

Introduction

Welcome to the fourth newsletter of the Lingua Trek project!

On 16th and 17th March 2026, the project partners met in Lousada, Portugal, for a transnational project meeting focused on reviewing the final stages of the project and coordinating the remaining tasks before its closure.

During the meeting, partners discussed the latest developments regarding the mobile game, learning materials, online platform, dissemination activities and final reporting requirements. This edition highlights the main outcomes of the meeting and outlines the next steps of the project.

Meetings

Summary of the Lousada Meeting

Focus: monitoring progress, reviewing project deliverables, and coordinating the final implementation, evaluation and dissemination stages.

Main Points discussed:

- Review of the development of the Lingua Trek game, including the selection of the final version after testing by teachers and students.
- Presentation of the six game scenarios and the different minigames included, such as quizzes, puzzles, word searches and memory games.
- Update on the technical development of the Android and iOS versions of the game.
- Discussion of the evaluation phase, including the testing of both the game and the learning materials by students and teachers.
- Update on the LearnWorlds platform, with new language learning modules, an introductory video and future access to the game download links.
- Planning of the final dissemination activities, including new newsletters, website updates and the use of QR codes to share project resources.

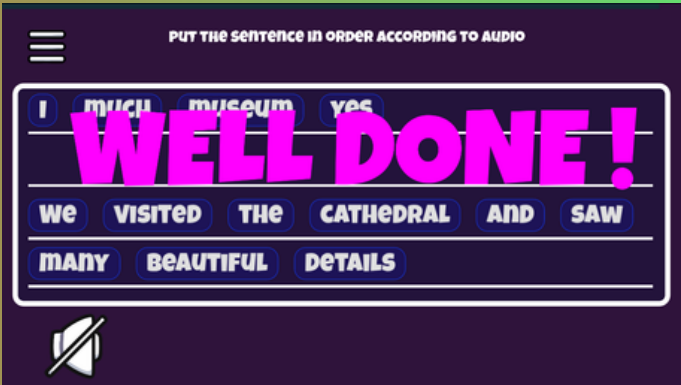


Project Progress

Digital Game

The Lingua Trek mobile game is now close to completion. After testing different versions with teachers and students, the partnership selected the final version of the game.

The game includes six scenarios inspired by the partner countries and several interactive activities, such as quizzes, puzzles and memory games.



Learning Materials

The teachers’ guides and classroom materials are also being finalised and will soon be tested together with the game.

Partners also highlighted the importance of making the materials accessible to all students.

Lesson 1

This lesson will help students improve their speaking and listening skills through activities, while developing an understanding of Dutch culture.

Download the lesson plan!

Below, you can download the full lesson plan

Download

Download the Listening script

You can download the text to be used for the listening exercise

Download

Download the Listening task

Listening task, based on the script

Download

Lingua Trek Lesson Plan
S1 Turkey – Lesson1

Co-funded by the European Union

Scenario	Lesson
Turkey – The Grand Bazaar	Lesson 1
Level	Length
B1	45-50 minutes

Main Aim

By the end of this lesson, students will have improved their listening comprehension skills in the context of the Grand Bazaar.

Subsidiary Aim

By the end of this lesson, students will also have learnt vocabulary related to historical markets/places.

Timetable Fit

Lesson 2 is on functional language of negotiating while shopping in the context of The Grand Bazaar.

Online Platform

The LearnWorlds platform continues to grow, with new language learning modules and project resources already available.

Soon, the platform will also include access to the game and a space for teachers to share ideas and experiences.

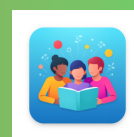
What Comes Next?

- In the coming weeks, partners will organise workshops and pilot activities in their schools.
- They also will organize Multiplier Events
- These activities will help improve the final version of the game and materials, while preparing the last stage of the project and its final dissemination.

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Partners

Colegio Virgen de la Rosa
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COLÉGIO
SÃO JOSÉ DE BAIRROS



IT matters



Lingua Trek: transforming foreign language education in Europe through digital game-based approach

Field: Cooperation partnerships in school education

Project number: 2023-1-ES01-KA220-SCH-000161886

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