

CASINO NEWSLETTER

ISSUE
NO.3

THE VET-IFICATION OF ONLINE GAMING THROUGH INNOVATIVE CHALLENGE BASED LEARNING

CASINO: THE VET-IFICATION OF ONLINE GAMING THROUGH INNOVATIVE CHALLENGE BASED LEARNING

The CASINO project proposes a new approach to learning, by using innovative online games - digital breakouts - to acquire and develop new competences. CASINO hopes to engage those who have strayed away from education and the labour market, and to motivate them to be active.

In the current competitive labour market it's now more important than ever to develop skills that can be helpful in whatever field you follow.

CASINO offers resources for both young adults and VET educators who are looking into increasing their technical and pedagogic skills.

FOLLOW THE CASINO PROJECT

To stay up-to-date with the development of the project, visit us at CASINO official website and Facebook page.

 www.casino-project.eu

 @casinoproject

DIGITAL BREAKOUTS AND MOOC

You will soon be able to use the CASINO digital breakouts. Whether you want to improve your skills, use them with your students, or just have some fun solving the challenges, you can access the CASINO MOOC and find 192 digital breakouts in English and 24 in French, Germany, Croatian, Spanish, Greek, Portuguese, and Lithuanian.

While playing these online games, you can develop competences, such as:

-  Literacy and Alphabetisation through Text Comprehension
-  Numerical Reasoning and Understanding through Mathematical Computation
-  Critical and Creative Thinking through Problem Solving
-  Sense of Initiative through Logical and Spatial Thinking
-  Learning to Learn through Information Retention and Memory Development
-  Digital and Technology-based Competences through Basic Coding Exercises



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

"The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein."

Project Number: 2020-1-FR01-KA226-VET-094951