EMPOWERSDGS

RESEARCH DOCUMENT

GAMIFYING SDGS LEARNING FOR INCLUSION RESEARCH

2023-3-ES02-KA210-YOU-000181358

PARTNERS

TABLE OF CONTENTS

INTRODUCTION

ABOUT EMPOWER SDGS RESEARCH

This report has been developed under the EmpowerSDGs: Gaming for Global Impact project, from now on, EMPOWER SDGs.

The EMPOWER SDGs project aims to promote social inclusion among young minorities in Europe through the use of video games and gamification techniques aligned with the 17 Sustainable Development Goals (SDGs). This project seeks to foster active dialogue, enhance the competencies of youth workers, and cultivate socially aware EU citizens, with a specific focus on vulnerable youth.

The research step within the EMPOWER SDGs project is crucial for identifying existing projects developed by various entities within the European Union. This research facilitates understanding of areas already addressed and those requiring further attention. Subsequently, this knowledge serves as the foundation for the development of innovative projects aligned with the SDGs.

The research step directly contributes to achieving the following objectives of the EMPOWER SDGs project:

SO1: To promote the active dialogue and interaction among the project partner members and European youth (specially vulnerable youth) to achieve the SDGs of the 2030 Agenda at local, national and international levels.

SO2: To develop knowledge, skills and competences of youth workers dealing with young people from vulnerable backgrounds and to the Youngsters itself about the 17 SDGs through the use of innovative educational resources.

BENEFICIARIES

The Research primary targets the project partners, who will be the actors researching and learning about other projects and initiatives other organizations have already implemented in the field of work. The research outcomes will provide valuable insights and best practices that will be beneficial for the later development of the Training Curriculum and the gamification experience. Therefore, indirectly, it also targets the youth workers and the vulnerable youth aged between 16 and 30 years old who will directly benefit from the materials created in activity 3, 4 and 5.

The Research will also target stakeholders, this category includes policymakers, educational institutions, NGOs and other community organizations interested in the project, as they will be able to have access to inspiring initiatives so they can contribute to develop more inclusive and effective strategies for youth empowerment and social inclusion through the SDGs. The interactive map will serve as a bridge, connecting these beneficiaries with new resources.

RESEARCH STRUCTURE

The research is organized into four distinct chapters, each dedicated to showcasing the best practices identified in the countries participating in the project: Spain, Turkey, Serbia and Greece.

BEST PRACTICES

BEST PRACTICES IN SPAIN

Title of the Project	Empowering Environmental Social Entrepreneurship through Digitalization (e-Makers)
Action Type	KA220
Place of Implementation	Spain, Croatia, Italy & Turkey
Duration of the Project	From 01.11.2021 to 31.12.2023 (24 months)
Contact Person	emakersproject@gmail.com
Website	https://e-makers.org/en/default.aspx

Context:	The project aims to address the urgent need to improve environmental social entrepreneurship activities through digital technologies. By leveraging digitalization, the project seeks to enhance the sustainability and impact of social enterprises working towards addressing environmental challenges.
Summary of the project:	This project, funded by the European Union, focuses on enhancing the competencies of youth workers in the field of environmental social entrepreneurship through digitalization. It aims to provide innovative training materials and methodologies to equip youth workers with the necessary skills to address environmental challenges using digital technologies.
Objectives:	- Enhancing the competencies of youth workers on digital-based social/environmental entrepreneurship training activities - Promoting social entrepreneurship spirit and raising awareness of environmental issues among young people - Building capacities of organizations on innovative social entrepreneurship training to work transnationally and across sectors
Topics	-Entrepreneurial learning -Digital skills and competences -Social innovation -Environmental sustainability
Target Group:	1. Youth workers 2. Young people interested in social entrepreneurship and environmental issues 3. Social enterprises 4. Other relevant stakeholders in the field of environmental sustainability
Main Activities	1. Non-formal training toolkit of digital social entrepreneurship 2. Manual for digitalization of social enterprises 3. Virtual board game for improving social entrepreneurship skills
Techniques Implemented	-Gamification methodolog -Non-formal learning methodologies -Virtual classes -Playtesting sessions

