



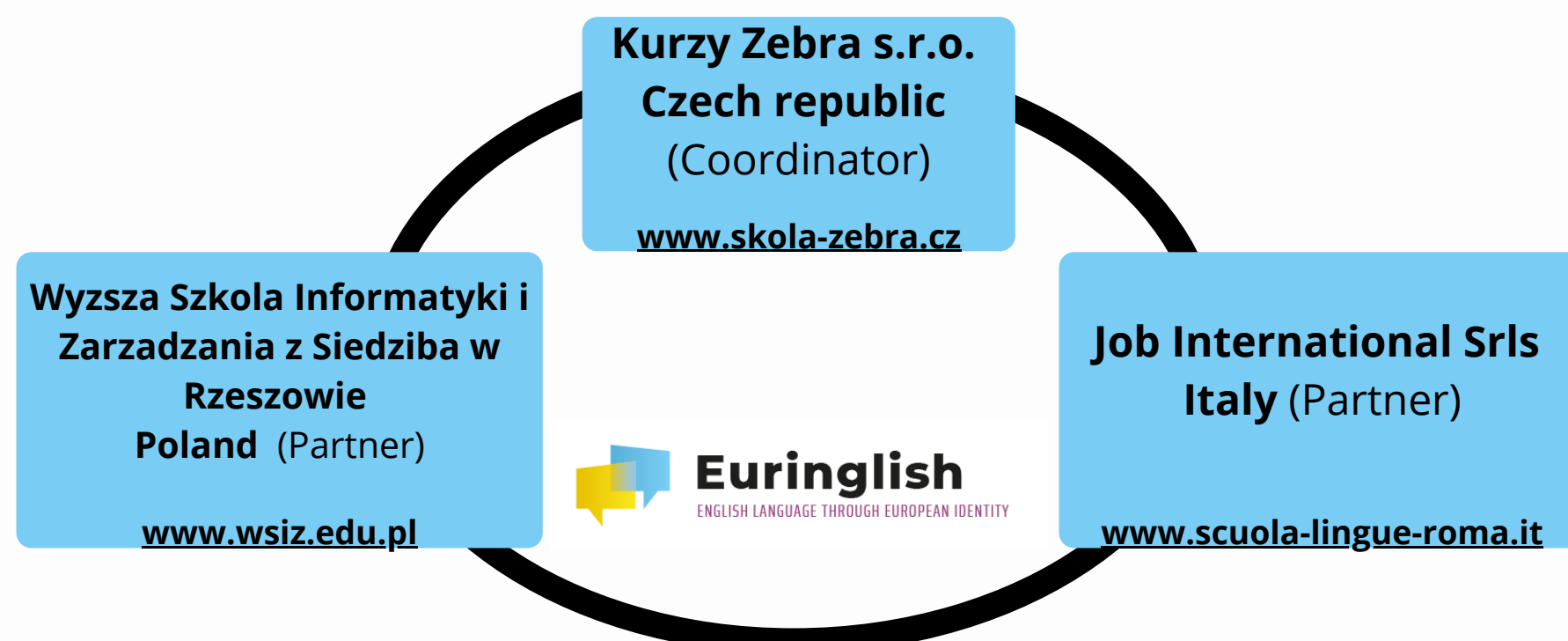
Euringlish: English language through European identity

Our project is financed by Erasmus+ and the KA2 strategical partnership, and it is set up to develop an English language course in the form of a cultural and historical game. The course will include 4 language levels – A1, A2, B1, and B2 – and the game will take place using 10 moments in history.

The priorities are:

- 1) to strengthen European identity and awareness;
- 2) to improve English language skills;
- 3) to offer an innovative way to learn a language;
- 4) to strengthen digitalization and online learning.

Cooperation partners:



THE GAME

Welcome to our game-based English course. We are in the year 2186, and the global population faces a serious and urgent crisis: all the memory and identity of humankind has been deleted as the result of an aggressive invasion of the Earth by the technologically superior planet Brilat Majoris. After many years, the invaders have retreated, leaving Europe exhausted and depressed. Although material needs such as housing, health, and consumer goods are being met, the population has lost all its ethical and cultural references.

However, there is now a chance for recovery. Europeans have discovered a time tunnel left by the invaders and have decided to send a patrol of brave people to travel to various historical moments to gather knowledge about our past and return with a summary of European historical experience and identity.

The course participants start this game as a group and are guided by a teacher, either online or face to face. They become patrol members and are sent to different periods in European history to discover the essentials of each historical period, solve tasks, and summarize this in a book for humankind.

The participants are placed in particular moments in history, where they then spend three lessons before moving on to the rest of the ten historical periods. At the beginning, the patrol members are introduced to the time period through reading, listening, and short animations. They must complete a set of activities focused on vocabulary, grammar, and communication skills and must solve tasks like role playing, making presentations, and participating in discussions.

At the end, they finally sum up what they have learned about this experience inside European history and write a chapter for the book that will be brought back to humankind in 2186 to help Europeans regain their identity.

Intellectual Outputs of the project:

The course curriculum – the overall game rules, the structure of the game as a whole, the goals and messages of each historical situation as well as of individual episodes and tasks.

Teaching materials located on the course's digital platform in two versions – face to face and online, always at the various language levels (A1, A2, B1, B2).

The platform – including all online and face to face materials.

Testing – there will be a pilot course for each language level.

A guide for teachers.

