



P4P

Play **4** Planet the

Board games as instruments to
teach sustainability

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Welcome to the 3rd New sletter for the P4P project. P4P is an innovative Erasmus+ project in the framework of Key Action 2 that emerged from the need to promote ENVIRONMENTAL SUSTAINABILITY AND ACTION TOWARDS ADDRESSING THE ECOLOGICAL PROBLEM OUR PLANET IS FACING BEGINNING WITH PRIMARY EDUCATION.

Project Achievements So Far:

Pilot Testing to Validate Game Effectiveness:

Partners conducted pilot testing to validate the effectiveness of our board game and multimedia game. A sample of teachers was trained on how to play the games, after which they engaged their pupils in gameplay. The objective is clear: accumulate recycling points by efficiently collecting plastics, selling them at the Recycling Plant, and navigating urban challenges to triumph in the race for a greener planet!



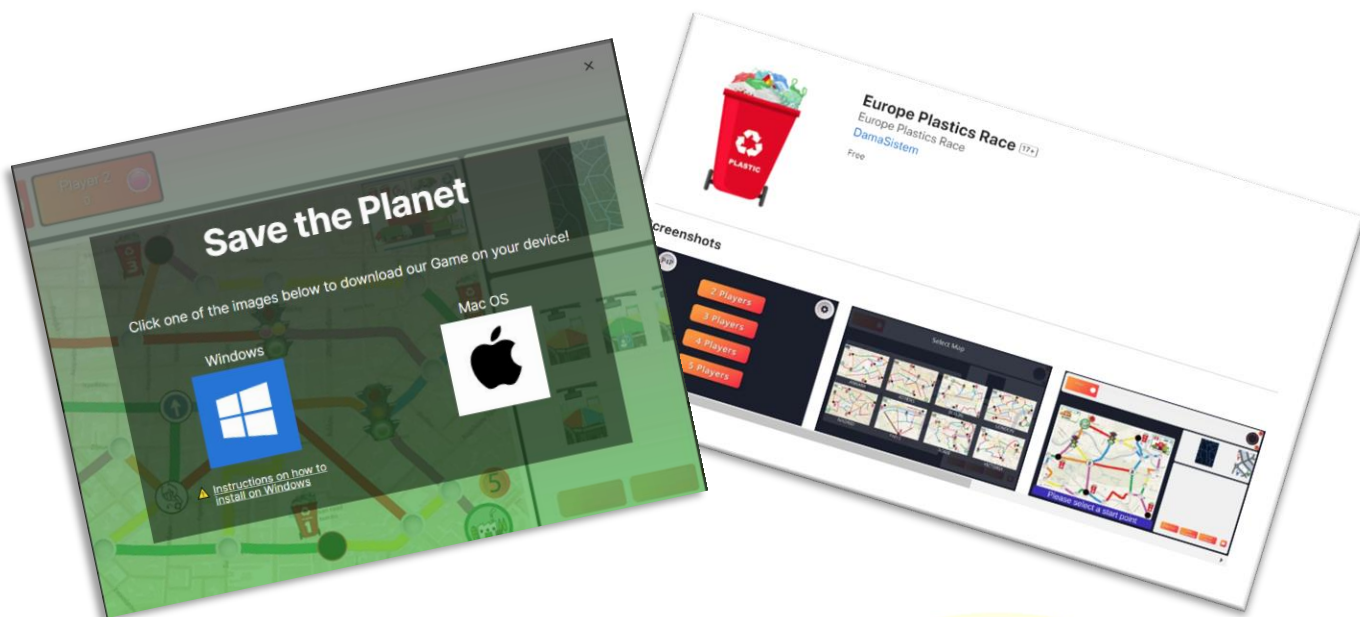
Empowering Teachers and Education Professionals:

Through our educational tools, teachers and education professionals are supported and empowered in the teaching and learning process on environmental issues.



Project Website:

The project website has been updated, now featuring the app game available for both Windows and Mac platforms. Click [here](#) to embark on an exciting journey to save the planet, transcending traditional board games.



Guide for training of teachers

Our comprehensive guide for training teachers is in the advanced stage. This guide is designed to empower teachers in adopting game-based learning methodologies and gamification, focusing on both our board game and multimedia game. It provides step-by-step instructions for seamlessly integrating these engaging tools into lesson plans addressing critical environmental issues.

Awareness Corner

How vital is the integration of digital technology in education and how does it enhance learning experiences?

The integration of digital technology in education is crucial for modern educators. It enhances learning experiences by providing interactive mediums that cater to diverse learner needs and foster deeper engagement with the subject matter. Additionally, digital technology supports personalized learning by allowing educators to tailor materials to individual student abilities, promoting inclusivity and customized learning paths.

Ultimately, embracing digital tools in education equips students with the necessary skills for success in an increasingly digital world.

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
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Ahmet Kabaklı İlkokulu
Turkey