



Maksuton koulutus,
sisältää ruokailun!



Itä-Suomen yliopisto
acaSTEMy

Big Game



Lyseon peruskoulu
The Big Game

STEM OPETUS?!

*Tule kuulemaan vinkkejä STEM-opetukseen, verkostoitumaan
sekä ruokailemaan!*

*Tilaisuus on tarkoitettu kaikille luonnontieteitä peruskoulussa
ja 2. asteella opettaville. Mukaan mahtuu vain 30 osallistujaa.*



Immersive and Multidisciplinary STEM Learning through A Cooperative Story-Driven Digital Game

Cod. 2021-1-FI01-KA220-SCH-000024098



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Erasmus+ Programme
of the European Union

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General information



University of Turku
Joensuun lyseon peruskoulu



Tallinn University
Tartu International
School MTÜ

Programme: Erasmus Plus

Action: KA220-SCH – Cooperation
Partnerships - School Sector



EU-Track
Pixel Association
I.C. Maria Montessori



FUNDATIA EUROED

Coordinator: University of Turku -
Finland

Duration: 36 months

Start: 01/12/2021 End: 31/05/2024

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Project objectives

1. Promote STEM training in secondary schools (11-16 y.o. students).
2. Supporting digital transformation in secondary schools.
3. Encourage the combat against climate change.



The **United Nations** has formed the **UN Anti-Apocalypse Force (UNAAF)**, which the **student teams** play as part of, to quickly **respond to various environmental emergencies** taking place around the globe.



<https://dlg.tlu.ee/big-game/>

<https://www.youtube.com/@THEBIGGAME-project/featured>

Aikataulu

- [Eka peli](#):
6.marraskuuta - 16.
marraskuuta
- [Toinen peli](#): 20.
Marraskuuta -
30.marraskuuta
- [Kolmas peli](#): 4.
Joulukuuta -
14.joulukuuta

- Description of the problem
- Solutions
- Expected outcome
- Requirements
- Risks and limitations

Statistics

Schools participating: 25

Teams participating: 121

- Romania: 24
- Italy: 6
- Estonia: 19
- Finland: 72

Total solutions submitted: 270

Esimerkkejä vastauksista



BIG GAME Competition results

Overall statistics

A total of 121 teams from 27 schools in four countries took part in the competition. Throughout the competition, the teams submitted 270 mission solutions in total.

All participating teams receive a *BIG GAME Participant Badge* as a memento, which they can access from the game environment (by clicking on Results).

Winning teams

Winners were determined based on two factors: the total number of points accumulated and the total number of missions won.

The three winners are **Hazel Tarantulas** (FI), **Green Elephants** (RO), and **Black Bobcats** (RO).

The winning teams can access their *Winners' Badge* from the game environment.

Honorable mention

The following teams performed consistently well throughout the competition and receive an honorable mention: **Black Storks** (RO), **Teal Salamanders** (IT), **Yellow Dolphins** (RO), **Cyan Finches** (EE), **White Ants** (IT), **Cyan Giraffes** (FI), **Silver Crabs** (EE), **Amber Hawks** (IT), and **Silver Hornets** (FI).



Kevät 2024

- *Peli avautuu ilman kirjautumista opettajille*
- *Lisää skenaarioita on tulossa: <https://big-game.eu-track.eu/>*

Thank you for attention!



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