

Erasmus+ strukturirani tečaj



*Osnovna škola Višnjevac*

# Introducing sustainability through game-based learning and gamification

Prag, 9.ožujka-14.ožujka 2026.

Učiteljica: Kristina Ćosić

Stručno vijeće: 25.6.2026.

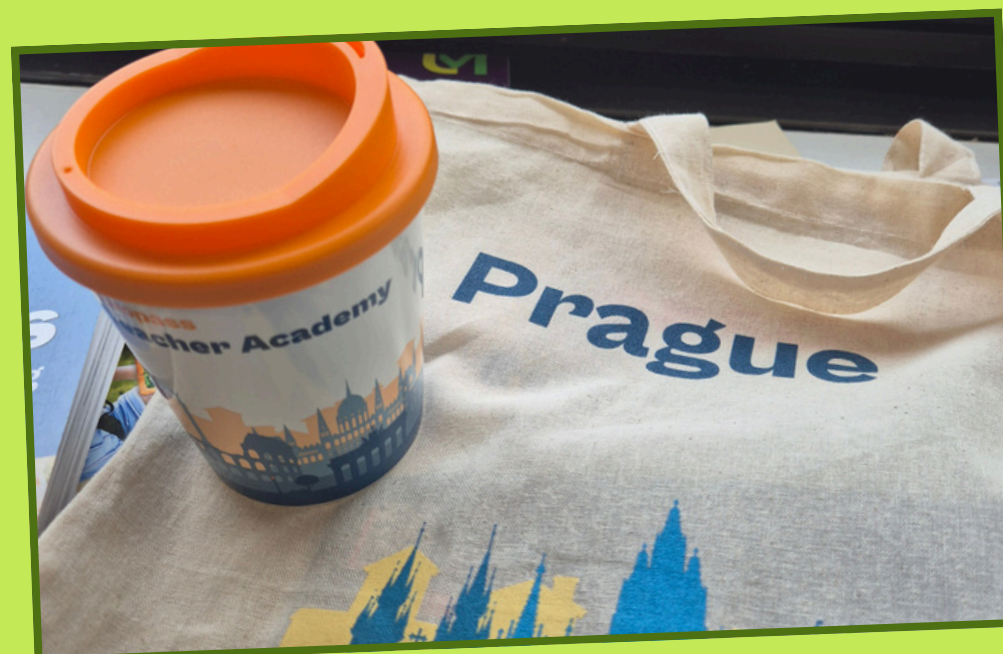


Co-funded by  
the European Union

# O tečaju



**PRAG**  
**9.3.-14.3.2026.**



**EUROPASS TEACHER  
ACADEMY**



**7 DRŽAVA**





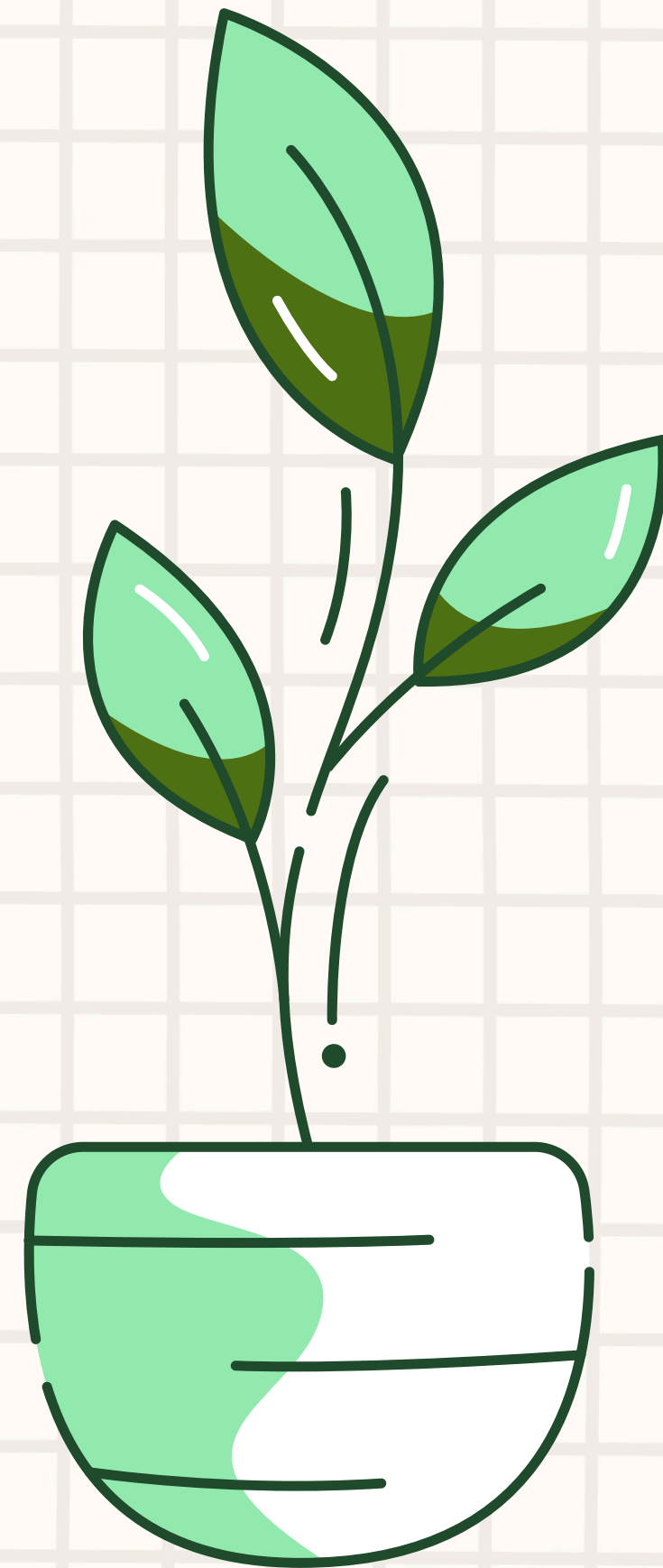
# Sudionici tečaja

Malta, Cipar, Španjolska, Portugal, Grčka, Njemačka i Hrvatska

