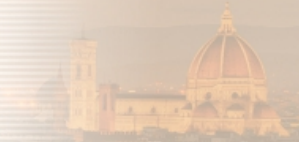




International Conference  
The Future of Education



# Using Wargames for Teaching Social Sciences in Secondary Schools. *An Erasmus+ Experience*



Alonso Mateo Gómez, University of Castilla La Mancha (Spain)

[Alonso.Mateo@uclm.es](mailto:Alonso.Mateo@uclm.es)

# Background

- The challenge of teaching effectively **social sciences** at secondary school.
- Implementing **CLIL** methodology in an appealing way
- **Erasmus+** program. A opportunity for European schools
- Innovation project '**Historical Board Games for Peace. Making History Alive**'
- Use of Etwinning as ICT resource.

# Wargames

- Normally their use is related to military intelligence training.
- Historical board games huge, teaching potential
- Students:
  - are actively involved in the learning process
  - develop logical thinking
  - decision making & creativity
  - discover history as a dynamic process
  - link it to active citizenship.
- Not developed potential in school education.
- Some isolated experiences
- No major international projects
- We tried to seize this potential



# Participants

- 2016-18 Erasmus+ association. Schools from six countries: Spain, Poland, Turkey, Czech, Italy and Bulgaria
- Preparation meeting held in Bytom (Poland).
- Focused on the use of the use of board games to learn about History
- International board game:  
‘**Twilight Struggle**’ based on the Cold War
- The participants created a board game.

‘**Refugees**’



# Objectives

- The main objective: exchange of good practices
- To introduce the use of historical board games into the process of teaching history & geography
- To link recent European history to their personal interests (history is alive)



# Project management

- Meetings with students + Transnational Project Meetings.
- The meetings took place in
  - **Spain (November, 2016)**
  - **Italy (February, 2017)**
  - **Czech Republic (March, 2017)**
  - **Poland (May, 2017)**
  - **Bulgaria (October, 2017)**
  - **Turkey (June, 2018)**
- Learning/teaching/training activities.
- Effective communication & cooperation
- Intensive use of ICT

# Methodology

- CLIL based learning:
  - the use of learning contents
  - promoting proper interpersonal skills
  - enhanced cultural sensitivity
  - communication and language abilities
  - the teachers as facilitators.
- Strategies:
  - a) **Learner - centered approach** where students do not act as a passive recipient of informations but becomes an active contributor to the content of training. Based on competence learning
  - b) **Strategic approach to learning** where students need to organize their time and space efficiently in order to succeed.
  - c) **Metacognitive skills**: Develop the **critical thinking, decision-making, strategies for problem solving** and becoming **independent learners**.

# Activities



- Initial training in the Spanish mobility for teachers and some pupils
- Students played strategical board games in blended international teams during the mobilities.
- The working language of these games (rules, tutorials) was English.
- In-school activities: The students taking part in the mobilities trained their classmates in playing the new games (i.e. Twilight Struggle).
- Each school prepared an exhibition about the results of the project including pictures from mobilities
- The new boardgame was created with the assistance of a boardgame club and tested by students and teachers



# Training on wargames in Spain



# The project on eTwinning

The screenshot shows a web browser displaying the eTwinning platform. The address bar shows the URL <https://twinspace.etwinning.net/18109/home>. The page header includes the eTwinning logo, navigation links for 'Portal' and 'eTwinning Live', the project title 'WARGAMES FOR PEACE: EUROPEAN HISTORY IN AN INTERACTIVE APPROACH', and language settings for 'English' and a 'Logout' button. A secondary navigation bar contains links for 'HOME', 'PAGES', 'MATERIALS', 'FORUMS', 'LIVE', and 'MEMBERS'. The main content area features a 'Browse in public mode' link, a 'SETTINGS' gear icon, and a welcome message from 'Alonso Mateo Gómez' with a profile picture and an email icon. The project title is prominently displayed in large, bold letters. Below the title, a red heart icon is shown in a dashed box. The project description states: 'Through this project we want to use wargames with an educational purpose. The games allow a flexible approach to the history of humanity, they generate in the players the ability to put themselves in the place of others, employ strategies and cognitive skills that allow changing situations. In addition they will help to improve the capacities o...'. At the bottom, there are three interactive panels: 'Pages' with a list of project activities (TRANSNATIONAL PROJECT MEETINGS, Common board games, PROJECT LOGO CONTEST, WORD SEARCH PUZZLE) and a 'CREATE A PAGE' button; 'Images' with a grid of photos and an 'ADD IMAGES' button; and 'Videos' with a grid of video thumbnails and an 'ADD VIDEOS' button.

