



## LearnEU

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### First training developed in Portugal

The first face-to-face training envisaged in the 'Learning Europe is child's play' project was held from 4 to 8 April in Penalva do Castelo, Portugal. The blended mobility (in which, unfortunately, neither the Greek nor the Irish partner was able to participate due to pandemic issues) was attended by a large number of pupils from schools in the various partner countries and had the task of ascertaining the progress made with the first games created in the project so that the students could directly verify their usefulness and didactic versatility: During the mobility, follow-up activities were therefore carried out with the young participants in the form of cooperative



workshops in working groups coordinated by the heads of the various intellectual products, and the impressions and suggestions received from the participants were recorded, thereby also promoting their critical spirit and civic empowerment. The results obtained were very encouraging: the students expressed very favourable opinions on the products developed, gratifying the work carried out so

far by the entire European partnership.



During the training, the young people tested the first three games developed in the project and were able to verify the opportunities for their educational use, followed at all times by the tutors from the various partner organisations who recorded the learning process and their impressions. They were also explained the process by which the first part of the



European partnership was developed and how the second part of the activities will be carried out and how the work will be completed (*in the photos some moments of the first LTTA*).



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### Fourth virtual TPM

The fourth project meeting was developed again online on 13 April and was hosted by the Turkish partner Damasistem. This "virtual" meeting served to plan the second training scheduled to take place in Braila (Romania) at the end of May 2022, where the remaining games and innovative teaching tools developed will be tested (also aimed at allowing school teachers to work concretely with students on the formation of European



citizenship, involving them through playful-educational activities). During the online meeting, attended by two EURO-NET staff members, the project partners talked about the interim report and the results and indications received during the training in Portugal.

### Second training developed in Romania

On the other hand, the second face-to-face training envisaged in the LearnEU project took place in Braila, Romania, from 26 to 30 May. Also for this second training activity, the participation was remarkable in terms of numbers of the students from the various partner countries: in a highly comfortable

environment, which was the multimedia classroom made available by the Romanian partner, the students participating in the LTTA tested the



latest games created in the project, also working in groups and subgroups and recording the need for corrections or modifications that they considered,



in their opinion, suitable to strengthen the effectiveness of the products developed by the entire European partnership. These suggestions were recorded by the staff of the partner organisations in order to be the subject of modifications to the outputs developed. In general, however, the assessment of the young participants was highly positive: the students considered the various games developed



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as graphically beautiful as they are useful and instructive for reinforcing one's European skills from a learning perspective

### Fifth meeting held in Dublin



On 9 September 2022, the partners met in Dublin for the fifth transnational meeting, hosted by Irish partner CCSD. The partners participated in the European consortium meeting almost all in attendance with the exception of the school from North Macedonia whose teachers did not receive a visa to travel to Ireland in time and had to opt for virtual participation. A Damasistem staff member also participated online, but also had 2 people in attendance at the meeting in the Irish capital. A total of 14 staff members from the organisations in the LearnEU project partnership attended the consortium meeting. During the meeting, after the brief presentation of the participants, the partnership devoted itself to the verification of the work carried out

so far on the project and the state of the art of the various intellectual products developed, being able to verify their almost complete implementation (in fact, only small details are missing, which will be completed by the next training scheduled in Potenza, Italy, from 26 to 30 September 2022 (travel days included). It was precisely the last training course planned at the end of September that was the subject of verification and discussion, as the partners asked for detailed information as well as curiosities on transnational mobility in Italy, information that was adequately provided by the 2 partners from Potenza and also contained in the infopack sent to the entire partnership. An important part of the meeting was then dedicated to dissemination activities and management in general: at this point, the coordinator of the EURO-NET project reminded all the partners of their duty to promote the project and all its products massively, and in particular of the need to start the "gamification" work with the students of the schools belonging to the partnership, immediately after the training in Italy, with the final approval of the outputs realised. All the partners provided ample assurances on their commitment to develop a constant learning and tutoring action on the young "learners" and committed themselves to providing all the necessary documentation to prove these specific actions. The final part of the meeting was dedicated to the planning of the last project meeting to be held in North Macedonia by April 2023 (the final month of the LearnEU project) (*in the two pictures you can see a working moment of the fifth meeting and the logo of the Irish partner CCSD Dublin*).



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### "I am also a European Deputy"

Since our last newsletter, game n.6 entitled 'I am also a European Deputy' has also been completed. This digital game is not intended to be an exact representation of the legislative processes of the European Community, but is intended to represent them in a simplified and,



at the same time, realistic and coherent manner, so as to show the complexity of these processes and the relationships that are activated within the European Parliament in an entertaining and appealing way. The work of an



MEP is, in fact, a complex job that requires knowledge of the laws and social conditions in which voters live, but also consistency and skill: an activity that must be experienced with commitment, dedication and passion. The

game allows young people to 'become' a Member of the European Parliament and interact with other MEPs in an attempt to construct with them a new law to be brought to the highest EU assembly and then, convince them to vote for it. In the course of his journey, the player will identify with the role of the MEP from the moment he arrives in Belgium and on each occasion he will have to carry out tasks and duties that are fundamental to 'bringing home' the final result of an approved law, trying to



avoid bureaucratic obstacles and problems of all kinds that are always just around the corner. Moreover, as a good representative of the community institutions, he will have to adopt the greenest and most "pacifist" strategies to make his ideas and convictions prevail in a democratic manner (*in the pictures some moments of the game realised*).

#### DISCLAIMER

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