BEST PRACTICES

BEST PRACTICES IN SPAIN

Title of the Project	Harry Potter and the Case of The Sick Earth
Action Type	KA220
Place of Implementation	Spain, Greece, Italy & Rumania
Duration of the Project	From 01.10.2020 to 30.09.2022
Contact Person	secretaria.cp.lagaviota.torrejondeardoz @educa.madrid.org
Website	https://erasmusharrypotter.wixsite.com /sickearth

Context:	The project aims to address environmental challenges through gamified learning, involving students from four European countries. By leveraging the Harry Potter theme, it fosters environmental awareness and action through various activities, mobilities, and collaborative efforts.
Summary of the project:	The project aims to address environmental challenges through gamified learning, involving students from four European countries. By leveraging the Harry Potter theme, it fosters environmental awareness and action through various activities, mobilities, and collaborative efforts.
Objectives:	• Understand environmental problems and causes. • Promote environmental awareness and good practices. • Foster international collaboration and cultural exchange. • Respect and preserve European cultural heritage.
Topics	-Environment and Climate Change -Gamification experience
Target Group:	1. Students aged 10-12 2. Teachers 3. Families 4. Educational communities.
Main Activities	1. Organizing 31 activities related to environmental education. 2. Conducting four training sessions on environmental topics. 3. Implementing mobilities to each participating country. 4. Engaging in the eTwinning project and utilizing digital tools. 5. Creating various materials such as websites, posters, and e-games.
Techniques Implemented	-Gamification -Outdoor learning -Cooperative groups -Utilization of ICT tools.

BEST PRACTICES

BEST PRACTICES IN SPAIN

Title of the Project	Play, Learn, Act, Ensure Sustainable Development Goals (PLAE)
Action Type	KA220
Place of Implementation	Spain, Latvia, Italy & Greece
Duration of the Project	From 01-12-2021 to 30-11-2023 (24 months)
Contact Person	https://plae-project.eu/contact/
Website	https://plae-project.eu/

Context:	PLAE is a Knowledge Alliance project that integrates the SDGs into primary education through innovative educational tools and methodologies. By leveraging game-based learning approaches, PLAE aims to equip teachers and educators with the necessary resources to effectively engage students in understanding and addressing global challenges.
Summary of the project:	PLAE seeks to create inclusive and innovative educational tools for primary school teachers to integrate SDGs into their curricula. Through the development of board games and educational kits, the project aims to raise awareness among students about the importance of sustainability and foster eco-friendly attitudes and behaviors.
Objectives:	• Provide qualitative and inclusive educational tools to teachers and educators for integrating SDGs into primary education. • Enhance teachers' skills and competences in delivering creative content related to SDGs. • Foster awareness among primary school students about SDGs and encourage positive attitudes and behavior aligned with these goals. • Promote eco-friendly attitudes, behaviors, and lifestyles among teachers and pupils.
Topics	-Primary school students -Teachers -Educators
Target Group:	1. Youth workers 2. Young people interested in social entrepreneurship and environmental issues 3. Social enterprises 4. Other relevant stakeholders in the field of environmental sustainability
Main Activities	1. Development of board games and educational kits focused on different SDGs. 2. Training sessions and workshops for teachers and educators on integrating SDGs into their curricula. 3. Testing and validation of educational tools in primary schools. 4. Collection of feedback from teachers, educators, and students.
Techniques Implemented	-Game-based learning -Training sessions and workshops -Prototype testing -Feedback collection

BEST PRACTICES

BEST PRACTICES IN SPAIN

Title of the Project	Sustainable Development Goals for the inclusion of young people with disabilities
Action Type	KA210
Place of Implementation	Spain & Italy
Duration of the Project	From 01-03-2022 to 01-05-2023
Contact Person	Lourdes Carrillo <lcarrillo@ecom.cat>
Website	https://www.projectfortheinclusion.eu/

