

# ***“Stronger Together – Preventing Radicalization in Schools”***

**AGREEMENT NUMBER – KA201-2018-026**

**ERASMUS+ Programme – KA2 Strategic Partnership Innovation Action**

## ***International final conference***

**Consorzio Scuola Comunità Impresa**



Etterbeek (Belgique), Thursday 28 January 2021





# EVALUATION OF STRONGER TOGETHER



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# Intellectual Output I.O.4 = Evaluation of the curriculum and of the project

## AIM of the output

Ongoing evaluation  
of the project

- timeline respect
- satisfaction of the partnership
- impact on the target groups**

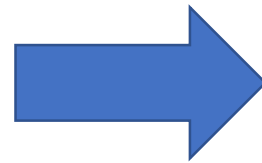
= 1. To improve the curriculum  
(the five modules+the digital board game)

evaluation  
of the  
products

- technical**
- satisfaction**
- Learning potential**

= 2.a To gain an overview of the fulfillment of milestones  
= 2.b To improve the cooperation of the partnership

Start date = 01/10/2019  
End date = October 2020



LEADING PARTNER = CSCi



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## PROBLEMS detected

1. More than one target group to interview
2. More than one time of evaluation
3. More than one focus to evaluate
4. What's happen if not all the classess experiment all the modules? We could take into consideration modular questionnaires?



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# Evaluation of the curriculum: 5 modules + board game

## TECHNICAL EVALUATION TO IMPROVE THE CURRICULUM

TARGET GROUP	START DATE – END DATE
Teachers/experts	During the project testing inside the class

## SATISFACTION from User experience

TARGET GROUP	START DATE – END DATE
Teachers/experts	During the project testing inside the class
Pupils	During the project testing inside the class
Parents	During the period of the testing in class

## LEARNING POTENTIAL

Tools used = questionnaires and grid of evaluation



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# Evaluation of the impact of the curriculum

AIMED TO DETECT THE CURRENT KNOWLEDGE AND NEED IN RELATION TO PREVENTION OF RADICALIZATION

QUESTIONNAIRES HAVE BEEN ADMINISTERED AT THE END OF THE CLASSROOM EXPERIMENTATION

TARGET GROUP	START DATE-END DATE	WHAT TO MEASURE	EXPECTED IMPACT AND INDICATORS
TEACHERS/EXPERTS Questionnaire	01/02/2020 – OCTOBER 2020	What kind of technical skills? What kind of methodological skills? What kind of transversal skills?	+15% has developed skills using gamification as a tool in their classes
PUPILS Grid of evaluation filled up by the teachers	01/02/2020 – OCTOBER 2020	Critical thinking Listening Making arguments Inclusiveness	+20% has increased skills
PARENTS Questionnaire	01/02/2020 – OCTOBER 2020	What kind of questions we have to include in their questionnaire?	+15% feels to be better equipped to facilitate dialogue on difficult themes at home

WE HAVE DECIDE TO BE SIMPLE ... NOT TO MUCH QUESTIONS



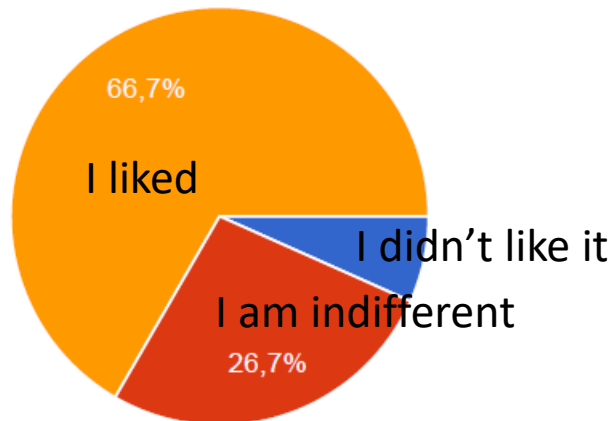
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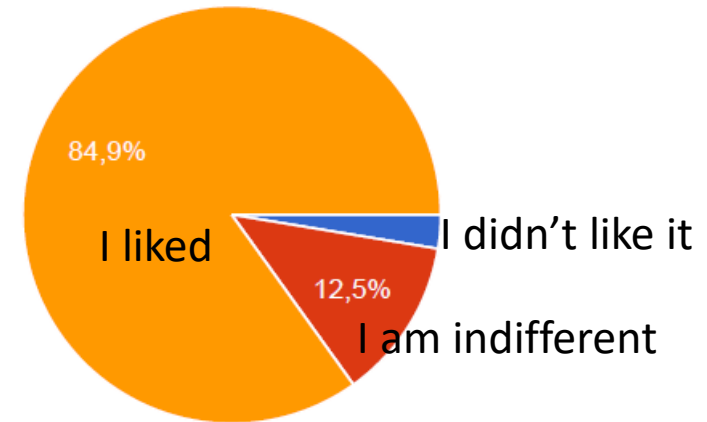
# Pupils' satisfaction: results

