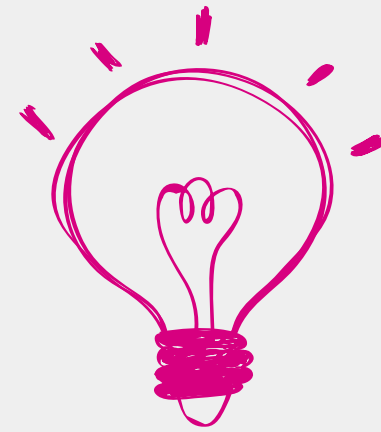


April 2026



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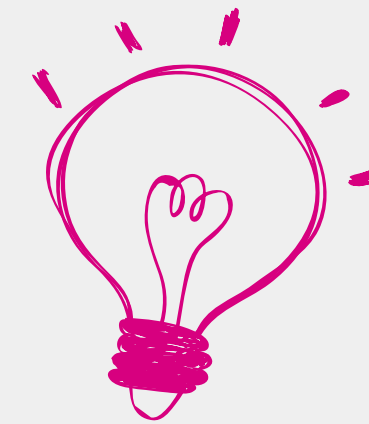
— ”

LEVELING UP LEARNING:
GAME-BASED LEARNING TO
ENHANCE THE DEVELOPMENT
OF THE 8 KEY COMPETENCES
FOR LIFE LONG LEARNING

” —



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Games Library Primary

In-house training

Building up know-know and
overcoming inner barriers

Educators Day Game
Fair


" SELECTED STEPS
SECOND YEAR
2025-2026 " 

Game masters

Dungeons & Dragons

Logo Contest

Informing the school community
about ideas and activities.

Integrating primary and secondary,
different subjects and school
management

**Small and well-
planned steps.**



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A more diverse toolbox for
pedagogical methods

Teachers have become experts
in Game-based learning

“
SELECTED
OUTCOMES
2027
”

Game-based learning is
applied in every subject

Game-based learning is part of
the school concept





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Gaming culture

Events that promote a gaming culture at your school. Clarify the meaning of gaming culture.

Training

Small training units for interested teachers.

Games Libraries

A space where the gaming culture becomes apparent to the school community.

Research

Collect information to create assessment plans.

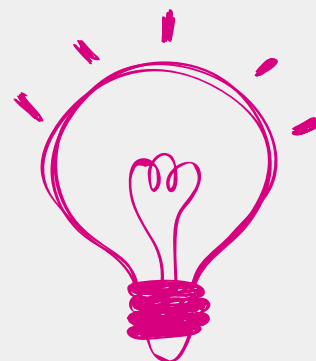
Diverse Pé-Team

Pé Team members come from various subjects and levels.

Diverse Games

Teachers from the primary and secondary

SUCCESS CRITERIA





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Regular adaptations

Coordinator in primary
& secondary

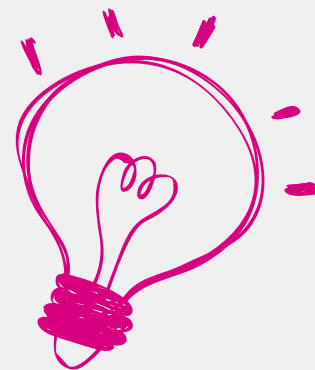
Model school

Creating games

SUSTAINABILITY
PLAN

EIGT GBL Logo

Forward planning





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GAME-BASED LEARNING