Context:	The Sustainable Development Goals for 2030, established after the 2012 United Nations Conference on Sustainable Development (Rio+20), serve as a comprehensive framework to address global challenges like poverty, inequality, climate change, and environmental degradation. Within these goals, disability is acknowledged across various aspects such as education, employment, inequality, accessibility, and data collection. However, challenges persist, including the imperative to educate young people, particularly those with disabilities, about climate change (Goal 13), and to emphasize the importance of inclusion as a crosscutting issue in achieving the SDGs. The project, SDGsIY, seeks to address these challenges by equipping youth workers with digital tools for inclusive education, raising awareness among young people through social media campaigns, and fostering community engagement to promote the importance of Goal 13 and broader SDG implementation. Ultimately, the project aims to cultivate a generation of active and environmentally conscious citizens, fostering inclusion and empowering young people to contribute to their communities at local, European, and international levels.
Summary of the project:	The SDGsIY project endeavors to promote environmental sustainability awareness among young people, including those with disabilities, by fostering active dialogue within the European Union (EU). It aims to cultivate informed and engaged future citizens while ensuring the effective inclusion of persons with disabilities, enabling them to play active roles in their communities and address environmental challenges at local, European, and international levels. Through equipping youth workers with digital skills, leveraging social media campaigns, and raising awareness in local communities, the project seeks to advance the objectives of Goal 13 of the Sustainable Development Goals (SDGs) and contribute to a more sustainable future for all.
Objectives:	• SDGsIY aims to foster environmental awareness among young people with and without disabilities, facilitating active dialogue among EU youth and promoting their future engagemen

Objectives:	Specific Objectives: • SO1: SDGsIY will equip youth workers with the necessary knowledge, competencies, and skills to utilize digital tools effectively for promoting inclusive education initiatives focused on Goal 13 of the SDGs through non-formal and informal channels. • SO2: The project seeks to enhance awareness among both young people and those with disabilities regarding the significance of Goal 13 by leveraging social media campaigns as a means of engagement and education. • SO3: SDGsIY aims to raise awareness within local communities about the importance of Goal 13 by involving youth workers and organizations in adopting and disseminating the project's outcomes and messages.
Topics	-Environment and Climate Change -Inclusion and diversity in all fields of education, training, youth and sport -Promoting active citizenship, young people's sense of initiative and youth entrepreneurship including social entrepreneurship
Target Group:	1. Youth Workers 2. Young people with and without disabilities and fewer opportunities 3. Youth organizations 4. Staff members of the organizations that deal with the topics of SDGslY
Main Activities	1. Development of a Vademecum: The creation of an easy-to-read guide for inclusive social campaigns targeting youth workers. 2. Training for youth workers: transnational training program focusing on empowering youth workers 3. Inclusive social media campaign development: Subsequently, the young people with and without disabilities, guided by the trained youth workers, designed inclusive social media campaigns on Goal 13. 4. Organizing local events: Two multiplier events were held in Italy and Spain.
Techniques Implemented	-The methodology employed in SDGsIY emphasizes an innovative and inclusive approach to raising awareness of Goal 13 among young people. This involves collaborative brainstorming sessions, workshops, and consultations with project partners to exchange ideas and develop innovative strategies for engaging young people in climate change awareness.

BEST PRACTICES

BEST PRACTICES IN SPAIN

Title of the Project	Young people and SDGs (YoPeSDGs)
Action Type	KA220
Place of Implementation	Spain, Portugal, Croatia, Italy & Bulgaria
Duration of the Project	From 14.02.2022 to 14.08.2023 (18 months)
Contact Person	fdadmo@impulsaigualdad.org
Website	https://ccitalia.pt/en/youthsdg/#resources

Context:	Disability is addressed across various sections of the Sustainable Development Goals (SDGs), particularly in areas related to education, economic growth and employment, inequality, accessibility of human settlements, and data collection and monitoring. For example, Goal 4 emphasizes the importance of inclusive and equitable quality education, aiming to eliminate gender disparities and ensure equal access to education and vocational training for vulnerable groups, including persons with disabilities. Similarly, Goal 8 seeks to promote sustained, inclusive, and sustainable economic growth, aiming to provide full and productive employment and decent work opportunities for all individuals, regardless of disability status. Additionally, Goal 11 focuses on creating inclusive, safe, and sustainable cities and human settlements, with a commitment to ensuring accessibility for persons with disabilities.
Summary of the project:	This Erasmus+ proposal, titled "Youth and Sustainable Development Goals for the promotion of inclusion of people with disabilities," represents a strategic partnership comprising organizations aimed at raising awareness among young individuals, including those with disabilities, regarding the Sustainable Development Goals. It seeks to engage youth throughout the European Union, empowering them to become proactive citizens and participate in decision-making processes.
Objectives:	The project provided tools for young people, including those with disabilities, to participate in and contribute to societal change by promoting the 17 Sustainable Development Goals (SDGs) and acquiring the skills needed to lead European initiatives. Additionally, it supported and contributed to the training of youth workers to assist these young people in their leadership roles, fostering their inclusion and learning through the provision of non-formal educational materials. Specific Objectives: • SO1: Promoted active citizenship, engagement, and participation of young people by facilitating dialogue on the 17 SDGs concerning effective inclusion of persons with disabilities. • SO2: Enabled young people to actively engage in community and environmental initiatives at the local, European, and international levels.

