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FINAL QUESTIONNAIRE REPORT

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With the completion of the Erasmus+ program titled "Count me in, teach me a word," the students who participated in it recompleted the questionnaire that had been prepared at the start of the program by the educational teams of the collaborating schools. By gathering the new information, educators are able to evaluate the impact of the program on their students, both in terms of acquiring knowledge related to the culture and cultural elements of each country, as well as in terms of effective ways in which they wish to learn the English language.

According to their responses, the students of the Olohmero Elementary School of Aneza appeared to have learned basic cultural elements of partner countries, such as flags, capitals, traditional foods, famous historical sites/landmarks, currency, and borders.

The above text discusses the contributions of various factors to achieving the goal of recognizing the value of diversity and multiculturalism in the context of cooperation for common educational strategies. The three factors mentioned are:

a) The online communication of students from different countries, within the framework of implementing various activities. b) The visits of educators from partner schools who spoke about their country and school. c) The search for information by students themselves, aided by their educators.

The realization of the value of diversity and multiculturalism by students for collaboration in the context of seeking common educational strategies is a challenging but highly significant goal for all Erasmus+ programs, including the one mentioned in the text.

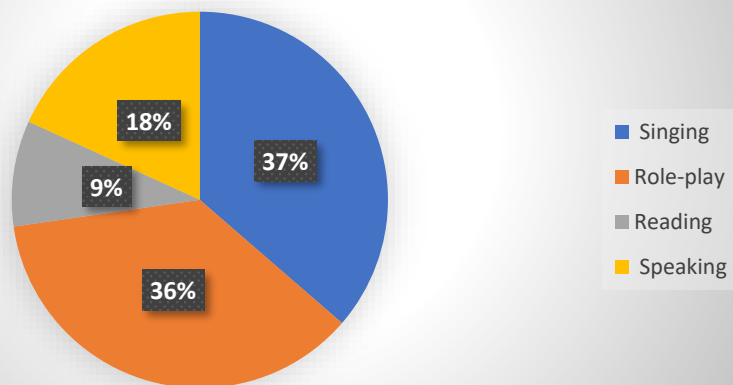
Referring back to the questionnaire and the questions related to the teaching subject of the English language, the majority of students believe that:

- It would be more useful to increase the hours of English language instruction on a weekly basis.
- The lesson is more engaging and equally, if not more, effective than the traditional teaching method when the activities implemented during it include songs, role-play, and interactive games.
- The best reason to learn English is to communicate with foreign friends.

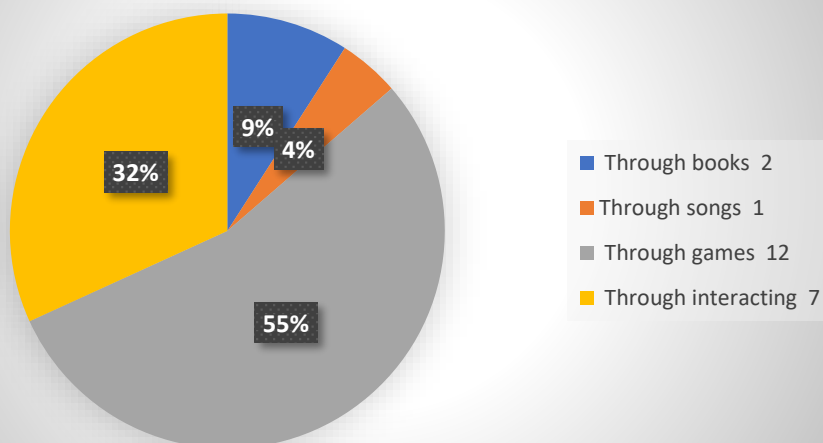
The students' responses to this final questionnaire are of particular value, as they reflect their opinions after experiencing the alternative approach to acquiring and teaching the English language, which is through games.