Es seguro <https://twinspace.etwinning.net/18109/home> English Logout

Portal eTwinning Live **WARGAMES FOR PEACE: EUROPEAN HISTORY IN AN INTERACTIVE APPROACH**

HOME PAGES MATERIALS FORUMS LIVE MEMBERS

Browse in public mode <sup>i</sup> SETTINGS

Welcome **Alonso Mateo Gómez**

## WARGAMES FOR PEACE: EUROPEAN HISTORY IN AN INTERACTIVE APPROACH <sup>i</sup>

Through this project we want to use wargames with an educational purpose. The games allow a flexible approach to the history of humanity, they generate in the players the ability to put themselves in the place of others, employ strategies and cognitive skills that allow changing situations. In addition they will help to improve the capacities o...

**Pages** <sup>i</sup>

TRANSNATIONAL PROJECT MEETINGS  
Common board games  
PROJECT LOGO CONTEST  
WORD SEARCH PUZZLE

**CREATE A PAGE**

**Images** <sup>i</sup> <>

**ADD IMAGES**

**Videos** <sup>i</sup> <>

**ADD VIDEOS**

# Webpage of the project

Disclaimer: "The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects 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."

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

[HOMEPAGES](#) [ABOUT PROJECT](#) [TOPICS](#) [PARTNER'S ARTICLES](#) [GALLERY](#)

**ERASMUS+**  
HISTORICAL BOARD GAMES FOR PEACE  
*Making History Alive*

**PARTNERS**  
We have 6 partners, Spain, Turkey, Ireland, Italy, Bulgaria, Czech Rep.

**PROJECT'S CAUSES**  
HISTORICAL BOARD GAMES FOR PEACE ; MAKING HISTORY ALIVE is a erasmus +KA 219 project.

**TWILIGHT STRUGGLE**  
THE COLD WAR, 1945-1989

**PLANNING ACTIVITIES**  
We are planning too many activities. Teachers and students join activities.

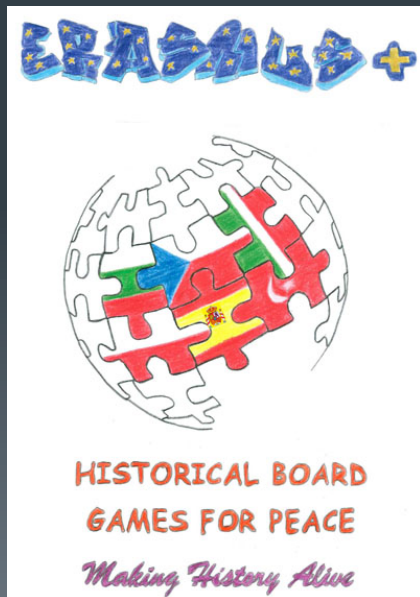
[LEARN MORE](#) [SEE MORE](#) [SEE MORE](#) [LEARN MORE](#)