195 answers

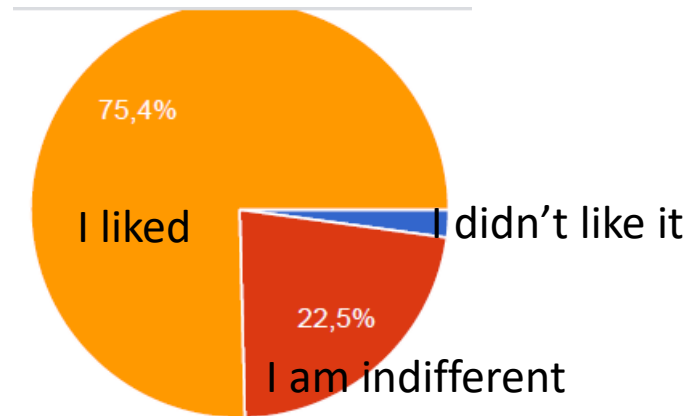
I liked the activities done into the classroom with my friends



I am waiting for to work again with Stronger Together tools



I liked to play the digital board game with my parents at home

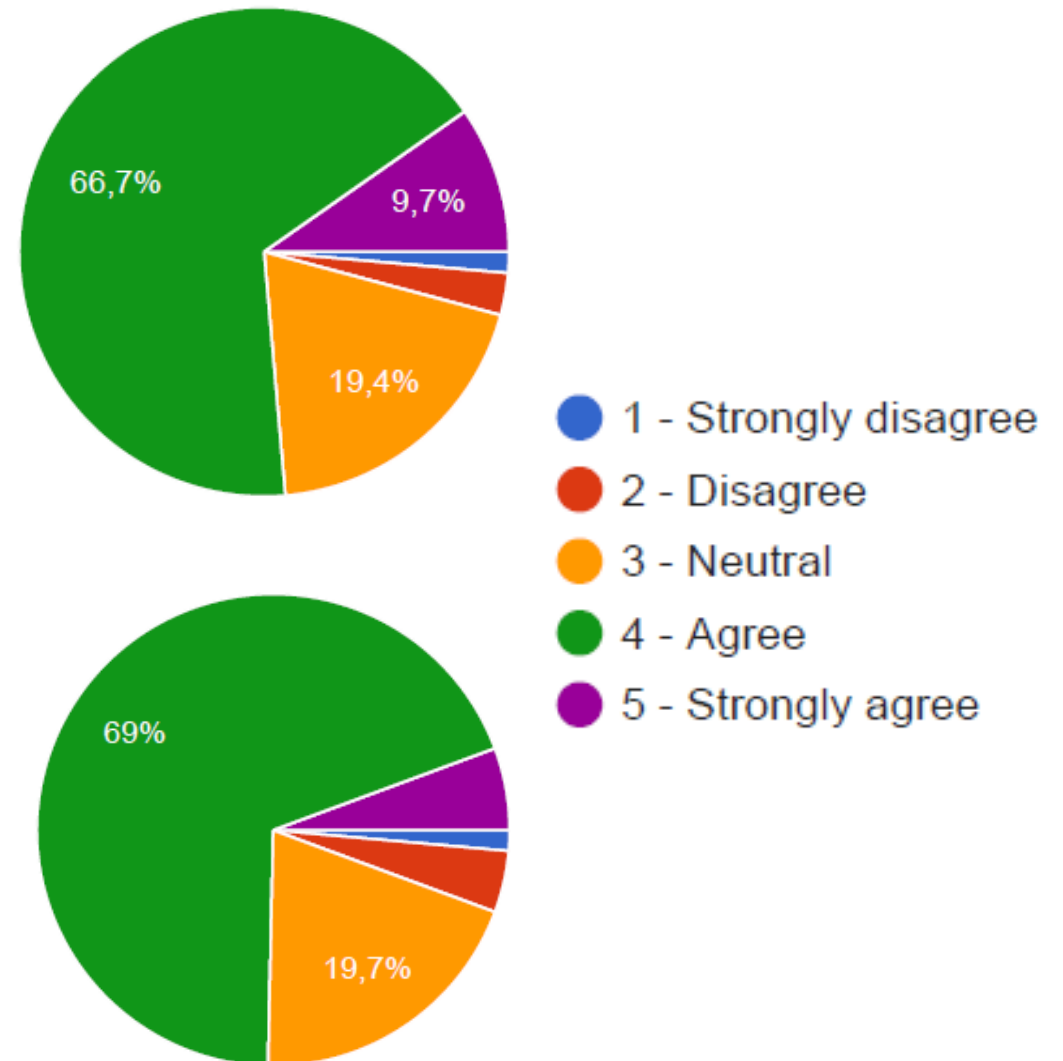


# Parents' satisfaction: results

72 answers

The Stronger Together game gave me opportunity to discuss themes and dilemmas with my child that we have not talked about before

I feel now to be better equipped to facilitate the dialogue with my child on difficult themes at home

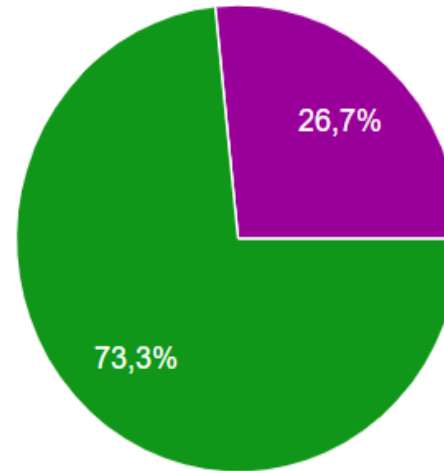




# Evaluation of the curriculum by teachers/educators

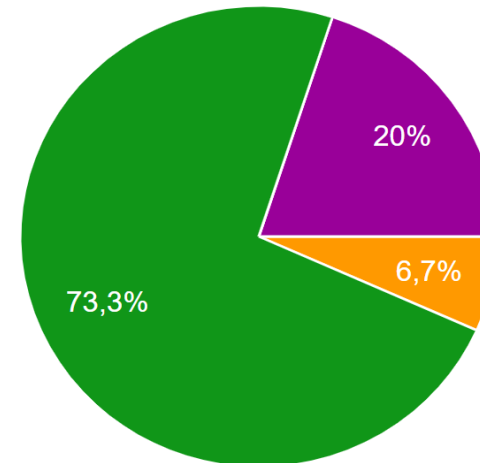
