Keeping you informed

Over the last six months, we have been busy developing our library of 32 webquests that will introduce young people to the rich cultural heritage of Europe whilst developing key skills and promoting active citizenship across Europe.

If well-designed, our Webquests will allow young people to learn how to work together, think creatively, and use technology, of course.

In November, we will be testing and trailing our prototype webquests with our local stakeholder groups to ensure the content is relevant to our target groups, fit for purpose and essentially "well-designed". If you could like to make a contribution to this process, please contact your local project partner or join us via Facebook.

3rd Project Meeting

The 3rd project meeting was held in Zagreb on 9th and 10th of October and was hosted by Callidus. It was a jam-packed schedule of activities, preparing us for our next phase which turns to the training of our adult educators.

NEXT STEPS:

The Game of Phones **In-Service Training Programme for Adult Educators** will comprise a total of 50 hours of learning and will expose trainers and teachers to new concepts in challenge-based learning, support them to create their own resources and to "play" with the project resources at a transnational training activity planned for Ireland in early 2020; funded by Erasmus+ this training with allow professionals from across Europe to train, exchange and share their teaching practices with fellow professionals.

Using Digital Badges to motivate Young People

Digital badges can help educators track their students' progress. These badges can also equip learners with a tool to acknowledge their accomplishments and show what they are learning – especially for out-of-school settings where there are no formal qualifications. Digital badges offer the potential to gamify learning thus motivating learners to level-up as they achieve new skills or accomplishments; it is for this reason that the **Game of Phones** project will offer digital badges to young people who complete our webquests gaining skills in areas such as digital, teamwork, communication, critical thinking, etc. "Education and training is increasingly offered in new forms and settings by a variety of providers, particularly through used of digital technologies and platforms. Equally, skills, experiences and learning achievements are acknowledged in different forms for example digital open badges. They are also known and used for skills gained through non-formal learning such as youth work' (Page 18). Read the full document of the European Commission proposal on a common framework for the provision of better services for skills and qualifications (Europass)'. We are currently researching and exploring the best approach to adopt in terms of creating our digital badge systems and over the next two months, FFE will lead this activity and work alongside our technical partner CARDET.

IO1 Compendium of Webquest Resources to work with Young People

IO2 In-service Training Programme and Handbook for Adult Educators

IO3 Online Learning Portal hosting all our learning resources and webquests

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2 Newsletter

Reintegration of NEETs

The objective of the project is to design and develop a bespoke challenge-based educational intervention aimed at re-engaging NEETs and supporting them to build skills and competences to assist their reintegration to education or employment.