# Ciljevi tečaja



- istraživanje 3 stupa održivosti i 17 globalnih ciljeva održivog razvoja Ujedinjenih naroda kroz multimedijski sadržaj i igre
- osmišljavanje aktivnosti koristeći nove digitalne alate
- provođenje aktivnosti učenja temeljene na igrama
- unapređivanje vještine planiranja nastave te izrada plana sata usmjerena na održivost koji uključuje pristup učenju kroz igru
- poticanje suradnje u radnim skupinama, sudjelovanje u igrama i razmjenjivanje dobre prakse s drugim sudionicima



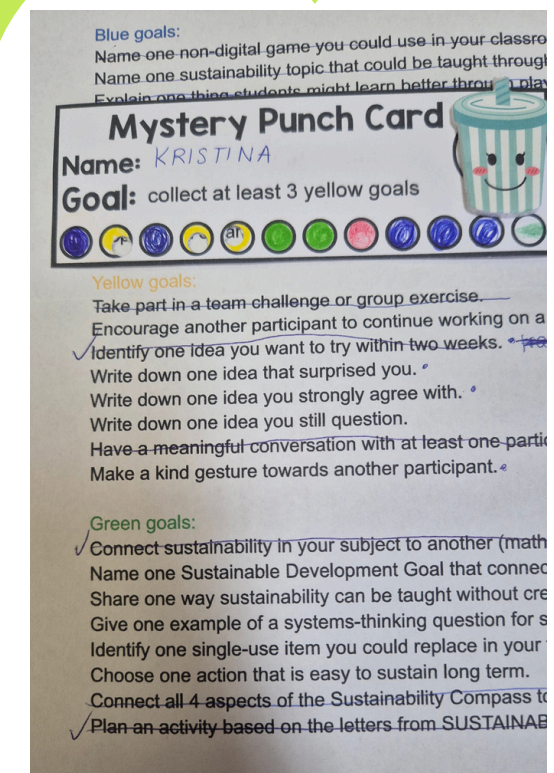
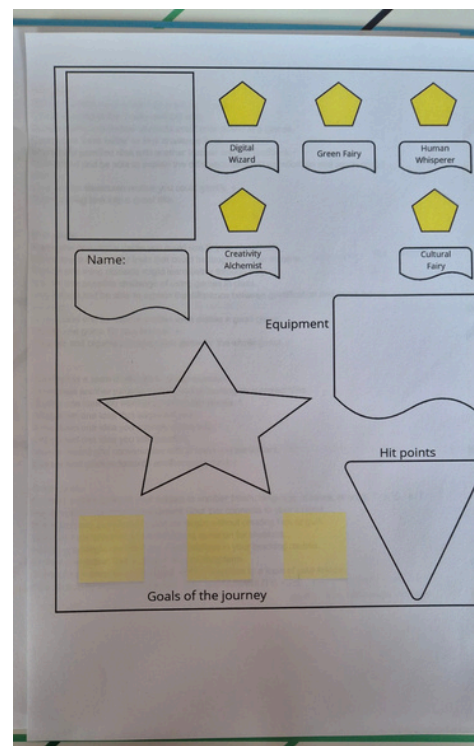


# Igre upoznavanja



## POTRAGE ZA BLAGOM

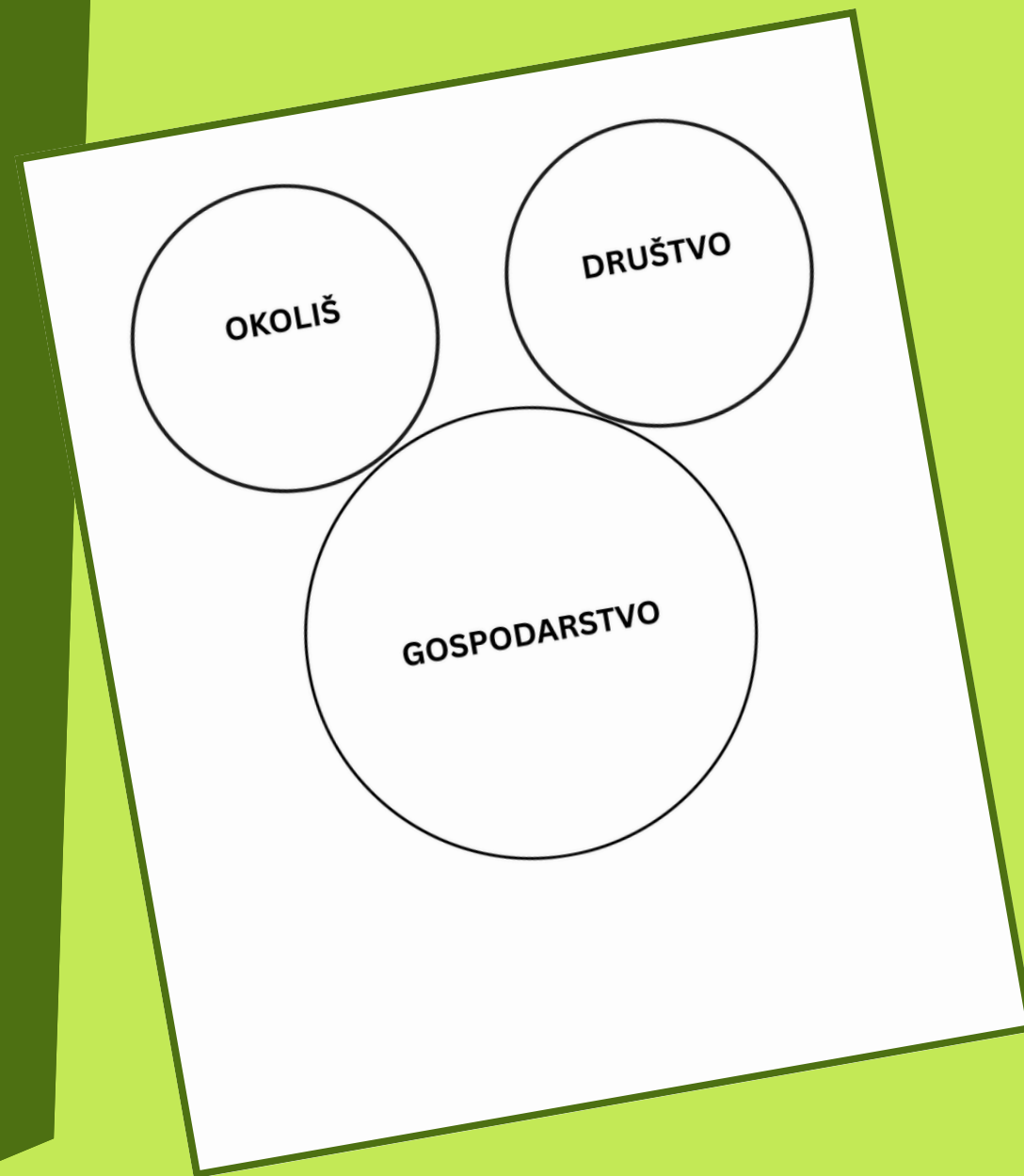
## AVATAR



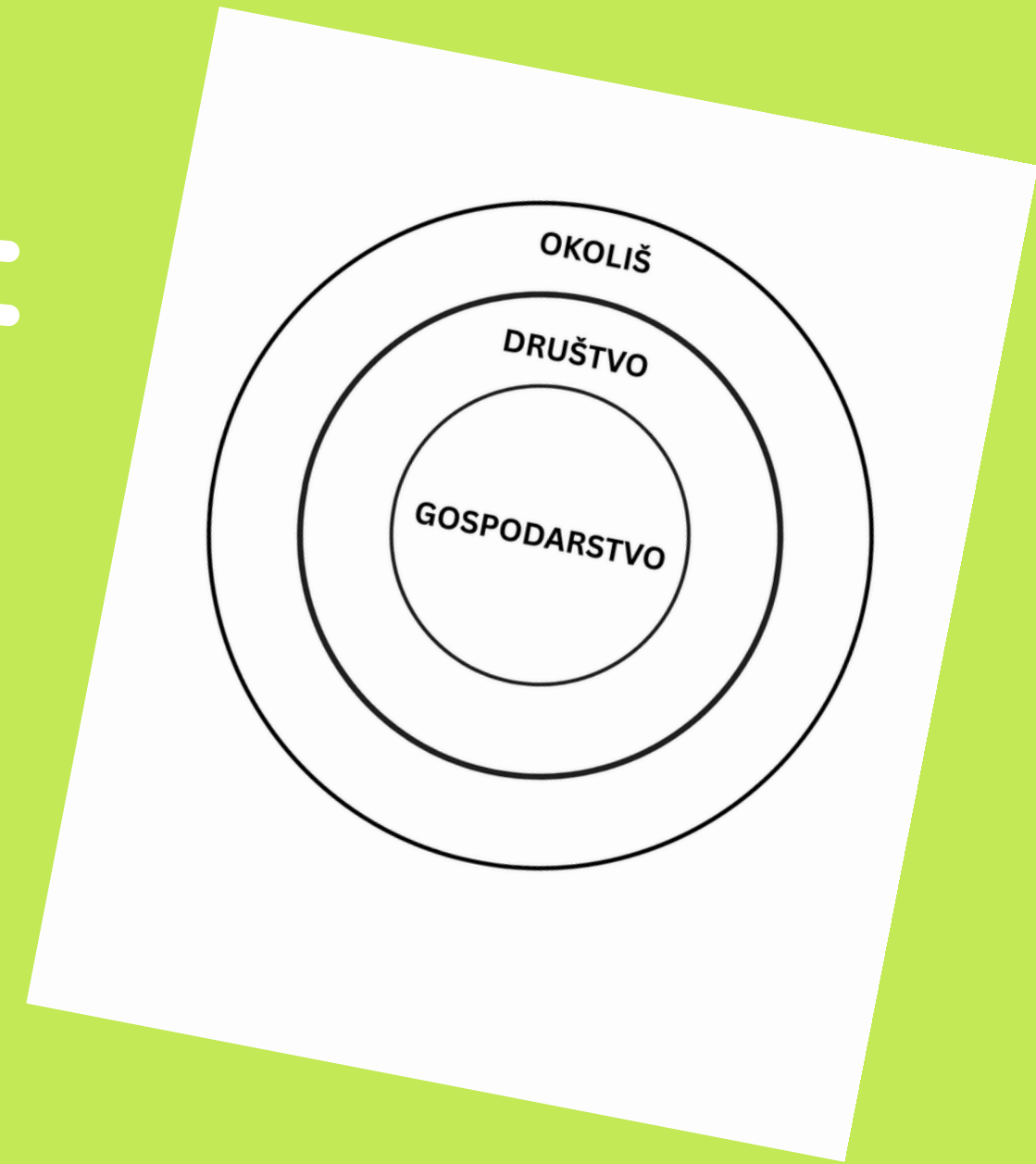
## POSTIZANJE CILJEVA



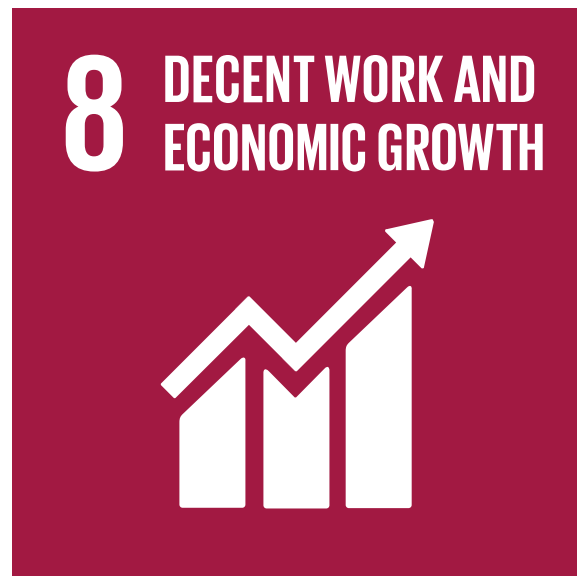
# Stupovi održivog razvoja



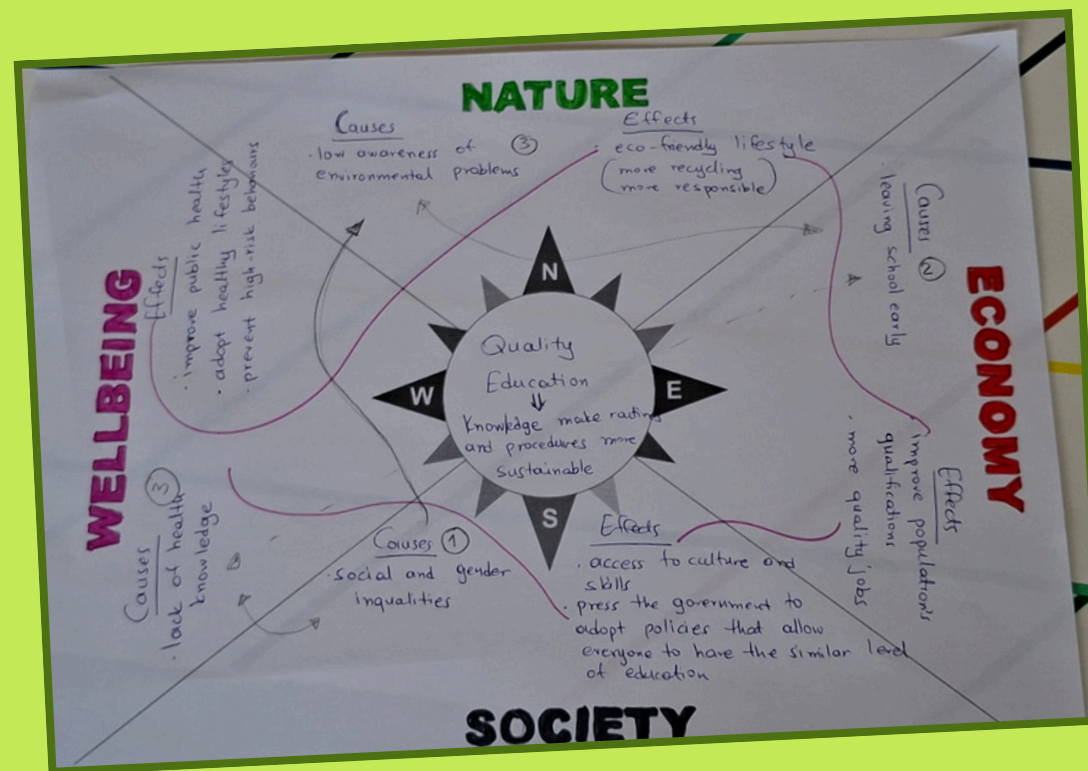
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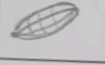
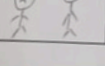


# Razrada zadanog cilja održivosti



Izrada kompasa

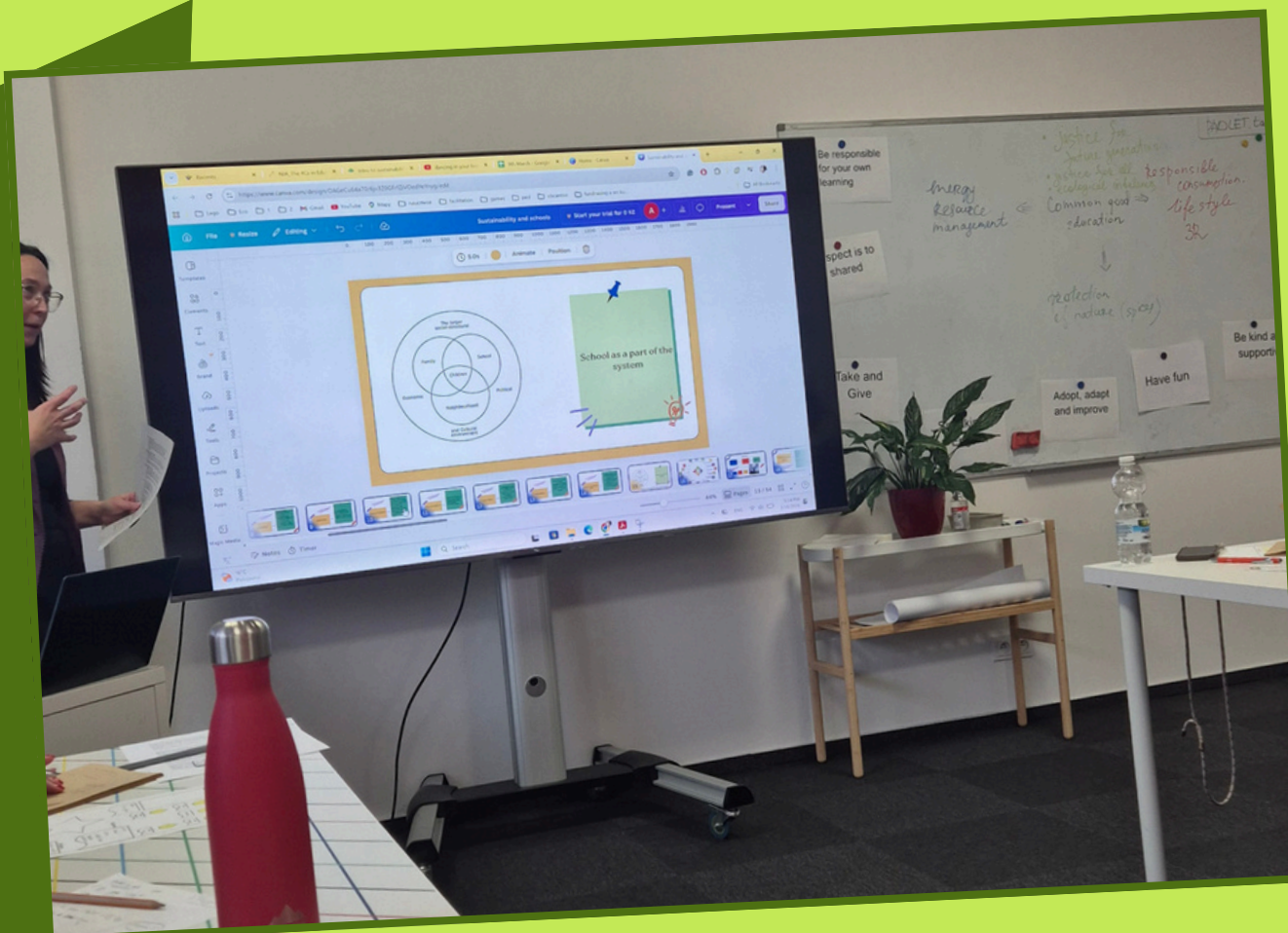
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| board game                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                            |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Part 2</b>                                                                                                                                                                                                                                                      | One of the challenges they had to solve was about measuring the waste they used to produce in a day: an amount of waste already prepared (the amount a person produce in a day) and the number of the scale was the password they needed to get out of the room. They became upset when they realized the amount of the trash a person produce and decided to think about solutions with their rugby team. |
| <br><br> |                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Part 3</b>                                                                                                                                                                                                                                                      | When they managed to get out of the room escape room, they contacted with their rugby team tried to find their rugby team using their smartwatch. They told them they had to reduce their consumption for now on to the minimum so that all their belongings could fit in a backpack. In the end these friends decided to give all the unnecessary thing to poor homeless people.                          |
|                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                            |

