

BINGO EVALUATION

KEY COMPETENCES

ALL

PERIOD

AFTER

PLAY MODE

INDIVIDUAL

AIM OF THE MISSION

Self-evaluation of acquired knowledge and competences through gamification.
Support students towards finding out the information they didn't know.

TIPS AND TRICKS

It can be organised also online using jambord miro or similar app

DESCRIPTION OF THE ACTIVITY

You will receive some bingo cards. If you agree on the sentences, cross the square. For each correct answer you will get one point scores.

Topics covered by the cards are linked with your development of key competences while abroad.

Read what key competence are here:

<https://op.europa.eu/en/publication-detail/-/publication/297a33c8-a1f3-11e9-9d01-01aa75ed71a1/language-en>

Once you receive the bingo cards cross the square when you agree and search for the answers in case you don't know the answer

ADDITIONAL DETAILS

DURATION

30 minutes

NA

SUITABLE APPS

INTERNET NEEDED

YES NO

With supervisor

DEBRIEF

MATERIAL NEEDED

For facilitators:
You should prepare a list of key competence concrete example and animate the working session