15 answers

The curriculum is clear and understandable



- 1 - Strongly disagree
- 2 - Disagree
- 3 - Neutral
- 4 - Agree
- 5 - Strongly agree

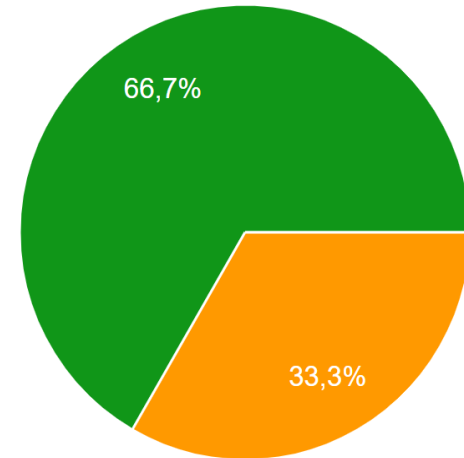
The activities are suitable in relation to the aims and the ages of the target group



# Evaluation of the curriculum by teachers/educators

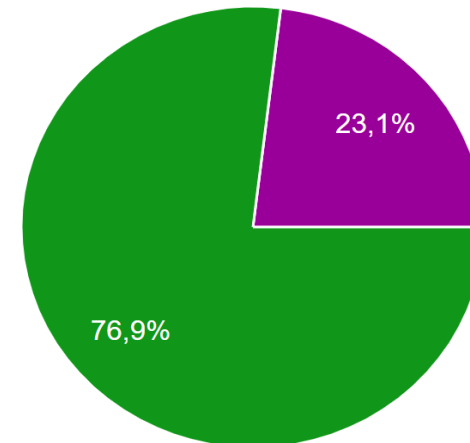
15 answers

The digital board game has been a good platform for parent involvement



- 1 - Strongly disagree
- 2 - Disagree
- 3 - Neutral
- 4 - Agree
- 5 - Strongly agree

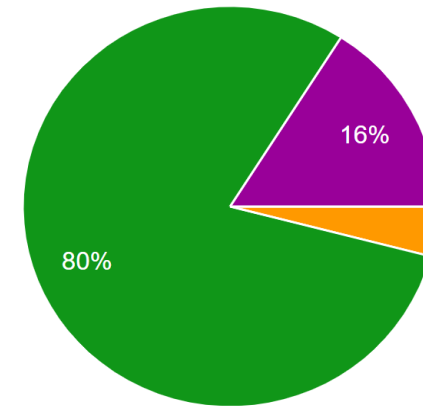
The curriculum enables the educators to manage the debate and improve their competence in teaching these topics



