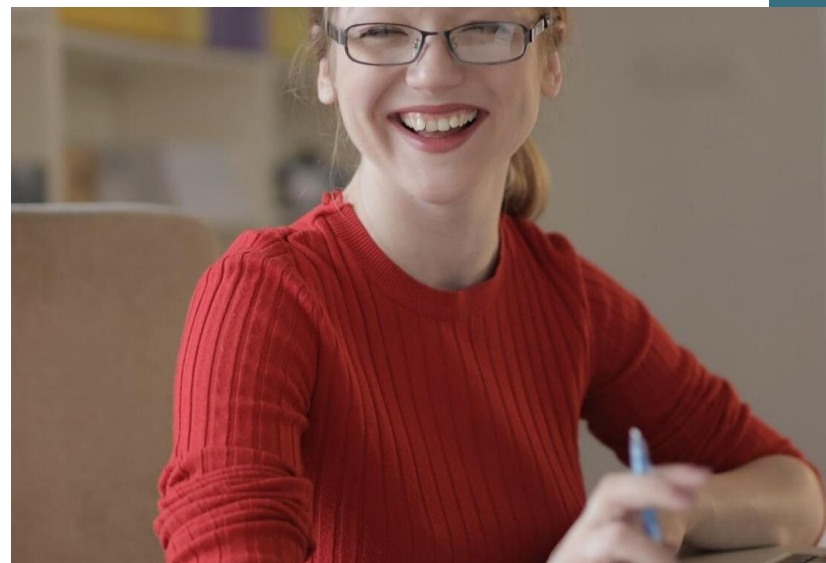




Reviving hands-on educational play for learning skills of
tomorrow / Play2Learn



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WHO IS IT FOR?

Teachers, trainers, counsellors, all categories of school education staff, pupils, parents and professionals working with children of mainly 8–14 years.

About the Project

The Erasmus+ Play2Learn project has developed educational content and lesson plans, supported by a Raspberry Pi based do-it-yourself computer to improve the efficiency and competence of teachers in delivering subjects extending past their present knowledge (e.g. programming) and enhance their understanding on how to effectively engage children to the learning process through educational hands-on play.

The Play2Learn hands on play approach which bridges online and offline activities is an effective, fascinating and motivating way to introduce kids to coding while it integrates all STEM fields: mechanical, electrical, engineering, computer science, technology, maths and science and promotes other employability skills needed such as problem solving, group work, leadership, creativity and initiative.

The Consortium:

Coordinator



Partners



The Third Transnational Meeting

On the 5th of February 2021, the third transnational meeting of the Play2Learn project took place virtually, due to the Covid-19 restrictions. The meeting began with a warm welcome from the projects' coordinator CIVIC and thanked the great efforts and progress of the project of the consortium despite the restrictions of the pandemic.

An update from all the participants on their current status was made, as we have reached the finalisation of the materials and platform and will now proceed with the Pilot testing phase with the target groups. The leader for the pilot testing validation PLATON, explained the approach and methodology for the pilot testing and will provide information for the partners.

An update on the Quality Assurance Plan was made by Emphasys and the Dissemination progress from Dlearn.

Before closing off the meeting, our coordinator CIVIC, gave us an update regarding the administrative aspects and concluded the meeting.



Pilot testing

Due to the current circumstances, the consortium has decided to conduct the pilot testing phase both online and face-to-face if possible.

Throughout the consortium in the UK, Greece, Cyprus, Portugal and Italy in various forms the pilot testing took place in various forms. The attendees from each country had the opportunity to learn about the PLAY2LEARN project and login to the [PLAY2LEARN platform](#) and go through the teaching materials.

All feedback so far has been very positive, and we are looking forward to the next and final stage of the project!



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