

## GreenEduLARP project is preparing for curriculum testing

The GreenEdu Larp project is preparing for testing in fall 2023. Associated partners have already confirmed their interest in the GEL project and will provide inputs, feedback and reflections for the GreenEduLarp Curriculum.

In the testing process will participate for example Tarvastu Open Youth Center and Tarvastu Gymnasium in Estonia, Värskä Gymnasium in Estonia, Magelungen school in Västerås, Sweden Robinsson school Enköping in Sweden, AristotelioKollegio Thessalonikis, Fryganiotis Secondary school Greece 14th High School of Thessaloniki, Greece Ekpaideftiria Vasileiadi, Primary and Secondary School, Thessaloniki, Greece Intercultural Junior and High School of Thessaloniki in Greece. And also Szkoła Podstawowa im. Marii Wojcik w Krepcu in Poland.



# The educational role play game creation training “Global education through educational role play game” in Estonian



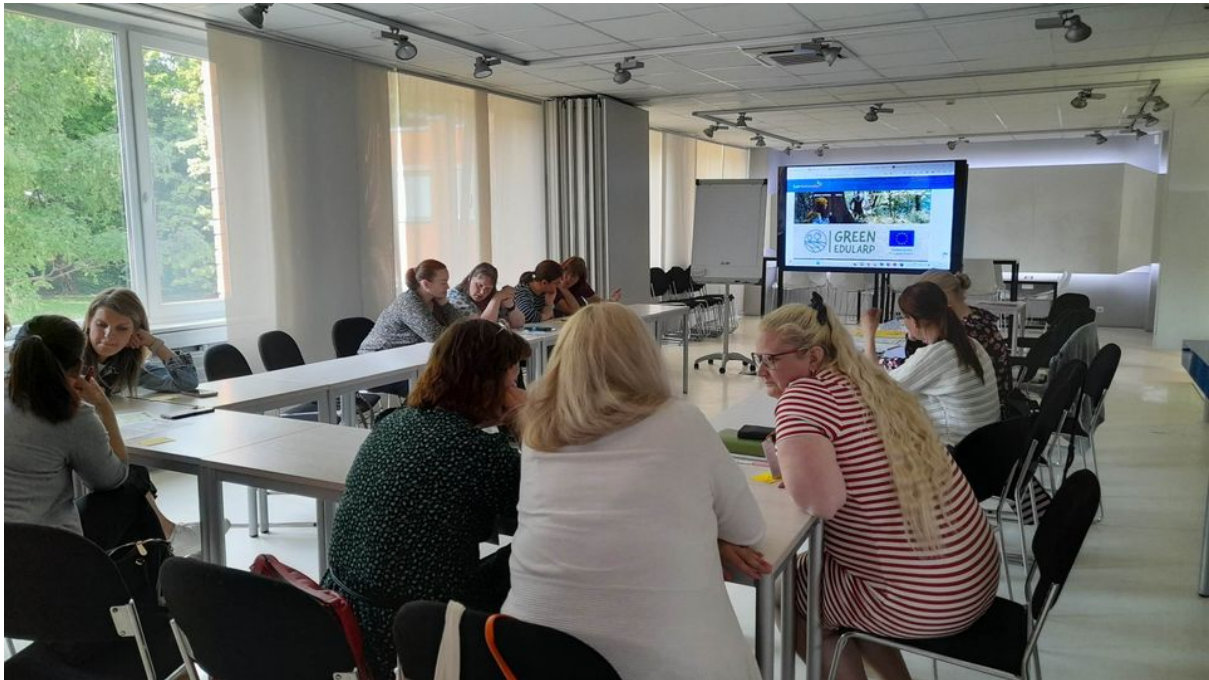
On June 2, the Peipsi Cooperation Center held a training session "GLOBAL EDUCATION THROUGH EDUCATIONAL ROLE PLAYING" in Tartu as part of the role-play festival.

Training included theory of edularp, practical workshop on developing one edu-larp idea and also the [#greenedularp](#) green student curriculum was also introduced and invited to test it in autumn.

Two edularp ideas began to develop, where one game takes adventurers to the years of 1300. The second idea was the challenges with the adventurers on the Island, where the storm cuts off electricity and all means of communication, and the inhabitants face perishable food.

Training teachers and keep the educational role play game topics actual in public training is an Estonian strategy to introduce green edularp

## The GreenEduLarp method was introduced on the annual conference of the Green School Programme in Estonia



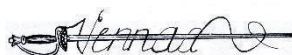
On the 15th of June - the annual conference of the Green School Programme in Estonia of the Green School network in Estonia was held in Tallinn, where the Peipsi Cooperation Center conducted three workshops on creating educational role-playing games.

In the workshop, a quick version of the "Tree of Life" <https://ctc.ee/publications/games/a-t>

[Tree-of-life](#) was played, an overview of what a educational role play game was given, and an example and practical tips how to use sustainable development goals to find material for creating role-playing games.