Topics	-Environment and Climate Change -Democracy and Inclusive Democratic Participation
Target Group:	1. Youth Workers 2. Young people with and without disabilities and fewer opportunities 3. Local Organizations
Main Activities	1. Research: In the initial phase, research was conducted to gather knowledge, methods, and best practices regarding non-formal educational activities that encourage youth participation and engagement, with a focus on promoting the Sustainable Development Goals (SDGs). 2. Guide: Following the research phase, a guide was developed to serve as a foundation for implementing activities aimed at fostering the involvement of young people, including those with disabilities, in advancing the SDGs. Other stakeholders utilized this guide for their own initiatives. 3. Training Course: subsequently, a training course was provided for 70 youth workers, equipping them with the necessary skills to support youth engagement. These workers enhanced their professional and personal abilities to implement the learned methodologies in various settings. 4. Awareness Campaign: All partners widely disseminated and promoted the project result through an awareness campaign involving relevant stakeholders
Techniques Implemented	-Innovative teaching and learning methodologies with collaboration between schools and teachers -Innovative workshops about how to produce videos and edit videos, how to disseminate the materials and how to ensure the accessibility of the materials with non-professional tools.

BEST PRACTICES

BEST PRACTICES IN SERBIA

Title of the Project	YouPart
Action Type	KA220
Place of Implementation	Austria, Czech Republic, Greece, Italy, Serbia, Slovenia
Duration of the Project	From 2022 to 2024.
Contact Person	https://parlament.org.rs/
Website	https://www.weworld.it/en/what-we-do/european-projects/youpart-engage-connect-empower-political-participation-of-disadvantaged-youth

Context:	Project #YouPart seeks to focus on young people who have less access to political life and whose voices are not heard in society or in politics. The motto of #YouPart is "Engage - Connect- Empower" as it offers young people the opportunity to identify and formulate their political requests and hopes (Engage), to discuss and connect with one another in an international context (Connect).
Summary of the project:	The project #YouPart is aimed at promoting political participation among young people coming from Italy, Slovenia, Czech Republic, Serbia, Greece and Austria. The aim is to encourage young people, and in particular those who have less access to civic and political life, to become active citizens, prevent social exclusion and improve the influence that they have on political decisions that are made at local, national and European levels.
Objectives:	• As a result of the initiatives promoted by the project, practical exercises that seek to include young people and educators coming from youth centers take place in the form of local workshops and European conferences. This experience is documented and developed in a Digital Toolkit designed for youth workers to help with the promotion of active citizenship through providing methodological instruments and useful content to the youth that will enable them to act politically at local, national and international level.
Topics	-Active citizenship -Prevention of social exclusion -Improvement of influence of young people that they have on political decisions that are made at local, national and European levels
Target Group:	1. Young people between 15 and 30
Main Activities	1. Local and National Workshops 2. International conferences 3. Round Tables 4. Trainings 5. Creation of Digital Toolkits
Techniques Implemented	-Workshops -Training, -Conferences etc.

