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The products

CIRCLE GAME



CODE
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THE GAME

"CIRCLE Game: CIRCULAR LEARNING EVALUATION GAME" is an assessment game that draws inspiration from the goose game, as a traditional form of board game, stimulating the direct participation of students in a recursive process of activation, verification and feedback, "training" the target skills and evaluating the achievement of the Learning Outcomes corresponding to the training objectives planned in the FABULAND virtual tour, in a gamified learning context.



The game is available in all partnership languages in both an online and a printable version and aims to explain the circular economy system in a simple and intuitive way.

THE GAME

You do not need to have access credentials to access the online game and also the printable version, available at the following address <https://fabula.conform.it/fabula-cplus/the-circle-game/?lang=it>.

The screenshot shows the website for 'The Circle Game'. At the top, there is a navigation bar with the following items: 'HOME', 'THE PROJECT CPLUS', 'THE PARTNERSHIP', 'FEDRO', and a search icon. Below the navigation bar, the page title 'THE CIRCLE GAME' is displayed. The main content area features a large graphic with the text 'The Circle Game' and a circular arrow icon. To the right of the graphic is an 'INFO' button with an airplane icon. Below the graphic is a 'PLAY THE GAME!' button. A small disclaimer text is visible below the 'PLAY THE GAME!' button. At the bottom of the main content area, there is a row of logos for various partners: 'UNIVERSITA' DEGLI STUDI DI TRIESTE', 'ONEFORM', 'AKMI', and 'FEI'. Below the logos, there is a button that says 'IF YOU DON'T SEE THE GAME CORRECTLY, CLICK HERE!'. At the bottom of the page, there is a yellow box containing an image of the game kit and a button that says 'Download the kit to print'. Below this box is another button that says 'DOWNLOAD THE PAPER GAME'.

THE GAME

The digital version has been designed to offer greater interactivity, also playing with images and sound effects. The paper version, on the other hand, has been created with three objectives:

- to involve children in the creation of a real game, from cutting the individual components (the cards, the pawns, the board) to its assembly
- to help them understand the importance of using recycled materials in its construction
- to allow them to rediscover the fun of board games.



THE GAME

The game unfolds along a series of 40 squares that correspond to places in the city such as the shopping centre, the park, the school. The aim of the game is to move as quickly as possible along the board, to correctly answer the questions and queries proposed, to verify the learning of concepts related to the circular economy.

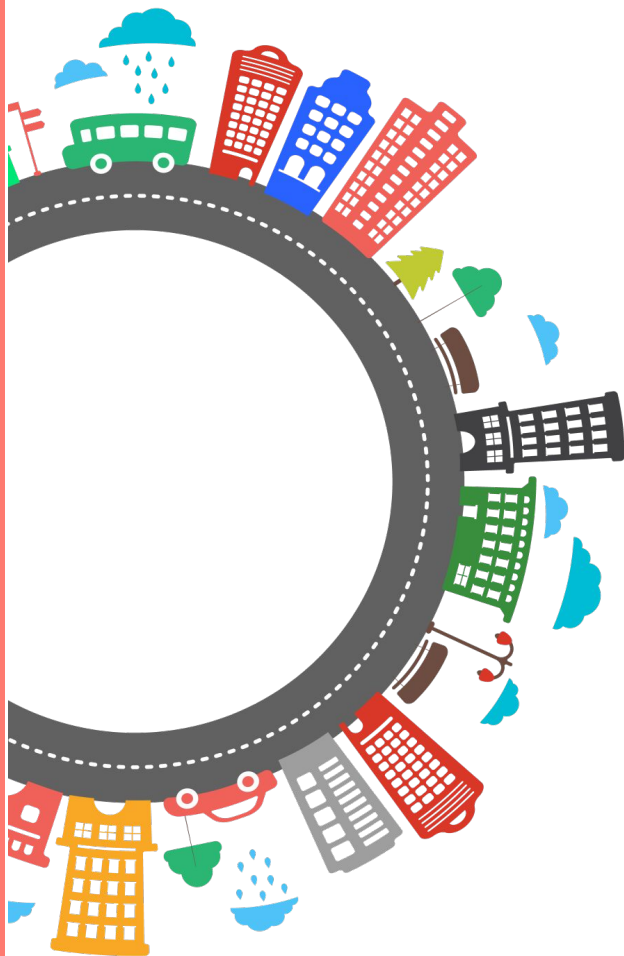


Each correct answer allows players to collect recycling points in the online game and recycling materials in the paper one. The wrong answer involves the subtraction from those available to the player. The player who manages to earn the most, to be able to become a "circle baby", a real environmentalist at the end of the course, wins!



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fabulaCPlus
Circular Economy applied to Fabula Project Framework



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