

Project CARE3 - Local Event no 2.

“Boardgame Afternoon” for our Care3 - youths.

Description of Event:

This event took place in September 2016 at Valmieras Viesturs secondary school. The event was a board-game afternoon for our CARE3-youths.

The gaming in itself was the main point because we have bought a new communication game for students and we want to approbate this game in our Care3 team. (The web page: www.uzvediba.lv). The main issue was that our ten CARE3 participants learnt how to play the game, and then they played it. This is strategical game with 4 kinds of situation`s solutions with theoretical basis such as anger and how to deal with it. They could raise their self-esteem and feeling of achievement because they noticed that one problem can be solved in many different ways.

Our students used game`s web resources and communicate with younger pupils. They also informed their classmates.

We found that our CARE3 students were excited about this board game afternoon.

In addition, as a social pedagogue I use this board game in my working practice many different ways and age groups.

Economy:

We have bought this board game games for the school`s needs.

Total cost: 56.41EUR

Pictures:



