

BUPA 2021-1-PT01-KA220-SCH-000027867

BUPA

Be upskilling additive

How to make the upskilling process additive with game design concepts



The BUPA Online Platform

The e-learning platform hosts a **teacher** and a **student** section, with **6 modules** each, revolving around the following topics:

#Computational Thinking,
#Google Blocky Games,
#Fundamental Scratch,
#Python,
#Game Design,
#Logical Learning

The student section is more interactive, consisting of some theory and short quizzes to test the knowledge acquired. The teacher section has ready-to-use downloadable material (theory, lesson plans and additional resources) to be used in class with the students. All modules also have a video, which explains the concepts in a more interactive way. You can register for free and start using the material available:

https://elearning.bupaproject.eu/



The LTTA, Catania, Italy, – IIS MARCONI MANGANO, 14-16 of November 2023

From the 14th to 16th of November 2023, 14 staff members of the partner organizations attended an interesting 3-day- training on these modules, organized by IIS MARCONI MANGANO in Catania, Italy. They had the opportunity to develop their skills and participate in workshops relative to the modules' topic, as well as enjoying activities, such as designing their own board game, watching inspirational TED-talks on the topics and engagining in simple coding activities.



Stay tuned to our social media to be informed about the project news...

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