

Games in Schools 2019 Editorial Board

Call for Teachers

October 2019 – December 2019

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Aim

After the successful **Games in Schools (GiS) Massive Open Online Courses (MOOCs)** in 2014, 2015, and 2016, we are happy to announce that an updated version of the course will be launched in October 2019 to explore the opportunities and challenges of games-based learning in schools. Like in previous versions of the course, participants will develop a lesson plan around Games in Schools as part of the course, and this year **participants from all MOOC editions will be able to nominate their lesson plans for publication** in the new version of the [Games in Schools Handbook](#), which will be updated as part of the GiS2019 project!

In order to curate these lesson plans created by participants of the Games in Schools MOOCs, EUN is looking for **up to 7 teachers** who took part in one of the previous versions of the course for its **Games in Schools 2019 Editorial Board**.

Main tasks

Participants of the current as well as of previous versions of the Games in Schools MOOC can nominate their lesson plans for publication in the Games in Schools 2019 Handbook. The curators' task will be to review them according to a set of given criteria, add tags, provide a qualitative feedback comment, and offer a recommendation about which lesson plans to publish.

Benefits for teachers

The editorial board members will be remunerated with 100 EUR/day.

The number of curators selected as well as the number of days offered per curator will be subject to the number of submissions received. However, there will be a minimum of 5 and a maximum of 7 positions filled. The number of days will depend on the number of submissions each curator is assigned.

Task duration: 01/10/2019 – 31/12/2019.

The names of the Editorial Board members will be referenced in the Games in Schools 2019 Handbook.

Selection criteria

- Participation in one of the previous editions of the Games in Schools MOOC. If you have never participated in a Games in Schools MOOC on the EUN Academy, you will unfortunately not be eligible;
- Proficient knowledge of English: teachers should feel very comfortable to communicate in English in order to be able to provide comprehensive feedback of a high quality;
- Experience of working with games in pedagogical contexts is a significant advantage;
- Previous experience in the curation of materials/lesson plans is a plus.

How to apply

If you wish to take on this task, please express your interest by filling in the survey below until **Sunday, 25/08/2019**:

https://www.surveymonkey.com/r/GiS2019_call_editorialboard

Please note:

- This poll will remain open until Sunday, 25/08/2019 included, so please express your preferences for this task as soon as possible. Thank you for your understanding and for your quick reaction.
- The Games in Schools 2019 project team will pre-select the curators to take on this task. However, the final approval will come from the Ministries of Education.

Contact

In case of questions or doubts, please feel free to contact Mona Sefen, coordinator of the Games in Schools 2019 MOOC: mona.sefen@eun.org.