# Pupils' grid of evaluation: results

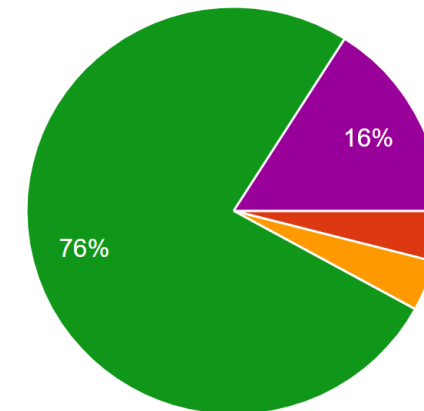
26 answers

Pupils have increased their awareness of the importance of being including



- 1 - Strongly disagree
- 2 - Disagree
- 3 - Neutral
- 4 - Agree
- 5 - Strongly agree

Pupils have increased their ability of treating people no matter their differences with respect



# FINAL RESULT = 1 report (Intellectual Output 4)

## 1. INTRODUCTION

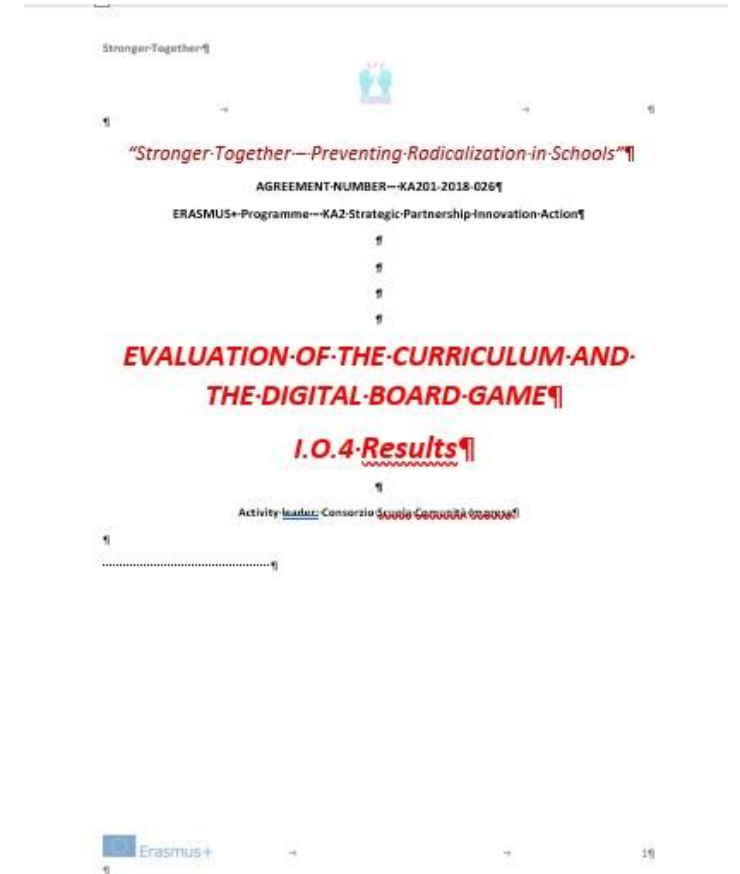
- What we have measured
- The followed methodology
- The timeline of the surveys

## 2. RESULTS

- Evaluation of the curriculum by teachers/educators
- Pupils' grid of evaluation
- Pupils' satisfaction
- Parents' satisfaction

## 3. OVERALL CONCLUSIONS

- Teachers/educators opinions on curriculum and skills improvement
- Parents' opinions on digital board game



ANNEXES



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# OVERALL CONCLUSIONS

We spent at least 2 lessons on each module and we could have spent more of them

With more time, the deepening would have been greater

## Teachers/educators opinions on curriculum and skills improvement

Some activities did not feel relevant for the age, e.g. the cigarettes

As regard the proposed wrap ups, sometimes students had other answer options that they considered better

# OVERALL CONCLUSIONS

Stronger confirmed my  
daughter's abilities.  
Useful tool

I have a good dialogue  
with my child and this  
game is for us one more

## Parents' opinions on digital board game

We usually talk about  
these themes

However, it is difficult to  
talk to my daughter

ANY SUGGESTION IS  
WELCOME!

**THANK YOU!!!**

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