

## Let's Play Greener!

## 2017-1-FR01-KA219-037298\_3

## The Evaluation Report for the Second Year of the Project

This questionnaire aimed to assess the activities that were carried out during the second year of the project. The questionnaire was applied to 150 respondents, both students and teachers from Colegiul Naţional 'Ion Luca Caragiale'.

The answers were as follows:

## 1. In which activities did you participate?

Devising the game – 33 respondents	Recording the videos about the training course- 9 respondents
Participating in the online voting weeks -90 respondents	Popularising the project-28 respondents
Participating in the activities for Erasmus Days-	Accessing the information on the project website,
112 respondents	Facebook,Twitter, Twinspace- 146 respondents
Participating in the dissemination activities-	Reading the information about the project in the school
148 respondents	magazine-147 respondents

2. Taking into account your experience in the project activities, do you think that the activities that were carried out during the second year of the project were interesting?

Yes-	Quite a lot-	Slightly-	No-
124 respondents	25 respondents	1 respondent	

3. Taking into account your experience in the project activities, do you think that through the project activities during the second year the participants developed their ICT skills?

Yes-	Quite a lot-	Slightly-	No-
135 respondents	25 respondents		

4. Taking into account your experience in the project, do you think that through the project activities during the second year of the project the participants developed their English skills?

Yes-	Quite a lot-	Slightly-	No-
129 respondents	19 respondents	2 respondents	

5. Taking into account your experience in the project, do you think that through the project activities during the second year the participants became more environmentally- friendly?

Yes-	Quite a lot-	Slightly-	No-
146 respondents	2 respondents	2 respondents	

6. Taking into account your experience in the project, do you think that through the project activities during the second year of the project the participants raised their cultural awareness?

Yes-	Quite a lot-	Slightly-	No-
127 respondents	20 respondents	3 respondents	

7. Were the activities during the second year organised to achieve the project goals?

Yes-	Quite a lot-	Slightly-	No-
142 respondents	8 respondents		

8. Do you think that students can acquire high relevant skills for education and life through a game like the one that Let's Play Greener aimed to do?

Yes-	Quite a lot-	Slightly-	No-
147 respondents	3 respondents		

9. Do you think that the project will have a positive impact on the students and teachers from the three schools? Tick the answer.

Yes-	Quite a lot-	Slightly-	No-
144 respondents	6 respondents		

10. Taking into account your experience in the project, do you think that it important for students and teachers from your school or for schools in general, to implement Erasmus projects? Tick the answer

Yes-	Quite a lot-	Slightly-	No-
141 respondents	9 respondents		

Taking into account the respondents' answers, it can be seen that the activities during the second year of the project implementation had a positive impact on the participants through the acquisition and the development of skills that the project's objectives aimed at.

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