WORKSHOP

Materials and Methods for Linguistic Integration of Migrants and Refugees: Publishing, ICT, Game-Based Learning

25th, 26th and 27th May 2022, from 3 pm to 6 pm

Aula II (Via Zamboni 38, 1st floor, Bologna)

and live streaming with MS Teams

Registration forms

To participate in the Workshop **in presence** it is necessary to register separately for each day using the following forms:
registration 25th May 2022, at 3-6 pm
registration 26th May 2022, at 3-6 pm
registration 27th May 2022, at 3-6 pm

Streaming with MS Teams

To follow the **live streaming** it is not necessary to register.
Links to the MS Teams rooms:
streaming 25th May 2022, at 3-6 pm
streaming 26th May 2022, at 3-6 pm
streaming 27th May 2022, at 3-6 pm

For information: matteo.viale@unibo.it

Wednesday 25th May 2022

Language Teaching to Migrants and Refugees: Specificities and Frameworks

h 15-18 | Aula II | Via Zamboni 38, 1st floor, Bologna

Introduction to Workshop and institutional greetings

Paolo Balboni (Università Ca' Foscari Venezia)

The Training of Second Language Teachers to Migrant Learners

Fernanda Minuz (Council of Europe expert)

Literacy and Second Language Learning for the Linguistic Integration of Adult Migrants.
A New Council of Europe's Reference Guide

Greta Zanoni (Università di Bologna)

The NEW ABC Project: Participatory Activities for the Inclusion of Migrant Children and Youth in Education

Thursday 26th May 2022

Textbook or ICT?
New Challenges in Language Teaching at a Disadvantage

h 10.30 | Guided tour to RIESCO - Centro Documentazione Interculturale del Comune di Bologna (only for members of the INCLUDEED project from foreign universities)

h 15-18 | Aula II | Via Zamboni 38, 1st floor, Bologna

Fabio Ruggiano (Università di Messina)

Towards a Second Language Teaching in a Digital Environment: Experiences and an Outlook

Annachiara Tognetti (Penny Wirton School)

Teaching without Explaining. Teaching/Learning Materials at Penny Wirton School

Elisabetta Aloisi and Adriana Perna (Cooperativa Ruah)

Technology for an Inclusive Education: the Experience of the Ataya School in Bergamo

Elisa Bianchi and Chiara Arzilli (Italian Culture On the Net - ICON)

Textbook and ICT: Criteria for Designing Learning Activities and Selecting Content of an Online Italian L2 Course for High School Migrant Students

Fabiana Forni and Mirca Ognisanti (Comune di Bologna)

From Language Barriers to Digital Divide: Access to Distance Learning for Bilingual Students in Multicultural Schools in Bologna

Eugenio Cannovale Palermo (Università di Bologna)

The 7ling App: a Multilingual Source for Arabic-Speaking Migrants

Friday 27th May 2022

Gamification, Game-Based Learning, Educational Game: Ideas and Experiences

h 10.30 | Walking around Bologna with augmented reality: a gamification experience (only for members of the INCLUDEED project from foreign universities)

h 15-18 | Aula II | Via Zamboni 38, 1st floor, Bologna

Laura Schiattone (Università Ca' Foscari Venezia)

Teaching Italian as a Second Language to Adult Learners with Ludic Activities

Maria Jolanda Dezi and Luigi Coccia (SAI - Reception and integration system / "Era domani" - New research Agency Res - Fermo)

Tell me a Truth, Tell me a Lie! Language and Expression in Board and Role Games with Asylum Seekers and Refugees

Andrea Ligabue (Università degli Studi di Modena e Reggio Emilia, GAME Science Research Center)

How Can Board-Game and Role-Playing Games Be a Valuable Tool in Education

Margherita Colacino and Francesco Tascione (www.0-99.it)

The Involvement of Executive Functions in Board Games and Why It Matters

Alessia Caviglia (Università di Bologna)

"La mia città": a Board Game for the Linguistic Integration of Adult Migrants