

Pedagogical Approaches

adaptability **competencies**
experiential learning
Education & Recognition
skills
assessment
qualification knowledge
scenario-based learning upskilling
EQF, ECVET, learning outcomes



radicalGAME Learning [MATRIX]



GAME-based pedagogies for Youth-Led Dialogue and Active Citizenship to prevent Discrimination and RADICALization

About the project

RadicalGAME stands as a transformative initiative strategically designed to counter youth radicalization by establishing connections between policy, research, and practical interventions. At its core, the project seeks to empower young individuals through an innovative gamified learning pack that serves as a catalyst for constructive dialogues on critical subjects, such as radicalization and civic engagement.

Project Title: GAME-based pedagogies for Youth-Led Dialogue and Active Citizenship to prevent Discrimination and RADICALization

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Partnership



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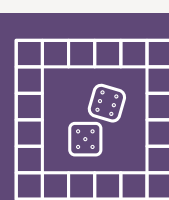
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**ECVET
OVERVIEW**

Learning Matrix

The radicalGAME educational framework is aligned with both the European Qualifications Framework (EQF) and the European Credit system for Vocational Education and Training (ECVET), ensuring that learners' achievements are recognized and transferable across European institutions. This alignment supports mobility, transparency, and lifelong learning.

European Qualifications Framework (EQF) Overview

The EQF is an 8-level system designed to make qualifications comparable across Europe. Each level is defined in terms of learning outcomes - what individuals know, understand, and can do. The radicalGAME aligns with EQF Levels 3 and 4, as shown below:





Structure and Learning Outcomes

The game consists of three levels, each promoting progressive skill acquisition, from solving scenarios to scenario creation and self-assessment and social media challenges. Each level corresponds to specific learning outcomes, knowledge, skills, and autonomy levels aligned with the EQF.

Level 1: “The Countries”

EQF LEVEL 3



LEARNING OBJECTIVES

Participants engage in teamwork, decision-making, and communication to solve scenarios while recognizing radical and extremist elements.



KNOWLEDGE

Knowledge of basic facts and principles in a specific field.

RESPONSIBILITY AND AUTONOMY:

Responsibility for completing tasks; adapting behavior to the situation.



SKILLS :

Basic cognitive and practical skills for solving problems using established methods.



Learning Outcomes

Level 1: "The Countries"

Intercultural Communication

Understanding and respecting cultural differences to promote collaboration.

Communication, teamwork, problem-solving, emotional intelligence, and leadership.

Social Competences

Media Literacy

Ability to critically analyze media and social media content.

Objective analysis of information and consideration of alternative viewpoints.

Critical Thinking

Learning Outcomes

Level 1: "The Countries"

Civic Participation

Active involvement in democratic processes.

Understanding diverse cultural expressions.

Cultural Awareness

Conflict Resolution & Mediation

Negotiating and resolving conflicts empathetically.

Level 2: “Creation and Reflection”

EQF Level 3 & 4



Learning Objectives

Participants develop creative solutions to radicalization-related scenarios, applying critical thinking and innovation.

They reflect on their skills through competence cards and wildcards, evaluating personal and group strengths.



Knowledge

Broader theoretical knowledge in work or study contexts.

Knowledge of personal traits and group dynamics.

Responsibility and Autonomy:

Creative problem-solving and solution generation.

Ability to communicate non-violently and emphasize personal strengths.



Skills :

self-management, collaboration, and responsibility for guiding others.

Taking responsibility for personal growth and collaboration.



Learning Outcomes

Level 2: "Creation and Reflection"

Creativity

Generating and organizing new ideas to solve complex problems.

Applying creative techniques to assess and solve new challenges.

Innovation

Teamwork

Collaborating effectively to achieve common goals.

Learning Outcomes

Level 2: "Creation and Reflection"

**Highlighting
Positive Traits**

Recognizing and leveraging personal and group strengths.

Encouraging supportive internal dialogue for self-improvement.

**Compassionate
Self-Talk**

**Nonviolent
Communication
(NVC)**

Fostering empathy and constructive communication.

Level 3: “Social Media Challenges”

EQF Level 3 & 4



Learning Objectives

Participants cultivate the ability to engage with social media challenges in a responsible and ethical manner.



Knowledge

Knowledge of online community building.

Responsibility and Autonomy :

Develop creative thinking and content creation skills.



Skills

Responsibility to upload content aligns with positive digital citizenship principles.



Learning Outcomes

Level 3: "Social Media Challenges"

Responsible participation

learning how to navigate online spaces while maintaining respect, inclusivity, and positive digital interactions.

learning to differentiate between positive, productive challenges and potentially harmful or misleading online trends.

Digital literacy

Content creation

producing engaging and meaningful digital content, while considering audience impact.

engaging people via social media.

Audience engagement

Time management

managing time effectively while balancing creativity, and the challenge's objectives in a group.



European Credit System for Vocational Education and Training Overview

ECVET supports the accumulation, transfer, and recognition of learning outcomes, allowing learners to build qualifications incrementally through formal, non-formal, and informal learning contexts. The radicalGAME's structure, based on learning time and outcome achievements, aligns with the ECVET system, as shown below:

Difficulty Mode: Level 1

Difficulty Mode: **Easy**

**Scenarios:**

3 countries, 1 scenario per country

1.5 hours

Difficulty Mode: **Medium**

**Scenarios:**

2 countries, 5 scenarios per country

3.5 hours

Difficulty Mode: **Hard**

**Scenarios:**

6 countries, 2 scenarios per country

5 hours

Legendary

**Scenarios:**

All countries & scenarios

10 hours

Difficulty Mode: Level 2

Scenarios:

Scenario creation & self-assessment

40 minutes per scenario

Difficulty Mode: Level 3

Scenarios:

Social media-related tasks

20 minutes per challenge

Completing all levels and modes qualifies for 1 ECVET point. This structure supports flexible learning pathways that are portable and adaptable across youth training programs, schools, and governmental institutions throughout Europe.





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