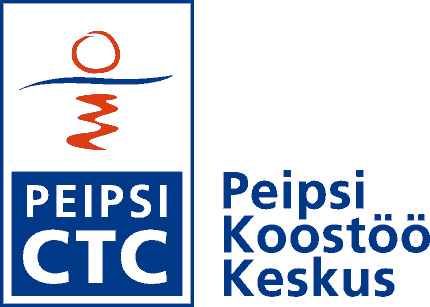
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**Webinar: learning through role play   
How to harness your students' educational potential through play**

Location: zoom

Time: September 2020

Do you want to involve children in play activities at school or in a children's camp? Have you thought about role-playing games? The multi-module webinar provides an overview of role-playing games and how to use them. The webinar is aimed at teachers, youth workers, hobby education professionals and others who are interested in it. Each module lasts about an hour and a half. The first part is a theoretical overview on the topic, the second part examples and discussion.

**Schedule:**

**2.09.2020 MODULE I** - What is a EduLarp? The module introduces LARP and role play games, different topics and different larp types, you can also find out what is an educational role play game.

**9.09.2020 MODULE II -** Game as a learning environment   
How to teach young people and what do they expect? Maybe through a playful approach? The module provides an overview of why a playful approach to teaching could be useful and what its positive effects could be.

**16.09.2020 MODULE III** - How to organize a game  
The third module gives a quick overview of how to organize the game. What could be the most important steps in implementing the game and what should definitely be kept in mind. The game is never static. It is flowing and unpredictable

**23.09.2020 MODULE IV** - How to prepare for the game   
How to participate in the game and how to prepare for it. It's not as easy as walking into the theater or going to a concert. Just as the actor feels better on the stage when knowing the text, so it is necessary to do a little preparatory work when participating in the LARP - be it setting yourself on a positive wave, checking the background and characters, etc. or finding a suitable costume.   
  
**30.09.2020 MODULE V** - Impact and discussion of the game Just as the end of a good book is as important as the beginning and the center, so it is important to end the game for a student. Those on the student board have been someone else during the game - they have experienced emotions, acted and fantasized. Just as it is the task of the game director to open the covers of the book, he must close them carefully so that no pages fall out.