BEST PRACTICES

BEST PRACTICES IN SERBIA

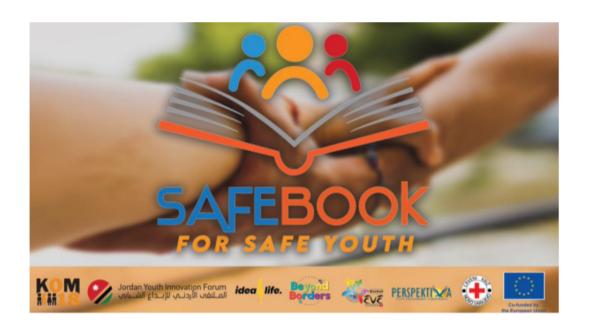| Title of the Project	Coming out of unemployment
Action Type	KA220
Place of Implementation	Croatia, Spain, Serbia, North Macedonia
Duration of the Project	2018 – 2019.
Contact Person	Asocijacija DUGA/Association RAINBOW

Context:	Project "Coming Out of Unemployment" is related to raising the capacity of youth workers with the aim of acquiring knowledge and skills, and also raising their professional competence in working on the economic empowerment of the LGBT population through the development of social entrepreneurship.
Summary of the project:	The project participants encompass six organizations from Serbia, Macedonia, Montenegro, Croatia, Bosnia and Herzegovina, and Spain, which want to share experiences and improve the economic position of LGBT persons and in this way secure the fight for their human rights and sustainability of LGBT NGOs in the long run. Members of these organizations will, through active work, acquire knowledge and skills for practical work and further transferring of knowledge in the field of developing social entrepreneurship, raising capacity and empowering young LGBT persons to become entrepreneurs.
Objectives:	• Results of the project - "The Manual on the Development of Social Entrepreneurship" which will provide guidelines for future trainers and help them realize their training, thus reaching medium-term and long-term aims of this project.
Topics	-Economic empowerment of the LGBT population.
Target Group:	1. LGBT Population
Main Activities	1. Preparatory meeting 2. Study visit 3. Training course 4. Working conference
Techniques Implemented	-Local youth activities -Fairs -Conferences -Visits -Campaigns -Training -Workshops

BEST PRACTICES

BEST PRACTICES IN SERBIA

Title of the Project	Safebook for Safe Youth: A New Project to Promote Safety Culture Among Young People
Action Type	KA220
Place of Implementation	Italy, Spain, Jordan, Serbia and Lebanon
Duration of the Project	2022 – 2024.
Contact Person	kom018@hotmail.com
Website	https://jyif.org/safebook-for-safe-youth-a-new-project-to-promote-safety-culture-among-young-people

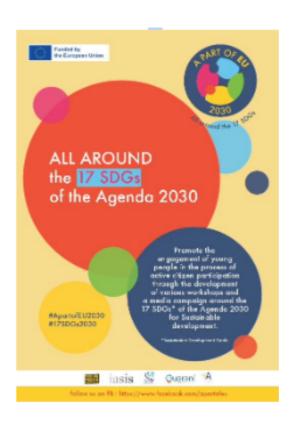|	
Context:	The COVID-19 pandemic has had a significant impact on young people, both physically and mentally. Many young people have experienced increased levels of stress, anxiety, and isolation. They have also been more vulnerable to cyberbullying, peer violence, and other forms of abuse.
Summary of the project:	In response to these challenges, a new project called "Safebook for Safe Youth" has been launched. The project aims to promote a safety culture among young people through the development of a new manual, "Safebook." The manual will provide youth workers and educators with the skills and knowledge they need to help young people stay safe.
Objectives:	• Motivate youth workers and young people to take a more active role in promoting a safety culture • Equip youth workers and educators with research skills and competences • Equip youth workers and educators with new educational tools in the field of youth safety by focusing on 5 segments: peer violence, cyber bullying, psychoactive substance abuse, discrimination and mental health in the time of COVID-19 through a new safety manual of young people "Safebook" • Provide youth workers from 7 countries with skills and knowledge to use conceptual photos and videos as methods for youth safety work • Establish a network of young people from 7 countries with different skills and tools to promote the culture of youth safety
Topics	-Safety of young people, who are particularly affected by the COVID-19 pandemic.
Target Group:	1. Young people from 15 to 30 2. Youthworkers.
Main Activities	1. The project involved a variety of activities, including workshops, training, and discussions. Participants learned about the different aspects of safety culture, such as cyberbullying, peer violence, and mental health. They also developed tools and resources to help them promote a safe culture among young people.
Techniques Implemented	-Workshops -Training -Discussions