Graphs related to the students' answers about the English course

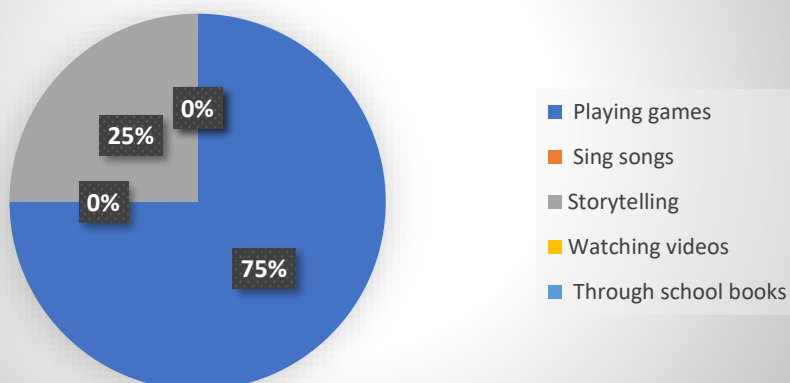
What kind of activities do you like in English lessons?



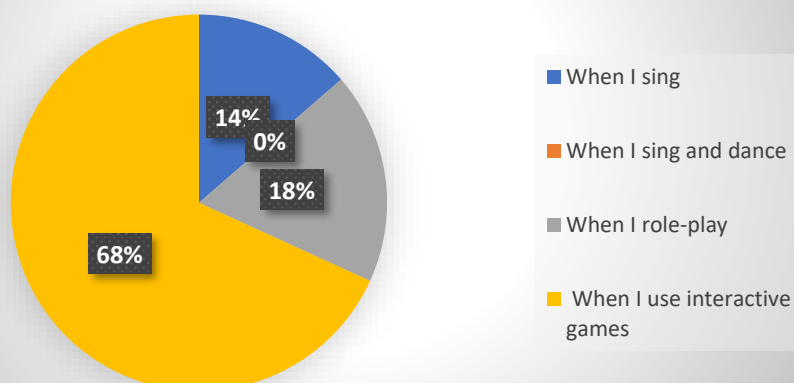
How do you learn English?



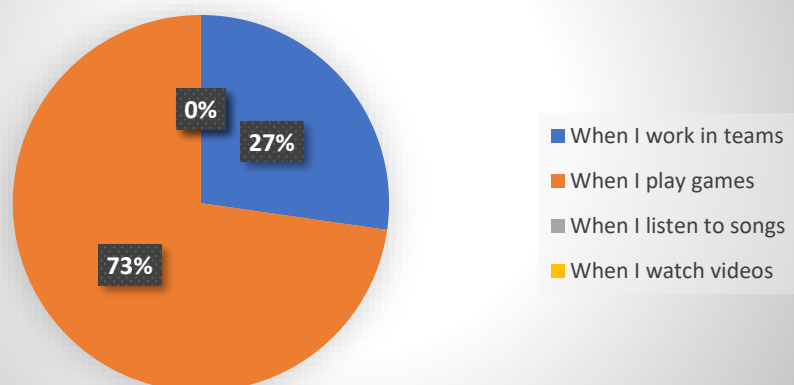
Which do you think is the best way to learn English?



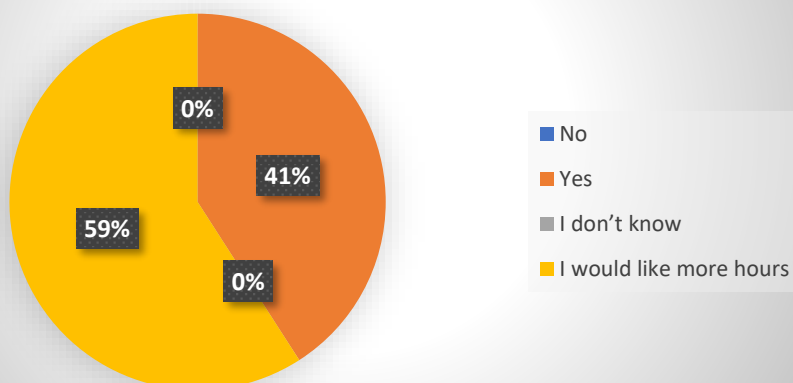
When do you enjoy your English lessons?



When do you feel more active during an English lesson?



Do you think that the English lessons are enough to learn English?



What is the best reason to learn English?