The syllabus of the [Green EduLarp](#) project was introduced and the opportunity to test it in autumn 2023.

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## Mediaeval Fairs this Summer in Estonia

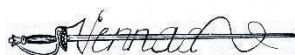


This year, the youth of NGO Mõõgavennad gained a lot of communication experience. Mõõgavennad participated in the Viljandi Hanseatic Days on June 3rd-4th, where we organised a mediaeval games area for children.

During those days, various games and challenges were organised, and they were managed by 12 to 14-year-old students who engaged with all interested participants. The days were long, from 10 am to 7 pm, but our

children were very satisfied. We hope that the visitors were also pleased with the event and enjoyed it much.

On June 30th and July 1st, Mõõgavennad were invited to partake in the Pärnu Hanseatic Days with our games. The students were very excited about the new location and the new challenge. It was the first time for them to take part in an event that was not local and stay there overnight, in the end the participants were very satisfied with the event.



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It was particularly nice when entire families played mediaeval games with us, and it was a great pleasure when familiar faces decided to come back to us after wandering around the Hansa fair to do it all over again.

Organising and conducting historical games provides young people with several important skills and qualities. Primarily, it helps develop courage, self-confidence, communication skills, work ethic, politeness, and a sense of responsibility. Courage and self-confidence grow as young individuals step out of their comfort zones, take charge, and interact with different people. They learn to express their ideas and instructions clearly and take responsibility for their decisions and actions. Communication skills improve as they interact with both team members and participants. They learn to listen to others, explain rules and instructions, and resolve potential conflicts. Work ethic is cultivated as they become responsible, complete tasks on time, and dedicate themselves to the successful execution of the event. They learn to assess the quality of their work and contribute to teamwork. Politeness is crucial as they communicate with people from diverse backgrounds. They learn to respect others, be courteous and

helpful, and build positive relationships. Responsibility grows as they take ownership of organising and leading the event. They learn to plan, organise, and ensure smooth operations, and



they are accountable for the outcomes of the event. Overall, organising and leading historical games provide young people with versatile skills and qualities that are valuable for their personal and professional development.

Participants had the opportunity to get a closer look at mediaeval culture and have a fun time. Perhaps our activities sparked a deeper interest for some players to learn more from history. In addition, they witnessed the enthusiasm and dedication of their peers in pursuing their hobby, and hopefully, they also learned something from it.

## Our Stop at the Castle for Mulgimaa Family Game

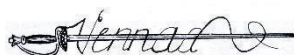
On August 12th, the Mulgimaa Family Game took place in the Tarvastu Parish. Mulgimaa Family Game is a fun family game where you can visit various Mulgimaa villages, farms, communities, businesses, and beautiful natural sites. The family game takes place on five different days during the summer months. Each historical Mulgimaa parish has its dedicated day to get more acquainted with the life and culture of that particular region, taste local flavours, and enjoy the scents of summer. The goal of Mulgimaa Family Game is to introduce Mulgimaa, its people, interesting known and unknown historical places, and the way of life in Mulgimaa both in the past and present.



Each game point offers exciting tasks, workshops, tours, or historical reminiscences. Everyone can get hands-on experience and try their hand at weaving ribbons, fetching water with neck yokes, sawing wood, harvesting potatoes, discovering medicinal herbs, petting cats, or feeding grains to chickens. During the game days, enthusiastic village leaders, hardworking farmers, lifestyle entrepreneurs, and custodians of cultural heritage await the players, all of whom have opened their doors to guests. We welcome people who wish to spend a pleasant day outside the city in the countryside.

The non-profit organisation Mõõgavennad participated in the Mulgimaa Family Games for the second time. Our game point was located near the ruins of Tarvastu Castle. Tarvastu Castle, situated on the Tarvastu Hillfort, is believed to have been built in the 14th century on the site of an ancient Estonian hillfort, surrounded by picturesque riverbanks. During the intense battles of the Livonian War, the fortress changed

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hands multiple times, and as a result of bombardment, fire, and gunpowder explosions, only the walls of this mighty structure remained. The young role-players of the Mõõgavennad organisation invited everybody to step into the past. Guests could craft a soft sword, take part in a sword-fighting demonstration or participate in designing a princess-worthy tiara.

