



Levelling Up Learning: Enhancing Student Motivation and Achievement Through Game-Based Learning

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September 2023
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The École internationale Gaston Thorn (EIGT) will debut its game-based learning school project, *Levelling Up Learning: Enhancing Student Motivation and Achievement Through Game-Based Learning*, in September 2023.

The project complements the goal of "Individualising educational support" in the school development plan by providing students and teachers with alternative and creative learning and teaching techniques during the school day. Furthermore, the project is an endeavour to promote students with more challenging potential.

The project's objectives and expected outcomes are as follows:

1. Integrating game-based learning in the learning and teaching strategies as a further technique of differentiation.
2. Increasing collaborative learning, social and emotional learning, cooperation, and communication by Game-based learning
3. Improving students' academic performance in a variety of subjects by using games
4. Parents are aware that game-based learning is a component of daily learning and teaching.
5. Teachers apply games to make improvement more tangible for their students and to discuss skill progress.
6. Game-based learning is an element of everyday school life at EIGT, including non-formal learning time.

The process of implementation is accompanied by:

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