



***THE BIG GAME: Immersive and
Multidisciplinary STEM Learning
through A Cooperative Story-Driven
Digital Game***

Code 2021-1-FI01-KA220-SCH-000024098

MULTIPLIER EVENT REPORT

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Event Objectives and Topics

The objectives of the multiplier event were to introduce the BIG GAME project and the BIG GAME competition to the teachers in Tartu City and Tartumaa County and provide guidance on how to participate in the competition. The second part of the event comprised a workshop where teachers engaged in a team activity to simulate the BIG GAME mission, equipping them with the necessary skills to guide their students in the future.

Event date and venue

Tartu International School reserved a hall at Tartu Suomalainen Koulu on Monday, October 9th. The event extended for two hours, from 16:00 to 18:00, after which teachers had the option to continue and engage in discussions about their experiences and the sharing of best practices.

Agenda

30 minutes: General introduction and presentation of the BIG GAME project and competition by the project coordinator, Mrs. Liina Maurer.

Substantive Activity: Play-through of the Estonian scenario "Grain export agreement," facilitated by Mr. Jaak-Albert Metsoja (PhD), Nominee for National Primary School Subject Teacher of the Year 2023.

10 minutes: Scenario introduction.

10 minutes: Group formation, role distribution, and explanation of work instructions.

30 minutes: Development of solutions within the group.

10 minutes: Each group presents its primary findings and proposed solutions.

30 minutes: Discussion of the results and summarization.

Brief description about the event

The multiplier event welcomed teachers from various schools in Tartu to introduce the BIG GAME project and its future applications in enhancing the learning process and lessons. The project coordinator provided an overview of the competition, registration process, and gaming procedures, along with the available handbook and toolkit.

The second part of the event involved actively participating in solving the mission, which was based on the Estonian scenario "Grain export agreement." This practical experience aimed to offer teachers a comprehensive understanding of the game and how to effectively guide their students.

During the event, the teachers recognized the importance of teaching students how to approach problems from diverse perspectives. They engaged in discussions about incorporating scenarios into various lessons suitable for students of different age groups. The conversation also touched on the potential challenges for students of all ages, with a particular focus on the technical aspects of participating in the competition and its implementation.