



**Strengthening Gamified Digital Learning for Learners and
VET personnel in Professional Driver Training**

GLE Instructional Overview – Pitstop

<i>Project no.</i>	<i>2021-1-DE02-KA220-VET-00002528</i>
<i>Project result</i>	<i>PR 02</i>
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<i>Date of deliverable</i>	<i>26/05/2023</i>
<i>Status (Final / Draft)</i>	<i>Final</i>



Introduction:

Pitstop is a casual virtual card-based game where learners answer questions and present their answers to a judge (the trainer) and the class. These questions vary from short straightforward answers to discussion questions. Pitstop is a relaxed GLE designed to encourage deep thinking and elicit conversations among learners and trainers, fostering an engaging learning session.

Estimated Playtime: < 7 - 30 min/session

Purpose:

Foster a conducive learning environment that encourages reflection, articulation, and peer learning.

Intended Effect:

Added learning from peers with trainer guidance.

Benefits for Trainers:

1. Very quick setup
2. Easy to edit and personalize sessions

Preparation of the session:

Trainers log in to the game hub, where they can get an overview of the content available, edit it or create their own (see bottom image).

How to run the session:

Trainer:

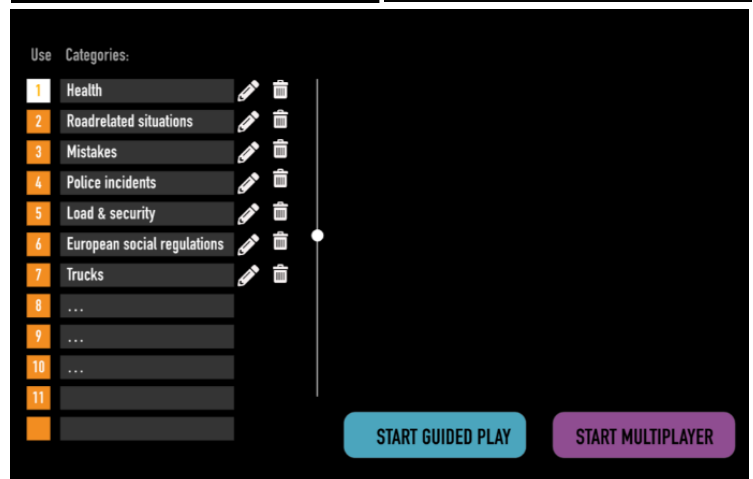
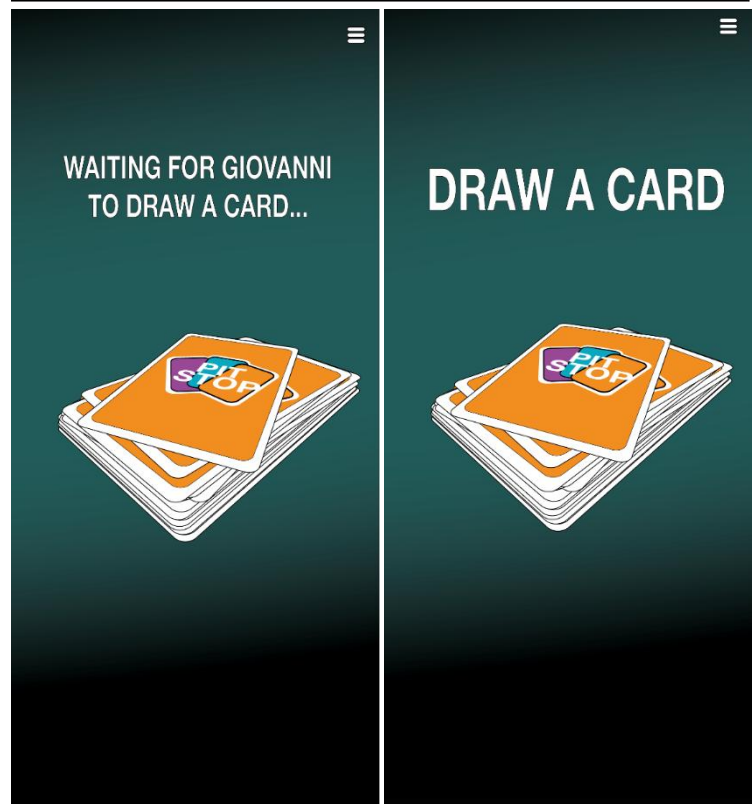
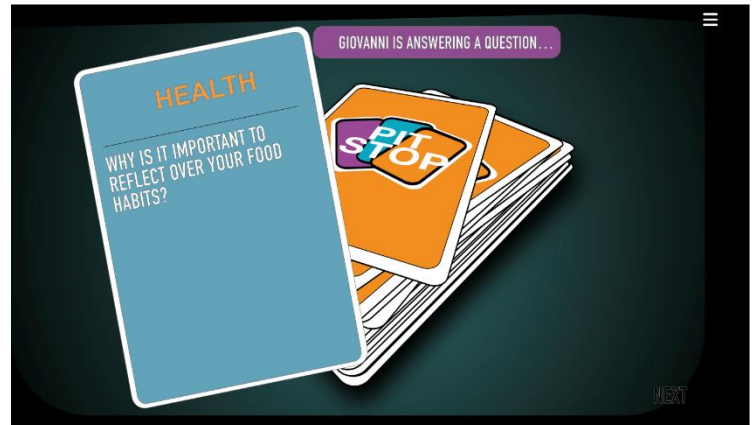
- selects a category for the play session
- selects the game mode
 - Guided mode – Trainer selects participants
 - Multiplayer – Individuals/teams auto-selected
- starts a game room
- shares the screen for learners to log in
- selects a player to answer a question
- listens and gives a decision on the answer
- leads the discussion and invites other learners to share their views

Best Time to Use:

During a break time to recap a session or at the beginning of the day as a warmup to get started quickly.

Session Structure:

It can be played multiple times for as long as the trainer would intend for it.



<https://games.gamingdrv.com/admin/>