



Co-funded by the
Erasmus+ Programme
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NEWSLETTER N.1 – 18.01.2021

Action n. 2020-1-IT02-KA201-079054
Realized in the framework of the project LearnEU
developed in the Erasmus Plus KA2 program
Strategic Partnerships for School Education



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The first official TPM online (14.10.2020)

On 14 October 2020, the first virtual TPM of the LearnEU project took place; The highlights of the meeting were the presentation of all staff involved and of the project partners, a discussion on the global epidemiological situation and any implications for the organization of the work to be addressed. Another relevant point concerned the division of tasks, including special ones, to deal with the complications deriving from the COVID19 pandemic. This meeting also represented an opportunity to show all the tools made available for online work, to better understand the partnership's activity and demonstrate its enthusiasm: an opportunity to instill trust in partners..



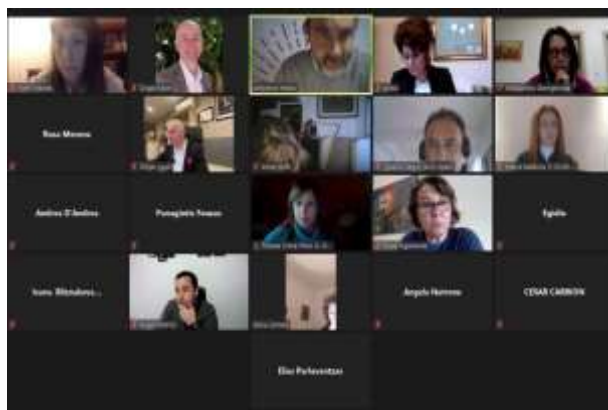
[Group photo of the first virtual meeting]

Meeting non ufficiali virtuali (svolti tra novembre e dicembre 2020)

On 26 November 2020 a second virtual meeting was held with the aim of presenting the project tools that will be used for carrying out and sharing activities.

During the online meeting, the project partners shared information on the progress of the work, introducing descriptions, regulations and guidelines, techniques, methodologies and devices provided for each game. The contents, contexts and age groups to which the games are addressed were discussed..

During the third meeting (11 December 2020) some of the schools involved in the project presented their ideas for the game content, which were then analyzed and discussed at the fourth online meeting (28 December).



[Group photo of the second virtual meeting]

The duration of the project

The project will have a total duration of 32 months (it started on 01 September 2020 and will end on 30 April 2023) and includes various transnational meetings in preparation for the realization of the 7 educational and training products which will subsequently be presented in the context of multiplier events organized in the respective cities of the project partners and which will be aimed at a European and non-European public.

The priorities of the LearnEU project

The project "Learn Europe is a game for young people" mira a sviluppare 7 prodotti intellettuali diretti a:

- support the action of educators, youth workers, educational leaders and support staff;
- strengthen the profile of teachers in teaching;
- develop innovative practices in the digital age;

in the following topics:

- a) creativity and culture
- b) pedagogy and didactics
- c) new technologies and digital skills.



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The project is therefore aimed at improving the quality of teachers' work and providing them with useful tools for their profession through the use of "serious games" capable of actively involving students in the educational process.

The 7 project Outputs

The project involves the creation of the following 7 intellectual products (each of which sees the entire partnership at work with leadership and co-leadership of various technical partners):

"THE ANIMATED HISTORY OF EUROPEAN UNION"

- leader: EURO-NET
- co-leader: AIJU e MPIRMPAKOS D. & SIA O.E

"EUROPE HUNT"

- leader: AIJU
- co-leader: EURO-NET, CCSDE e DAMASISTEM

"WHO IS WHO?"

- leader: CCSDE
- co-leader: DAMASISTEM e EURO-NET

"EUROQUIZ"

- leader: Damasistem
- co-leader: CCSDE

"DISCOVER THE FOUNDING VALUES"

- leader: CCSDE
- co-leader: DAMASISTEM)

"I AM ALSO A EUROPEAN DEPUTY"

- leader: EURO-NET
- co-leader: AIJU e MPIRMPAKOS D. & SIA O.E

"RECREATIONAL-TRAINING PATHS"

- leader: MPIRMPAKOS D. & SIA O.E
- co-leader: EURO-NET

Each intellectual product intends to increase trust in EU institutions, also facilitating greater active participation of students in the European social and political context.

