

NEWSLETTER

GAME PHONES



GAME OF PHONES PROJECT

The GAME of PHONES project is working to develop a compendium of online webquests educational challenges that can be used by adult educators in non-formal and informal settings to respond to the learning needs of the most disadvantaged 'sustained' NEETs in the young adult population.

Each webquest challenge will aim to develop the transversal skills of young adults whilst also promoting the cultural diversity of the European Union. Adult educators will be supported to use this online resources through the development of a new in-service training programme.

PARTNERSHIP

Partners are committed to addressing disadvantage, combating failure in education and enhancing pedagogic and didactic approaches in adult education. The project brings together the following organisations:



MEETINGS

The first international meeting of the Game of Phones project was held in Lisbon on 4th & 5th December 2018. Each partner presented an overview of NEETs, statistical data, and special programmes for their re-engagement in their countries.

On April 3rd - 4th, 2019, the project partners had their second exchange meeting. It was hosted by FFE, in Bilbao, Spain. Partners discussed and agreed on a schematic for the design and development of our 32 webquest challenges.



Co-funded by the
Erasmus+ Programme
of the European Union

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein. [Project Number: 2018-1-IE01-KA204-038788]