BEST PRACTICES

BEST PRACTICES IN SERBIA

Title of the Project	"ACT AS PROFESSIONALS – Improvement of the youth work practice with young people with fewer opportunities"
Action Type	KA220
Place of Implementation	Serbia and Denmark
Duration of the Project	October 2020 – September 2021
Contact Person	CEPORA
Website	http://cepora.org/en/act-as-professionals/

Context:	Innovation Strategic partnership in the field of youth project, focused around creating a new, dynamic training module for youth workers, with the idea of enhancing the quality of the use of professional principles in the youth work practice with youth with fewer opportunities
Summary of the project:	The project is set up by the team of professionals from humanistic sciences from Serbia and Denmark with the cooperation of the National association of practitioners of youth work. The central activity of the project is the creation of a training module, based on applied drama training sessions as its main learning methodology.
Objectives:	• The objectives of the project involve innovating the non-formal education of youth workers, improving competences of youth workers in implementing professional principles in their practice with youth with fewer opportunities and improving the quality of youth work practice with youth with fewer opportunities.
Topics	-Helping youth workers in gaining additional competences in their work with youth with fewer opportunities.
Target Group:	1.Youth Workers
Main Activities	1.Transnational Project Meeting 2.Short-term joint staff training events 3.Creation of training module 4.Multiplier events
Techniques Implemented	-Trainings -Consultation meetings

BEST PRACTICES

BEST PRACTICES IN SERBIA

Title of the Project	A Part of EU 2030 (APOFEU)
Action Type	KA220
Place of Implementation	Malta, Serbia, Greece and Spain
Duration of the Project	18 months
Contact Person	Regine Nguini
Website	https://www.apartofeu2030.eu/

Context:	A Part of EU promotes the engagement of young people in the process of active citizen participation towards achieving the 17 SDGs through 5 participation pathways: social and political participation; sport and culture; voluntarism; family and training and employment.
Summary of the project:	The "A Part of EU 2030" project aims to promote the engagement of young people in the process of active citizen participation through the Agenda 2030. One of the biggest challenges facing the EU nowadays is the need to boost youth participation in civic and democratic life, specially, youth migrants, minorities and third countries nationals as these groups do not actively participate in their community due to different socio-economic, linguistic, cultural or geographical barriers. These limitations affect different dimensions of participation: social and political participation; sport and culture; voluntarism; family and training and employment. Through the knowledge and accomplishment of the 17 SDGs, more engaged, empowered and aware societies will be achieved.
Objectives:	- Develop activities that promote the participation of young migrants, minorities and third-country nationals to achieve the SDGs of the 2030 Agenda - Develop knowledge, competences and skills of youth workers dealing with migrant youth, minorities and third-country nationals, to promote the active participation of this target group in the local, national and international level. - To develop activities that promote the participation of young migrants, minorities and third-country nationals through five areas of participation: Social and Political Participation, Sports and Culture, Voluntarism, Family and Training and Employment - Raise awareness and provide knowledge on the relevance of the SDGs at the local, national and international level focused on the general population.

Topics	-As a general objective, the project aims to promote the participation of youth migrants, minorities and third countries nationals through the 17 SDGs of the Agenda 2030.
Target Group:	1. Young people between 15 and 30
Main Activities	1. A PART OF EU 2030 HANDBOOKA 2. A PART OF EU 2030 AWARENESS CAMPAIGN
Techniques Implemented	-Local youth activities -Fairs -Conferences -Visits -Campaigns -Training -Workshops

BEST PRACTICES

BEST PRACTICES IN SERBIA

Title of the Project	BY LEAP - Balkans Youth: Linking Education, Abilities and Partnership Potential in Regional Employment Practice
Action Type	EU funded action - Civil Society Facility and Media Programme.
Place of Implementation	Serbia, Albania, Turkey, Bosnia&Herezegovina, North Macedonia and Montenegro
Duration of the Project	2020-2023.
Contact Person	Junior Achievement Serbia
Website	https://by-leap.com/about-the-project/

