



Co-funded by the
Erasmus+ Programme
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NEWSLETTER N.2 – 31.10.2021

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

PROJECT
learn.EU

LearnEU

www.project-learn.eu - <https://www.facebook.com/LearnEU>

New TPM expected in December

A new transnational meeting of the “LearnEU” project is scheduled for December 29th, which hopefully will be held in Spain. In the event that, due to the pandemic still in progress, it should not be possible to develop the meeting with the physical participation of the partners, obviously, we will opt for a virtual meeting on zoom, as done for the previous meetings. During the meeting, the state of the art of the various intellectual products will be discussed and the steps of the mobility still to be achieved will be defined (in particular the so-called "blended mobilities" that must involve young students and that, for reasons relating to the necessary vaccinations, have been moved to 2022).



Completed the intellectual output1

As foreseen in the time schedule, the first product of the project "Learn Europe is a game for young people", that is the cartoon relating to the history of United Europe has been completed. It is possible to see our beautiful 2D animation in all eight languages of the partnership at the following link on youtube

<https://www.youtube.com/watch?v=x0iMPVhx5bA>.



The cartoon is, in fact, available in Italian with subtitles in other languages (which could be activated in a very simple way by going to the video settings and choosing the preferred language from the existing subtitling options). The cartoon also has an interactive part where students can test their knowledge of European history and check their level of European historical skills.. The interactive part of the video is always available on youtube at the link <https://www.youtube.com/watch?app=desktop&v=mHZntdyLLSo>. In this area it is possible, having a few seconds for each answer, to answer various questions as if you were a "player" of a board game..





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In the two images on the previous page it is possible to see a small preview of the two links indicated. We ask all interested parties to go to the two links and, after having watched the cartoon and tested their European knowledge, to let us know what you think of our work. Thanks everyone in advance!



"Europe Hunt" e-game is also ready

The second electronic game planned, namely "Europe Hunt", has also been completed, in all languages, respecting the deadlines set for its realization and in these days it is being tested by the various partners of the project, to verify that there are no small errors or programming bugs. At the moment it is also possible to participate in the e-game verification simply by going to the provisional link that we indicate below:

<https://learneupr.aiju.info/game/>

The game can be played directly online, after having specifically chosen the language in

which you prefer to play.



In fact, it is sufficient to go to the word "language" and choose your preferred language and the whole game will appear with the chosen language, after clicking on "continue". Then start the game and try to play as "hunters", also choosing the level (there are 3 difficulty levels) and the number of players (maximum 4 who can participate together at the same time). In the image below in this newsletter you have a graphic of how the game will appear to you.





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Status of the third game "Who's Who?"

The third game, entitled "Who's Who?" is also in a notable state of progress and will be completed within the time frame foreseen by the project schedule.

In this case, the game cannot be played directly online and must be downloaded and installed on your computer before you can play it.



For the moment we show you some graphics developed specifically for this e-game which should be 100% completed by April 2022.

Obviously, this electronic game also provides, among the possible options, the possibility of choosing the reference language, after that you have specifically registered yourself inside with a specific username.



Also in this case, we invite all interested parties to get ready to test the game in question, as soon as it is completed. The game, which obviously foresees being able to be installed both on the Windows system and on the Mac system, will be downloadable, as soon as it will be ready, from the project website.

Euroquiz: a game for mobile phones

The fourth game under construction will be available through a specific App only on latest generation mobile phones, whether they use Android-type operating systems or iOS-type systems. In the case of "Euroquiz" to be able to play it, you will need to download the appropriate "application" from our project website and/or from the online Google Store.



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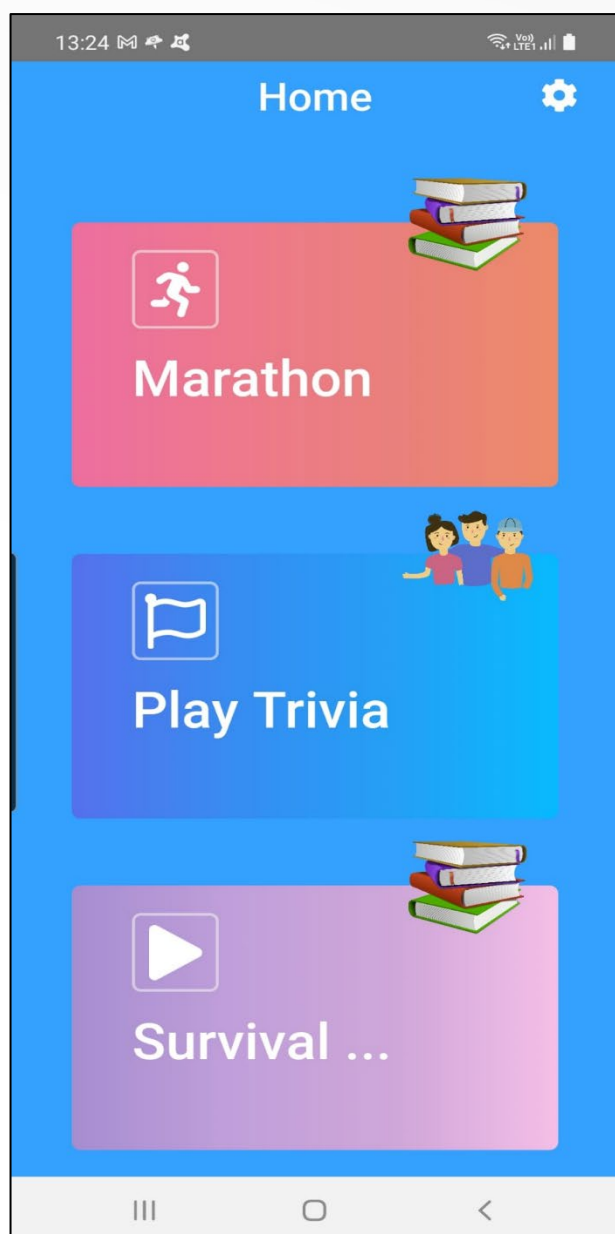
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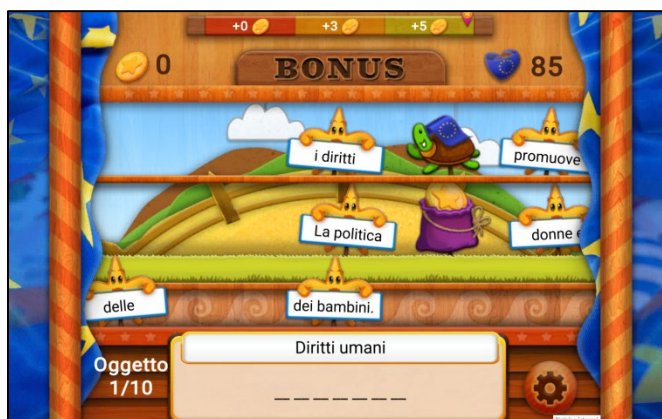
Also in this case we are showing you a preview of some images of the future game, which we hope to complete, as planned, by next April 2022.



This game will allow multiple players to interact simultaneously and play against each other.

Quite ready also "Discover the founding values"

The fifth game is also in a good phase of planning and we plan to complete it by September 2022. At the moment we are testing the platform that contains it and it will soon be available online for all users. In the game it will be necessary to guess a few sentences about the founding values on which the European Union is based.



The Parliament game and the manual are currently in development

The sixth game "I am also an European deputy" and the "Recreational-Training Paths" manual are currently in development and will not be ready before September 2022, when will begin the phase of realization of the recreational-educational paths that plan to involve at least 1000. young students in the various partner countries.

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.