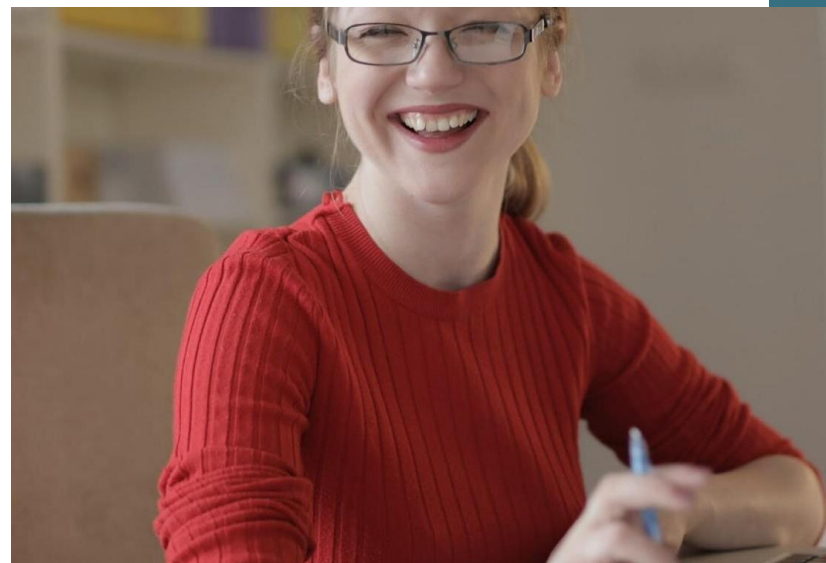




Reviving hands-on educational play for learning skills of
tomorrow / Play2Learn



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 play2learnproject.eu

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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 will develop 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



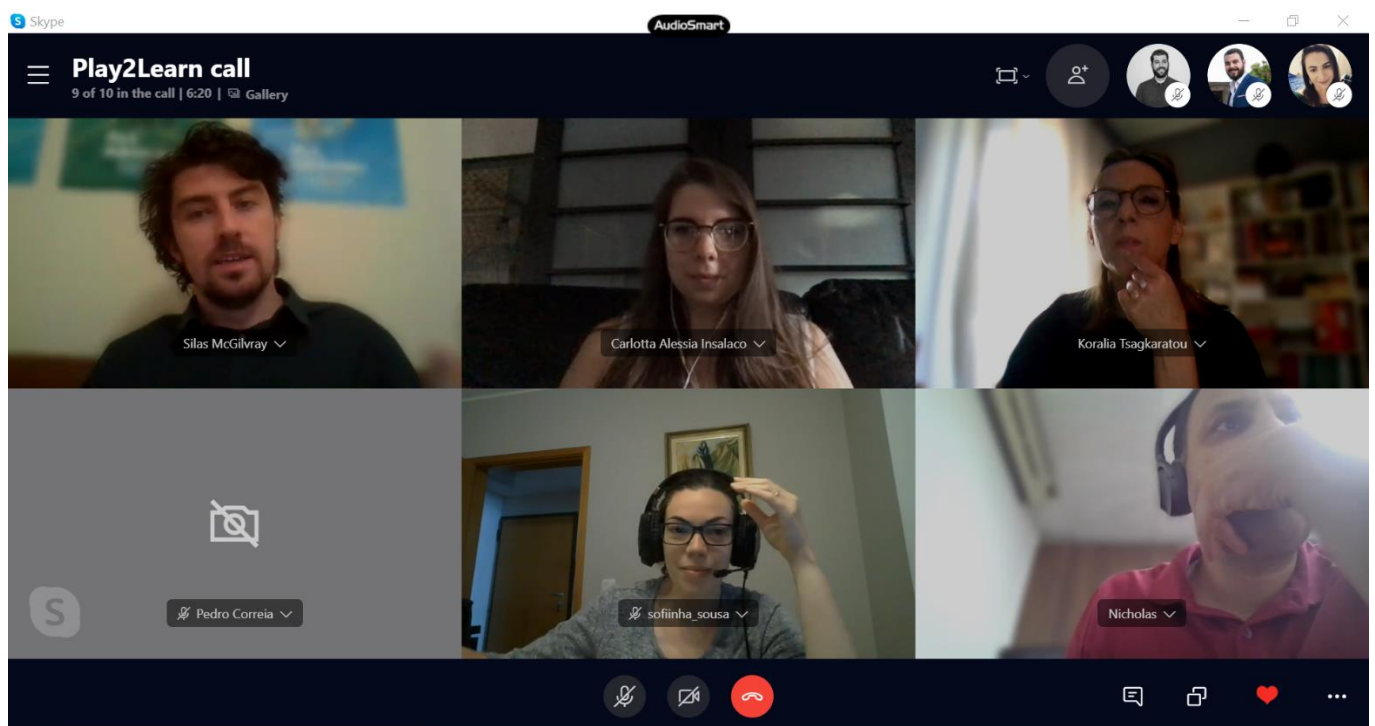
Partners



The Second Transnational Meeting

On the 11th of June 2020, the second 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.

Our partners from CCS proceeded to provide an overall progress check of the first Intellectual Output and some tasks were set in order to complete it, followed by the sustainability plan which will be prepared by IDEC. The meeting then led to the discussion of the second Intellectual Output with an overview of the actions that will need to be taken to complete it. Emphasys Centre, as Quality Assurance leaders provided the consortium with an update regarding the quality checks done thus far, noting that the project's progress for satisfactory with no major issues occurring, despite the current restrictions.



Next Steps

Due to present- day COVID emergency, the Play2learn team will meet online next month, on 5th of February 2021, for the third transnational meeting of the project.

Main aims of this reunion will be finalising the localisation of the PLAY2LEARN Kits and discussing the approach for the pilot testing phase, as the partners might have to conduct the training online.

Moreover, all animated videos about Play2learn kit uses, will be soon shared and available in all partner languages (English, Italian, Greek and Portuguese)!



Supporting teachers in encouraging kids to engage with computational thinking and programming, and to develop related skills and competences.