

NEWSLETTER

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CURRENT STATUS >>> EDUCATIONAL GAMES

In the latest project discussion, we focused on the development of **educational games for students**. We are developing 21 games targeting 7 soft skills for two age groups (11-13 and 14-16). Each country will contribute 7 games, with some designed for both online and offline play. After preparing the games, partners will share them for feedback and further refinement.



WHAT'S NEXT?

In the next phase, we are developing the **learning nuggets**, which consist of bite-sized, interactive lessons designed to make education fun and engaging. From quizzes to animations, they help students grasp concepts quickly while boosting self-awareness in learning.

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YOUNG  LEAD

MEETING IN DUBLIN



The 2nd TPM of the project, which took place on 18th – 19th April 2024, covered project goals, responsibilities, and activities, with partners assigned to different work packages, including project management (IEPS), leadership games for students (CARLOS V), learning activities (Growthcoop), and dissemination (I&F). Key updates included the progress of the Methodic Guideline, leadership games testing, and the development of 21 leadership games for disadvantaged students.



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OUR 7 SOFT SKILLS



Teamwork



Decision making



Communication



Resilience



Self-esteem / Self-confidence



Conflict resolution



Managing emotions / Empathy



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