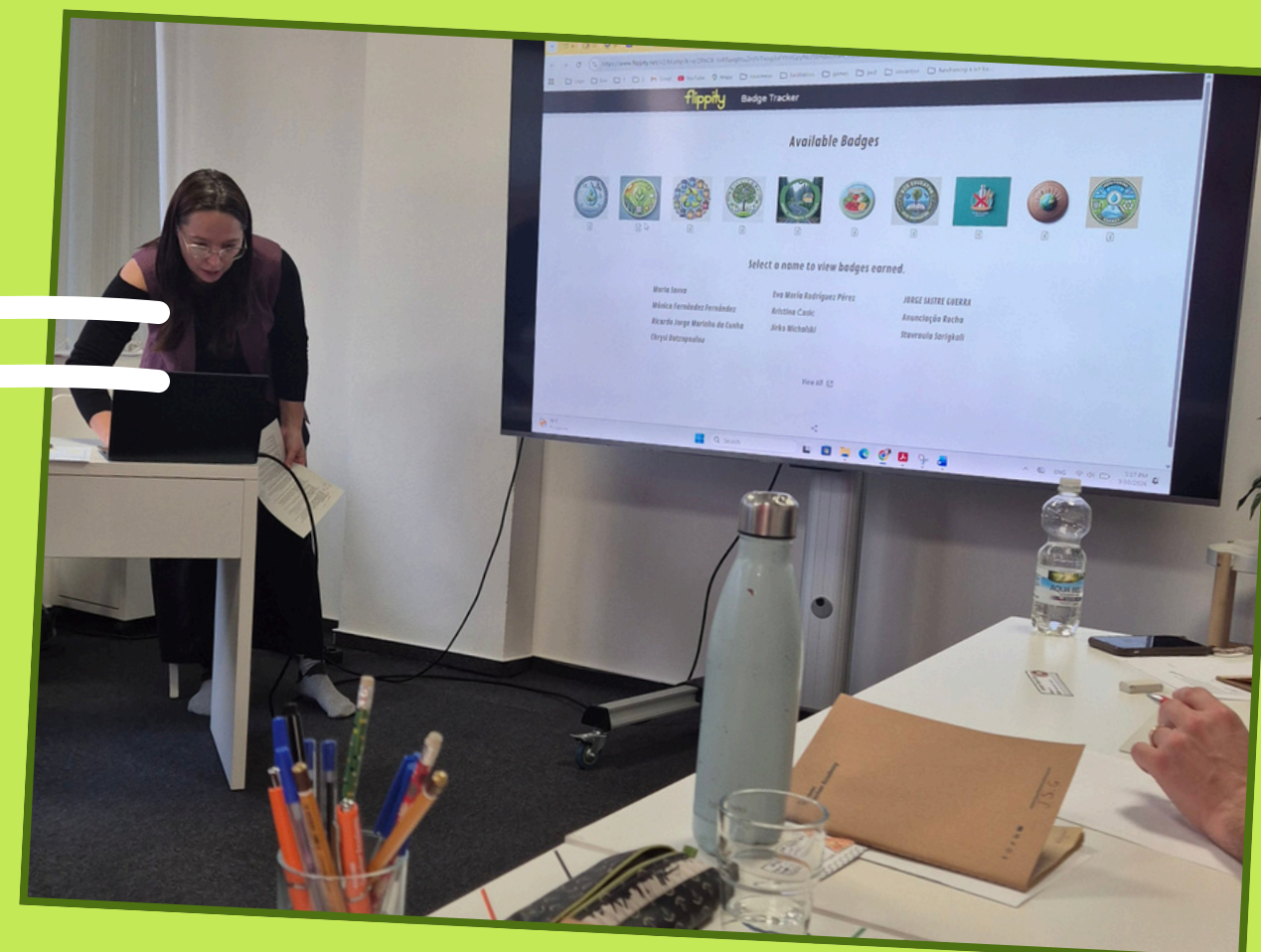
Pisanje priče pomoću kockica pričalica



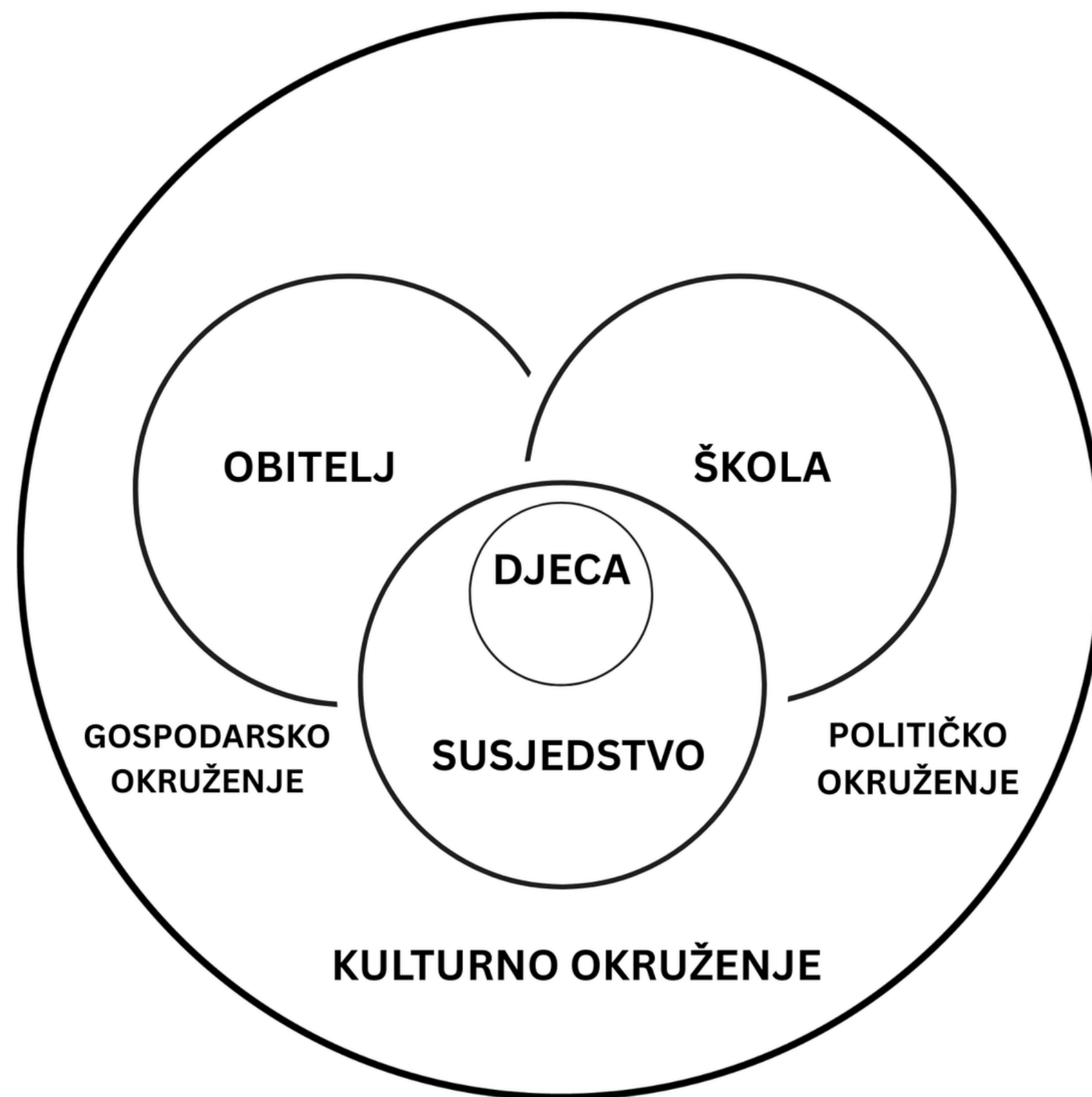
# Važnost škole



**Utjecaj školskog  
sustava na održivi  
razvoj**



**Ocjenjivanje  
vlastitih škola**





**Učenje za održivost je proces koji uključuje kognitivne, afektivne i psihomotorne sposobnosti.**

**Razum (znanje)**

**Srce (stav)**

**Ruke (vještine)**

**Spajanjem ove tri domene pomaže se djeci da steknu potrebna znanja, vještine i stavove te tako izgrade održiviji, mirniji i pravedniji svijet.**