Context:	The project "Balkans Youth: Linking Education, Skills and Partnership Potential in Regional Employment Practice" (BY LEAP - Balkans Youth: Linking Education, Abilities and Partnership Potential in Regional Employment Practice) is financed by the European Union and is implemented in 6 countries of the Western Balkans . The project is coordinated by the Youth Achievement organization in Serbia, and you can find more information on the project's official website.
Summary of the project:	The project aims to strengthen the participation of grassroots CSOs and youth initiatives in regional networks, and ensure sustainability of young entrepreneurs (student/youth) companies through demonstration and training/mentoring activities. The efforts will go toward improving the policy environment and supporting human and institutional capacity/workforce development initiatives that respond to the needs of the CSO's and local/grassroots beneficiaries.
Objectives:	• Contribute to youth entrepreneurship opportunities and strengthen employment perspectives of youth in the Western Balkans • Strengthen regional entrepreneurship education network and its capacity to participate in reform process • Support growth of innovative youth entrepreneurship initiatives including from rural and remote areas, and their transformation into sustainable youth SMEs • Foster youth employment and entrepreneurship opportunities through advocating for legal environment prone to student and youth companies sustainable development
Topics	-Employment of young people
Target Group:	1.Young people 2. Young entrepreneurs 3. Secondary school students 4. Secondary school teachers etc.
Main Activities	1. Sub-granting scheme program 2. Workshops 3. Trainings 4. Networking activities 5. Pitches
Techniques Implemented	-Workshops -Trainings -Networking activities -Pitches

BEST PRACTICES

BEST PRACTICES IN SERBIA

Title of the Project	INCLUSION RELOADED
Action Type	Erasmus + Sport – Cooperation Partnership
Place of Implementation	Bosnia&Herzegovina, Italy, Portugal and Serbia
Duration of the Project	2023 – 2025.
Contact Person	suzanne.ott@cesie.org
Website	https://cesie.org/en/project/inclusion-reloaded/

Context:	Sport can provide an arena for social interactions between persons from all backgrounds. With this regard, sport is a valuable tool for promoting inclusion and mutual understanding. What is important is to support the further education and training of physical education teachers, coaches, and other sports staff and volunteers in general, with or without disabilities, by equipping them with the necessary knowledge, specific skills and appropriate competence recognition to enable them to include young individuals that are usually marginalized in different physical education or sports settings.
Summary of the project:	The "Inclusion Reloaded" project brings together a consortium made up of organisations, sports clubs and institutions of different experience and expertise and includes: Club for Youth Empowerment 018 (KOM 018) – Serbia, Paralympic Committee – Serbia, Faculty of Physical and Sports Education – Serbia , Beyond Borders – Italy, CESIE – Italy, Swimming Club for People with Disabilities "SPID" – Bosnia-Herzegovina, Sport Club for Blind and Visually Impaired Children and Youth "Centar" Sarajevo – Bosnia-Herzegovina and Sport Evolution Alliance – Portugal.
Objectives:	• To increase the capacities partner organizations and clubs to operate at transnational level and exchange good practices in the field of inclusive sports • To develop new methodologies for inclusive sport practices for physical education teachers and staff of sport organizations • To test newly developed methodologies in the local schools, sport clubs and other non-governmental organizations that promote sports and physical activities • To develop the capacity of local communities to include the most vulnerable young people through the practice of sport by combating intolerance, discrimination, and social exclusion and by promoting the universal values of sport.

Topics	-Sport -Marginalizad groups
Target Group:	1. Representatives of the partner organizations 2. Local teachers and trainers – physical education teachers, trainers, sports workers or volunteers 3. Children and youth –children and youth coming from different schools and sports clubs at the local level in 4 different countries will attend classes using methodologies of Inclusion Reloaded Manual. 4. Local schools/sports clubs – benefit from the methodologies developed as part of Inclusion Reloaded; 30 pax in multiplier events and related activities
Main Activities	1. Exchange of good practices about inclusive approach and methodology in daily sport activities through a seminar in Italy and a study visit in Bosnia. 2. Development of activities and methodologies for inclusive sport for teachers of physical education, sports club staff and other sport people working with youth with disabilities and youth at risk. 3. Testing of the newly developed methodologies for inclusive sports in the schools, sports club, communities and other non-governmental organisations that promote sports and physical activities and empower physical education teachers and staff of sport clubs. 4. Organisation of an international training 5. Organisation of local trainings based on the newly developed methodology to provide sports trainers and other educators with training units aiming to improve their teaching competences, expand their views, and promote diversity.
Techniques Implemented	-Manual on inclusive sport methodologies -YouTube Tutorials on inclusive sport methodologies -Collection of good practices

