



GAME On PHONES

LET THE GAMES BEGIN!

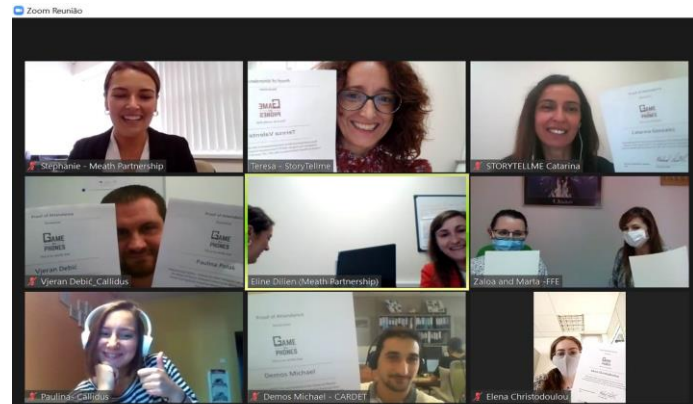
Game of Phones aims to design and develop challenge-based webquests for young people and adults to build skills and competences to assist their reintegration into education and/or employment.

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EXPERTISE
and **COOPERATION**
EDUCATION
for **EUROPEAN CULTURAL IDENTITY**



Online in-service training programme

On the 14th, 15th and 22nd of October, we delivered an online in-service training programme to 10 adult educators and trainers from each partner country. On day 1, adult educators gained some more insight in the target group of the project, which are disadvantaged youth. Also, they got some more insight in the topic of Europe's Cultural Heritage and why it is important for young people.

On day 2, the focus was on experiencing the challenge-based learning on their own. Participants were asked to complete a WebQuest themselves and present their output to their fellow participants.

Finally, on our third day of training, the participants were taught how they could design and develop their own webquests. This whole training really was about experience-based learning and growing from beginner into expert on web quest design. Well done everyone!



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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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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