



GAME ON PHONES

LET THE GAMES BEGIN!

Game of Phones aims to design and develop challenge-based webquests for young people and adults to build skills and competences to assist their reintegration into education and/or employment.

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EXPERTISE
and
COOPERATION
in
EDUCATION
for
EUROPEAN CULTURAL IDENTITY



4th Project Meeting

On the 10th and 11th of March the partnership met up in Limassol, Cyprus. On this 4th Project Meeting, hosted by CARDET, it was confirmed that the project it is on schedule.

Already with some challenges placed in face of the COVID-19 situation, we've discussed several pending subjects and planned further activities, directed to the Project products completion until the final Meeting, foreseen to September.



NEXT STEPS

Boosted by the excellent feedback received from the National Agency on our work, recognizing the advantage of such a diverse expertise in this consortium, since last October we have completed the educational model and contents production on our 32 webquests compendium.

Now we're heading for the finalization of the webquests gamified platform framework. The compendium will then start to be used by young people across Europe, to who it directs, promoting an active citizenship with knowledge of our collective rich cultural heritage, at the same time it develops key skills.

Partners will also very rapidly commence the translation of the In-Service Training Handbook, which is closed to be completed.

With this, most of our attention is now focused on the development of a practical and efficient Training Programme, empowering the educators to take full advantage of our webquests compendium.



IO1 Compendium of Webquest Resources to work with Young People



IO2 In-service Training Programme and Handbook for Adult Educators



IO3 Online Learning Portal hosting all our learning resources and webquests

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Newsletter



Reintegration of NEETs

The objective of the project is to design and develop a bespoke challenge-based educational intervention aimed at re-engaging NEETs and supporting them to build skills and competences to assist their reintegration to education or employment.




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