

# LEARNING ACTIVITY BEST PROJECT - BOLOGNA

(30th October 2023 - 3rd November 2023)

Activities will start at 9:00 and finish at 13:00.

## Monday

- Welcoming, ice-breaking and team building activities
- Overview of the Third Chapter of the BEST Guide
- What is non-formal education: key elements and growing application trends
- Examples of non-formal activities gamified to encourage learners' involvement and motivation in learning about Fake News

## Tuesday

- What is Gamification: the main features and benefits
- Examples of non-formal activities gamified to encourage learners' involvement and motivation in learning about Fake News

## Wednesday

- Gamified non-formal activities: increasing youth motivation and critical thinking through Non-formal activities enriched with gamification strategies.
- Examples of non-formal activities gamified to encourage learners' involvement and motivation in learning about Fake News

## Thursday

- Examples of non-formal activities gamified to encourage learners' involvement and motivation in learning about Fake News
- Feedback on the Third Chapter

## Friday

- How to design a gamified non-formal task on a specific topic
- Workshop: create your own activity to be included in the BEST guide
- Presentation and feedback on activities
- Conclusion