

Learning with Games 2010/2011

Project Calendar

2010 April/May
Planning meeting in Finland – 2 persons from each country
2010 May/June
Setting up a web site for the project. Planning the first teaching with free internet games – making agreements with involved teachers.
2010 September - November
Teaching with games in the classrooms: Students analyze and discuss free internet games and/or commercial games. They make reviews, advertisements, brochures, fan fiction.
2010 December
If possible a representative from the producers of video games will visit the students.
2011 January – March
The students produce video games with Mission Maker. The students play each others games. The games will be published on the web site for the project. Everybody will be able to download the games and play them. The students make plans for marketing their games and walk throughs, advertisements and brochures about their games.
2011 April
Evaluation: locally among the involved teachers and students
2011 May
Evaluation: the collaboration between the 4 schools (virtually) Decisions about the future collaboration.