The aim of the project is to encourage students to believe more in European institutions by investing in greater activism, thrilling them and making them experience the feeling of being a European citizen..

The need to be satisfied is the creation of innovative and engaging teaching tools for schools ththe at allow teachers to work effectively with students on development of European citizenship and community civic education.

In fact, teachers do not have this type of tools available which, instead, are now considered decidedly indispensable in any modern teaching methodology..

Other products foreseen in the project

In the European project are also many other products such as:

- project logo
- official website
- project brochure
- 5 newsletters
- Facebook page of the project
- Facebook group for the project staff
- press conferences
- video spot to promote the Multiplier Event
- monitoring of activities
- evaluation of ctivities
- dissemination activities



Where did the idea for the project come from

The project started from an analysis conducted in schools which showed that for 82% of students communication relating to the European Union is not enough to fill school needs and how European mobility is not enough to fill this gap.



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Again with reference to the survey, for 69% of the students interviewed it was strongly necessary to equip schools with teaching tools that would allow them to address the European topic also through collaboration with organizations that had specific skills in the sector.

73% of the students also wanted the use of digital tools and new methodologies that would facilitate learning and motivate it.

68% of the students also believed that it was necessary to devote more hours to modern history and the developments of the European Union as a primary institution of modern times, while 77% of teachers believed that new multimedia and gaming tools could significantly help them to better transmit knowledge in their own classes and to involve the students more.

Starting from the needs identified in the analysis, a project was therefore built that would respond to the needs identified by the survey conducted in schools and provide innovative, multimedia and digital teaching tools in line with the highlighted requests.

The fundamental objective of the project is therefore to communicate the European Union and its institutions in a form that is at the same time simple, modern, innovative, immediate and aware.

The envisaged products go precisely in the sense of the priorities identified as they will support the work of all educators and make it smart and engaging.



6 transnational meetings

The project includes the following 6 transnational meetings to be held approximately one every six months

- Potenza in Italy (October 2020)
- Karditsa in Greece (April 2021)
- Ibi-Alicante in Spain (October 2021)
- Dublin in Ireland (April 2022)
- Ankara in Turkey (September 2022)
- Kumanovo in North Macedonia (February 2023).

The first meeting was held online due to the pandemic still in progress, but it is hoped that the next ones can be held in person, thanks also to the start of the vaccination campaign financially supported by the European Union.



3 training courses and 8 Multiplier Events

During the development of the project, 3 training courses are planned (in each of them a certificate of attendance and a Europass Mobility certificate will be prepared for each participant) in the following locations:

- Penalva do Castelo in Portugal (June 2021)
- Braila in Romania (January 2022)
- Potenza in Italy (September 2022)

These mobilities will be used to test the games developed by a group of pupils from the participating schools as well as to train the various staff of partner organizations on how to best manage the entire toolkit.



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The partnership

The European partnership is made up of the following organizations:

1. **EURO-NET** (Italy) – project coordinator
2. **DAMASISTEM** (Turkey)
3. **MPIRMPAKOS D. & SIA O.E.** (Greece)
4. **CCS DIGITAL EDUCATION LIMITED** (Ireland)
5. **ASOCIACION DE INVESTIGACION DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES** (Spain)
6. **IPIAS G. GIORGI** (Italy)
7. **SREDNO OPSTINSKO UCILISTE PERO NAKOV** (Republic of North Macedonia)
8. **COLEGIUL ECONOMIC "ION GHICA" BRAILA** (Romania)
9. **AGRUPAMENTO DE ESCOLAS DE PENALVA DO CASTELO** (Portugal)



Project brochure

The brochure of the project was also launched in December, created in all 8 languages of the European strategic partnership: Italian, Spanish, Greek, Turkish, English, Macedonian, Portuguese and Romanian (in the image below the English version).



How games are being developed

The European partnership first discussed the development methods of each intellectual product before establishing how to develop it and defining the various implementation steps. Several online meetings were organized (see page 1 of this newsletter) during which each partner expressed own wishes, objectives and opinions on how to organize the work and then a majority decided how to proceed.



DISCLAIMER

This publication was realized in the "LearnEU" project within the European program "Erasmus Plus KA2 Strategic Partnerships for School Education". This project has been funded with support of the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.