# Other results

Video made by the students

<https://www.youtube.com/watch?v=X1op1muyv3A>

Logo contest



PPT presentations of the countries



# Results and impact

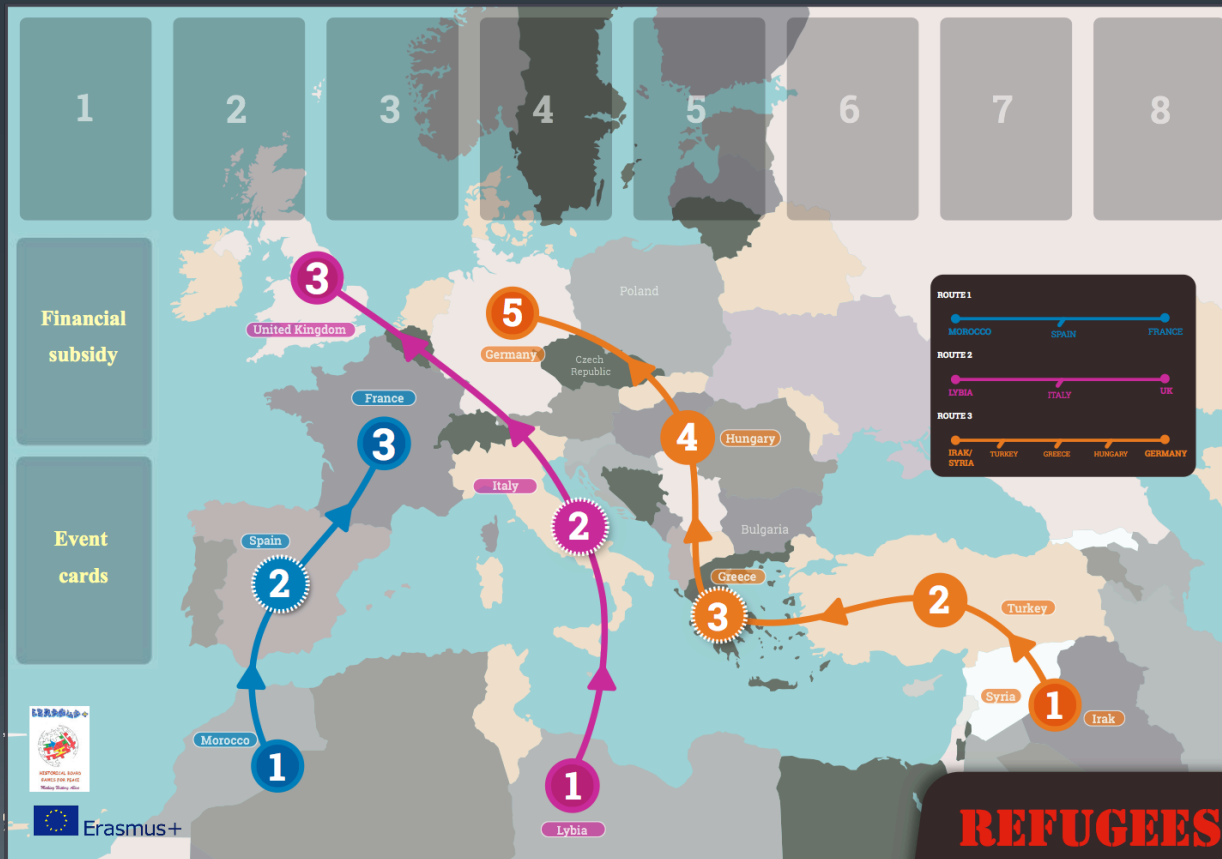
- The results benefited our students and schools by using new **teaching methods** developed in a transnational context.
- The main material result of the project was a new **board game** published by the partner schools & available as it is one of the products of the results platform of the EU Erasmus webpage.
- The use of historical board games helped our students to process actively information and acquire knowledge about history.
- Improvement of language skills
- They enhanced their ability to conceive History as a vivid reality in which people play an active role.
- Development of ICT competences. Twinspace platform & webpage
- The main results are available for the public in the E+ Result's Platform of the EC. They are OER & can be used freely with educational purposes.

# Refugees game

- We also created a new cooperative boardgame called 'Refugees' based on the refugee crisis in Europe.
- A tutorial was made by teachers & students
- <https://www.youtube.com/watch?v=BvFN1yRa8vY&feature=youtu.be>



# Refugees board & cards



|                      |                    |                |                   |
|----------------------|--------------------|----------------|-------------------|
| INTERNATIONAL ACTION | LIMIT 8            | SETTLEMENT BAN | MOVEMENT BAN      |
|                      |                    |                |                   |
| LIMIT 6              | SPECIAL ACTION BAN | REGULATION BAN | FINANCIAL SUBSIDY |
|                      |                    |                |                   |
| INDONESIA            | KOSOVO             | SYRIA          | ALBANIA           |
|                      |                    |                |                   |
| LIBERIA              | MALI               | UKRAINE        | PAKISTAN          |
|                      |                    |                |                   |

# Conclusions

- We achieved a transnational approach to the teaching of social sciences
- The issues addressed, improved the quality and efficiency of education in our schools
- We enhanced creativity and innovation of the students involved.
- The methodology based on CLIL offered a more dynamic approach to teaching
- The motivation among students increased
- Potential longer term benefits for schools and participants





Thank you!