Discovering the EU by PLAYing

EUPlay NEWSLETTER October 2022



The project

EUplay, "Discovering the EU by PLAYing", is a two-year, EU-funded project that aims to develop novel digital tools by which educators can attract, reach out and assist students to understand the European Union context, the EU values, and, thereafter, foster their cultural identity and cultural awareness. Six partners make up the EUplay consortium: Szkola Podstawowa, Proszowicach, Poland; E-School Educational Group, Karditsa, Greece; Formative Footprint, Valladolid, Spain; Eurospeak Limited, Dublin, Ireland; Damasistem, Ankara, Turkey; and, STANDO LTD, Nicosia, Cyprus.

Results

Through project EUPlay the following results are expected:

- 1. The Teachers' Education 4.0 Guide which aims to provide a framework to teachers to understand what Education 4.0 is, how it is connected to Industry 4.0, and the importance of aligning teaching and learning methods with the skills needed in the future. In addition, it aims to prepare the ground for the implementation of the following results.
- 2. The EUPlay digital interactive book which will present the European Union's History explaining what the EU is, what it does, the EU values as well as biographies of important leaders who were the driving force behind the formation of the EU.
- 3. The EUPlay Treasure Hunt Digital Game which will help students discover and engage with Europe's cultural heritage, and reinforce a sense of belonging to a common European space.
- 4..The EUPlay e-learning platform which will host all the project results.

Aim S

During the project, educators
will enhance their
understanding of the
importance of preparing
students for a world where
digital systems are prevalent
across all industries. It is
hoped that these digital tools
will provide an engaging
platform for young
Europeans to learn more
about the EU at a time of
change and increasing
tension across Europe.





We are very proud to present our project logo, as seen here!

Progress

The partners have so far met in two Transnational Project Meetings: in May in Karditsa, Greece, where the basics of the project were discussed: timeline, goals, tasks, and most importantly getting to know one another; and, in August in Proszowice (Krakow), Poland, where they discussed the progress of the project and planned the next steps of the project activities and results. During the summer, each partner conducted focus groups in their respective country with educators and IT specialists. The focus group interviews consisted of questions regarding the opinions, knowledge, perceptions, teaching trends, and concerns of the participants regarding digital tools. These data will be used for the development of the EUPlay digital interactive book and EUPlay Treasure Hunt Digital Game. Our next steps are developing the content for the EUPlay digital interactive book, which will explain what the EU is and what it does, present its history, display the EU values, and introduce biographies of important leaders who were the driving force behind the EU formation!



Stay tuned for updates on the project, by following us on Facebook. You can also visit our website, for more news on the development of the project!