ready for playing VT4P board games created by other groups ☺**

**At the end you will be asked to reflect on other board games ☺**

**Have fun ☺**