



P4P

Play 4 Planet the

Board games as instruments to
teach sustainability

2022-1-ES01-KA220-SCH-000085070

We are thrilled to bring you the final update on the P4P project, an innovative Erasmus+ initiative under Key Action 2. P4P emerged from the urgent need to promote environmental sustainability and address the ecological challenges our planet faces, starting with primary education.

Planning the Multiplier Events:

We are excited to announce the upcoming multiplier events in all partner countries. During these events, partners will present the project results to teachers and educators, which include:

1. **Board Game - "Europe Plastic's Race"**: This eco-friendly board game provides a fun and educational way to engage with recycling and sustainability. It invites private plastic recycling companies to apply for recognition by the city, competing to be contracted for nationwide recycling efforts.



2. **Multimedia Game - "Europe Plastic's Race"**: The game promises to take users on an exciting journey to save the planet, blending sustainability with entertainment. They can dive into this digital game that emphasizes strategic thinking and quick decision-making.

3. **Guide for Training of Teachers**: This comprehensive guide aims to empower educators to adopt game-based learning methodologies and gamification. It includes step-by-step instructions on integrating both our board game and multimedia game into lesson plans, focusing on critical environmental issues.



Transnational Project Meeting in Greece:



The last transnational meeting took place in Greece on June 19, 2024. This meeting provided an invaluable opportunity for partners to evaluate the work completed and plan the upcoming multiplier events. Additionally, the partners engaged in collaborative brainstorming sessions to strategize future initiatives, ensuring the project's sustainability and long-term impact. Discussions also focused on sharing best practices, addressing challenges, and strengthening the collaboration among all involved parties.



Project Website:

Don't forget to visit our project website, which includes all the project results and is available in all partner languages. It's a rich resource for educators and anyone interested in promoting environmental sustainability through education.

Click [here](#) to embark on an exciting journey to save the planet, transcending traditional board games.

The partnership

The European partnership is made up of the following organizations:



ASOCIACION DESES 3
Spain



DAFO Gestión Estratégica S.L.
Spain



Damasistem
Turkey



Esperino Gymnasio Karditsas
Greece



GENISTA RESEARCH FOUNDATION
Malta



Ahmet Kabaklı İlkokulu
Turkey