# Analogne igre

## UNO KARTE



## JENGA KOCKE



## DOBBLE KARTE



## DRUŠTVENE IGRE





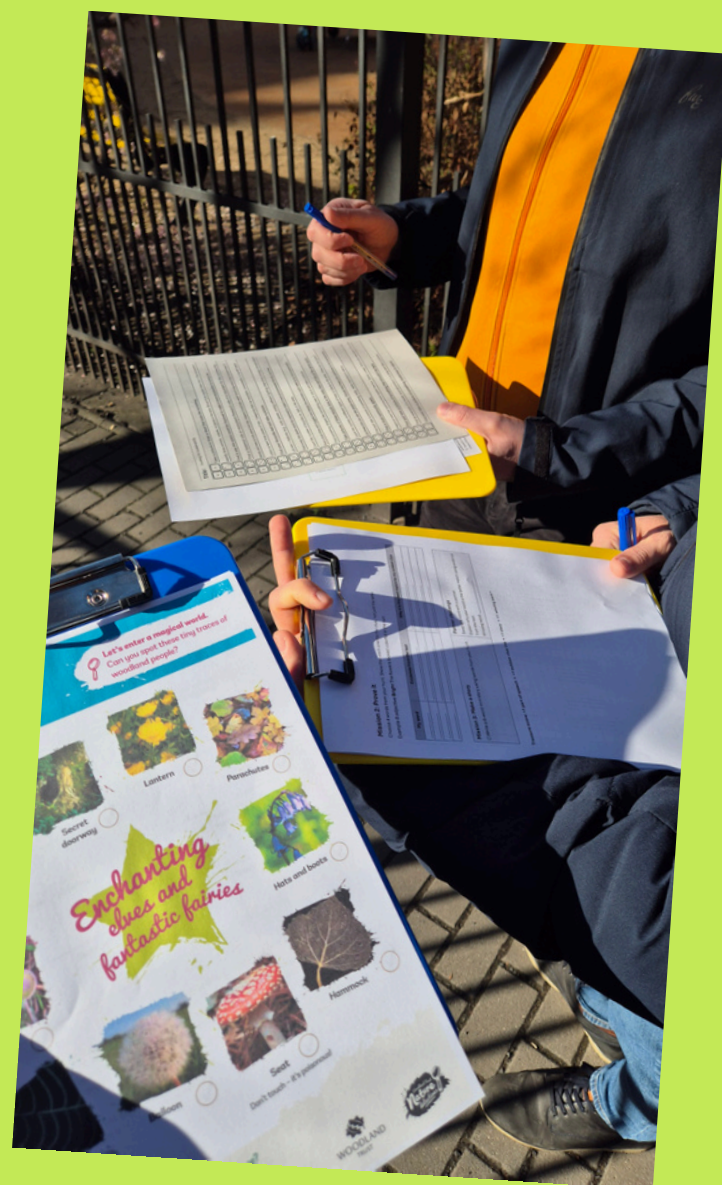
# Digitalni alati

**Flippity  
Blooket  
Interacty**

**Goosechase  
Actionbound**

**Wordwall  
H5P  
Educaplay**

**Gemini  
storybook**



Woodland Trust Let's enter a magical world.

### Outdoor Alphabet Treasure Hunt

Outdoor learning version • Read, explore, prove it

Name: \_\_\_\_\_ Date: \_\_\_\_\_ Class: \_\_\_\_\_

**Mission briefing**

- Look for outdoor clues: sounds, movement, weather, plants, textures, shadows, animals, or objects.
- Read the class text.
- For each letter, choose a word from the text that matches the part of speech and connects to something you noticed outside.
- No random words: in Mission 2 you will have to prove that some of your choices really fit the text.

**Mission 1: Hunt outside, then hunt in the text**

Example B adjective Bright Sun

| Letter | Category  | Outdoor clue / what I noticed | Word from the text |
|--------|-----------|-------------------------------|--------------------|
| A      | Adjective |                               |                    |
| B      | Adjective |                               |                    |
| C      | Verb      |                               |                    |
| D      | Noun      |                               |                    |
| E      | Noun      |                               |                    |
| F      | Adverb    |                               |                    |
| G      | Verb      |                               |                    |
| H      | Adjective |                               |                    |
| I      | Adverb    |                               |                    |
| J      | Adjective |                               |                    |
| K      | Verb      |                               |                    |
| L      | Adjective |                               |                    |
| M      | Noun      |                               |                    |

### Nature hunt

Go out and find an item that fits each of the descriptions below. Then write down what you have found and take a picture. Wherever possible look for nature items.

|                                                   |                                                |                                     |                                |
|---------------------------------------------------|------------------------------------------------|-------------------------------------|--------------------------------|
| A y-shaped twig with an angle < 60°<br>✓          | Something Scary!<br>scary<br>bunny             | Closed<br>off - on                  | Something Rare<br>us           |
| Smelly<br>Toilet                                  | Two trees spaced more than 5 m apart<br>✓      | Something red<br>Fingernail         | Something Beautiful<br>us      |
| At least 3 items that measure 2 m together<br>car | Complex<br>the dice<br>shred<br>hunting for... | Tiny<br>sugar                       | Something "Urrghh!"<br>trolley |
| Moist<br>hand<br>cream                            | Starts with C<br>Coffe                         | Something Eh?<br>water<br>measuring | Sharp<br>ear ring              |

Find two natural items/species that you find interesting. Look at it and study it carefully. Then, instead of using the actual name for it, make up your own name, being as descriptive as possible with your language. Capture images using your camera phone and bring a small sample (if possible), and we will be able to identify the actual name for it later.

| Item No. | Where did you find it | Describe it in your own words | What is your name for it | Picture taken or sample collected |
|----------|-----------------------|-------------------------------|--------------------------|-----------------------------------|
| 1        |                       |                               |                          |                                   |
| 2        |                       |                               |                          |                                   |

# Potrage za blagom





**Gemini storybook**

**Sve  
aktivnosti na  
jednom  
mjestu**