This year, our game point was visited by over 20 people from Rapla County who are actively involved in preserving local cultural heritage and are leaders of non-governmental organizations. They participated in all the activities offered by the youth, crafted foam swords, decorated crowns, and showed great interest in the boys' sword fighting demonstration. Additionally, they attentively listened to our lecture about experiences as a

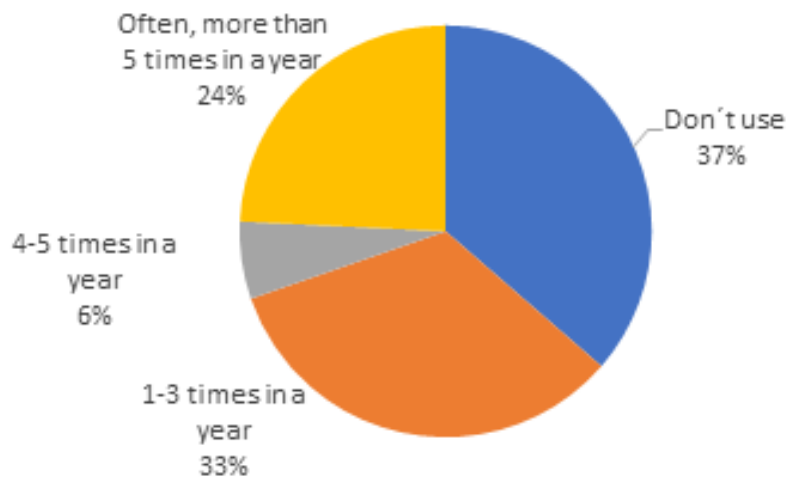
non-governmental organisation - how our NGO operates, what we do, how we fund our activities, and how we have built relationships with the local community and local government.



Throughout the day, a total of 86 people from different cities and municipalities visited our gaming point. This gave us the opportunity to introduce our organization, educational role-playing games, and its broader objectives.

## A survey about how often educational role play games are used at schools in Estonia

How many times Estonian teachers use educational role-play game at school lessons?



**Figure:** Educational role-play game used at Estonian schools in 2023.

In the spring of 2023, 10 schools participated in the project "Global educational role-playing as a supporter of formal and non-formal learning in the topics of global and climate justice" led by the Peipsi Cooperation Center. The goal was a practical introduction to the use of environmental and global educational role-playing games with a short training, a test game and a global discussion circle. As part of the project, a feedback survey was carried out,

during which it was investigated how much role-playing games are used in school lessons, in which subject lessons and which topics are interested in game scenarios. There were a total of 33 respondents and teachers of many subjects were represented.

The research revealed that role plays are used quite often in the subject lessons. There were more of those who use the pig method in their studies at least once a year, a total of 63%. 37% of respondents had not used it at all. It



was also surprising that almost a quarter of the respondents used the role play more often than 5 times. Among them there were respondents who also mentioned that about ten times or even 15-20 times a year.

The respondents use role-playing games the most in humanities, social studies, geography, economics, history and language classes. In addition, role-playing games are also used in many other social subjects. The topics have been environment and climate change, conflicts and social relations, communication between cultures,

distribution of resources and its inequality in the world, historical events, career, etc.

Role plays would be needed in all levels of school. From the survey, it was found that a little more is needed for students from the second grade. The topics for which role play scenarios are needed are primarily related to the environment, history, humanities, multiculturalism, nature studies and many social topics.



**Figure:** The topics for which role play scenarios are most needed in Estonian schools.



## The GreenEduLarp method was introduced to youth workers in Estonia in August



On 2. August Peipsi Center for Transboundary Cooperation introduced the GreeEduLarp method to youth workers and the Larp For Climate game as an example was presented in South-Estonia.

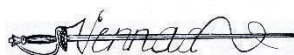
This outdoor eduLARP game invites players into a post-apocalyptic world shaped by climate change and water scarcity. As members of rival tribes, players must strategize for survival, develop non-verbal communication,

and navigate tribal politics. The game encourages deep reflection on real-world environmental challenges, offering a unique blend of strategy, role-playing, and social interaction.

#LarpForClimate #EduLarp  
#ClimateEducation

You can find all other guides and materials on the [The Reservoir](https://nausika.eu/larpforclimate/the-reservoir/) webpage:  
<https://nausika.eu/larpforclimate/the-reservoir/>

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## The GreenEduLarp project in the 9th International Conference on Educational Innovation in Greece

We are delighted to announce that our project has been accepted to participate in the upcoming **9th International Conference on Educational Innovation**, scheduled to take place in October 2023 in Larisa, Greece. [eepek.gr/en/](http://eepek.gr/en/)

This conference is a significant event in the field of education, bringing together **innovators, researchers, and educators** from around the world to share insights, advancements, and projects that are shaping the future of learning.

During the conference, **AeliaPath will showcase the innovative GreenEduLarp project**, shedding light on its objectives, methodologies, and outcomes. This presentation will provide attendees with an opportunity to engage with the project firsthand, gaining insights into how immersive learning experiences can reshape the educational landscape.

Moreover, following the conference, its scholarly contribution will be featured in the conference proceedings. The scientific article detailing the conceptual framework, implementation strategies, and results of the GreenEduLarp project **will be published in the conference proceedings**, contributing valuable insights to the wider educational community.

