



ESCAPE4SDGs

Escape games as a tool to raise awareness on the SDGs.

2022-1-PT02-KA220-YOU-000086096

4th NEWSLETTER

Project Completion and Achievements

As we conclude the Erasmus+ project **Escape4SDGs: Escape Games as a Tool to Raise Awareness on the SDGs**, we're excited to share the final results, achievements, and milestones from this journey. Together with our partners, we've created a set of engaging resources designed to inspire and educate on the UN Sustainable Development Goals (SDGs) through interactive learning.

Completed Project Results

In recent months, the Escape4SDGs team has worked hard to bring the project's goals to life. **Our Key Results** are now available to educators, offering tools to integrate SDG-focused escape games that foster critical thinking, collaboration, and problem-solving among learners.

1. Training KIT – “From theory to practice-creating thematic escape games”

Available in all partners' languages on our [project's website](#).



2. Escape4SDGs APP - Set of 4 Virtual Escape Games

Download Now!



Piloting the Escape4SDGs App

The **Escape4SDGs App** was piloted across partner countries, engaging over **120 youth** and gathering feedback to enhance its usability and educational impact. The app proved effective in promoting SDG awareness through interactive gameplay, inspiring learners to consider real-world issues in an engaging way. The feedback collected was instrumental in refining the app, ensuring that it is user-friendly and impactful for a variety of educational settings.



Multiplier Events Across Partner Countries

To maximize the project's impact, each partner country has hosted a Multiplier Event, where we shared the project results, demonstrated the app, and provided hands-on training with the Training Kit. These events allowed educators, youth workers, and stakeholders to experience firsthand how the Escape4SDGs resources can be applied in their own teaching practices.



Final Partner's Meeting

The Escape4SDGs project team recently gathered for the final partner meeting, marking the culmination of an inspiring and collaborative journey dedicated to promoting sustainability education through the innovative use of escape games. Held in Malaga, Spain during the 24th – 25th September 2024, this meeting allowed partners to review project achievements, finalize remaining tasks, and discuss the project's sustainability and future application.



Looking Ahead

As the Escape4SDGs project draws to a close, we look forward to seeing these resources continue to make an impact in classrooms and communities across Europe. We encourage all educators, trainers, and youth workers to utilize the Training Kit and Escape4SDGs App, integrating these powerful tools into their own teaching to inspire the next generation of global citizens.

Project website: www.escape4sdgs.eu

The partnership

The European partnership is made up of the following organizations

