

The **TRAFFIC SNAKE GAME NETWORK**

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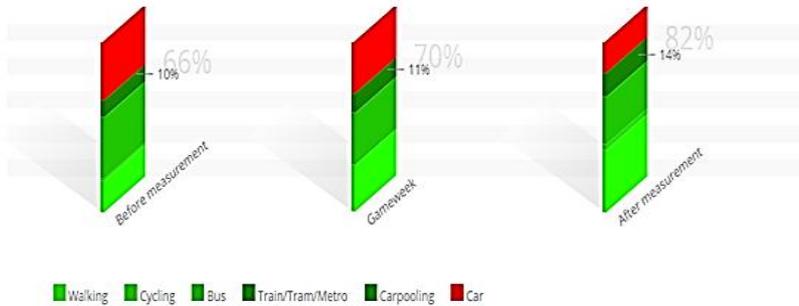
The Traffic Snake Game has reached Malta



The Traffic Snake Game has been proven successful also in Malta. The game was first implemented at **'Kulleġġ San Nikola, Skola Primarja, Baħrija'**. The school is situated in a rural area of Malta and still only 58% of the children travelled to school in a sustainable mode of transport before the Traffic Snake Game campaign. During the campaign the number of sustainable trips increased to 85%, from which 77% were maintained also after the campaign. The classes that achieved their goals received a certificate at the end of the campaign, showcasing the children's efforts.



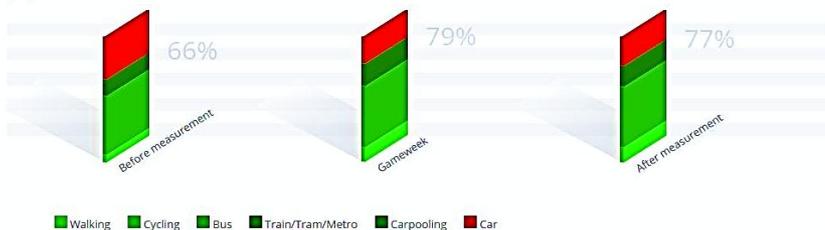
RESULT



Mellieħa Primary School also reached their targets target with an outstanding result in the after measurement. Before the Traffic Snake Game 66% of the children travelled in sustainable modes of transport, which later increased to 70% throughout the campaign. Numbers continued to grow even after the campaign with 82% of students travelling to school in sustainable modes of transport. Mellieħa Primary School ended the campaign with a walking bus, which was very successful with the collaboration of Parents and school staff.

Another achievement for Malta was that of '**Our Lady Immaculate School**', the school is situated in one of the highest urban areas on the Island. Furthermore, the school attracts students from all over the Island not only from the village it is situated in. As seen below, the school started with 66% sustainable trips, increasing to 79% during the campaign weeks.

RESULT



TSG Regional Meeting

The TSGN partners situated in the south of Europe met in Rome, Italy on the 23rd and 24th of April 2015 to discuss the developments of the Traffic Snake Game Network. During this workshop partners exchanged their experiences and ideas, giving the opportunity to those countries that are struggling to introduce the Traffic Snake Game in their schools to gain more knowhow in engaging further schools in this initiative.



TSG2.0- Launched

The digital version of the Traffic Snake Game was launched in April 2015! The online version of the game is based on the basic TSG, but it made more attractive and more sustainable. The TSG2.0 reduces the costs and it can be played both on digital whiteboards and on a simple computer. The online version of the TSG includes a gamification scoring concept, with a cityscape header which changes according to the number of sustainable trips recorded by the school.



Join the Traffic Snake Campaign

Cities, schools and organisations can contact us for more information on how and when to join the campaign.

<http://www.trafficsnakegame.eu/malta/inghaqad-maghna/>

Paragon Europe Ltd,

+35620106426,

roberta.gatt@paragoneurope.eu.

Visit our website: www.trafficsnakegame.eu



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