

Lifelong Learning Programme

# THINK TANK CREATING CAPTIVATING

TEACHING STRATEGIES FOR VULNERABLE LEARNERS



## **CYPRUS**

## CASE STUDY Nº2

# PAPER B

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#### WHY NOT TRY? / IT WOULD BE A GOOD IDEA TO ...

**1.** Organising online games championships (*Free Flow, Pinball, Mahjong,* chess, draughts, cards) in which old-aged people could participate, along with their family's younger ones, after teaching them how to play those games in a computer offline;

2. Showing them interesting simple accessible games you can play on a TV set, like *Wii Game Player* or on a computer online, like *Civilization III*. By beginning with a simple game, played on a TV set with a console, you will make them understand technology can be used in many different ways and link people together - maybe their grandchildren will join them and even offer to teach them. It will become clear to them that each technology can open many doors. Online, you can also find vast quantities of strategy games, which may interest and captivate them;

**3.** Teaching them how to use *Skype* and also how to send electronic postcards on special occasions, like Christmas, birthdays, anniversaries, etc. so that they can communicate with friends and relatives, who live far away in the country or abroad. This will allow them to feel part of the life of all those who live in their hearts.

#### **NECESSARY CONDITIONS: MATERIAL / PLACE / TIME**

Material: computer, interne access, camera, console, television set Place: at home or in town facilities Time: once or twice a week, in sessions of 90 minutes each

#### POSSIBLE OBSTACLES

Financial incapability of acquiring a computer or a console and/or paying for internet access.

Transportation problems, when attempting to dislocate to the town facilities.

Refusal to engage in the proposed activities, due to lack of interest and motivation to learn new things or engage in new activities.

## ILLUSTRATION