BEST PRACTICES

BEST PRACTICES IN TURKEY

Title of the Project	BACK TO SCHOOL, BACK TO THE FUTURE
Action Type	School Exchange Partnerships
Place of Implementation	Türkiye
Duration of the Project	From 01-09-2018 to 31-08-2021
Contact Person	School/Institute/Educational centre – General education (primary level)+903324525239
Website	https://backtoschoolbacktofuture.weebly.com/

Context:	The 'Back to School, Back to the Future' project united schools from six countries to combat school absenteeism, boost learning motivation, and introduce innovative educational methods. Diversified teaching techniques, the use of technological tools, and art activities enhanced student engagement, promoted cultural exchange, and improved language skills. At the project's conclusion, innovative practices were implemented in participating schools, leading to improvements in educational methods.
Summary of the project:	The project "Back to School, Back to the Future" was implemented with the participation of six partner schools from six countries. The project aimed to prevent school absenteeism, motivate students and teachers, and increase academic achievement. Diversifying teaching methods and workshops using web 2.0 tools motivated unsuccessful students and reduced differences in learning levels in the classroom. As a result of the project, it aimed to transfer good practices to schools, making teachers' lessons more attractive and contributing to students' academic success.
Objectives:	• This project aimed to prevent school absenteeism and dropout, motivate students and teachers in the learning and teaching process, and have a direct impact on academic achievement. Additionally, the project aimed to facilitate the transfer of knowledge, change of good practices, different motivation methods, and the adoption of new education and teaching techniques.
Topics	-Reducing School Absenteeism -Enhancing Educational Motivation -Developing International Collaboration

Target Group:	1. Students 2. Teachers 3. School administrators 4. Parents/guardians 5. Educational community
Main Activities	1. Organizing workshops on web 2.0 tools like Kahoot, Plickers, and Word Wall to promote collaborative learning and teaching. 2. Conducting art-based activities such as art workshops, creating memory games, and drawing the dream school of the future to stimulate creativity. 3. Facilitating cultural exchange and language learning through pen pals, online meetings, and mascot activities. 4. Arranging visits to science centers and workplaces to broaden students' horizons and enhance motivation. 5. Transferring good practices and new teaching methods among partner schools to improve the overall quality of education.
Techniques Implemented	-Use of Web 2.0 Tools -Art-Based Activities -Cultural Exchange -Educational Visits -Transfer of Good Practices

BEST PRACTICES

BEST PRACTICES IN TURKEY

Title of the Project	Creative and Innovative Training Based on Digital Materials and Games
Action Type	2015-1-TR01-KA201-022167 Strategic Partnerships for school education
Place of Implementation	Türkiye, Italy, Bulgaria, United Kingdom
Duration of the Project	From 01-09-2018 to 31-08-2021
Contact Person	ANKARA MILLI EGITIM MUDURLUGU
Website	https://erasmus-plus.ec.europa.eu/projects/search/details/2015-1-TR01-KA201-022167

Context:	The context of this project is the need for innovative and effective teaching methods to engage digital native students in early childhood and primary education. Traditional teaching methods are often perceived as boring by these students, who are accustomed to technology-driven learning experiences. Additionally, many teachers lack the necessary training in educational technology and modern teaching methodologies, particularly in areas such as art, music, English, physical education, and coding, which are essential in the 21st century. The project aims to address these challenges by creating international, game-based digital learning materials in various subjects and providing comprehensive training for teachers in ICT literacy, educational technology, and gamification.
Summary of the project:	The project aimed to address the challenges faced by pre and primary school teachers in adapting to the digital learning needs of today's students, who are often disengaged by traditional teaching methods. Partnering with educational institutions and organizations across several countries, the project focused on two main objectives: creating innovative digital learning materials in subjects like art, music, English, physical exercise, and algorithm-based learning, and providing comprehensive training for teachers in ICT literacy, educational technology, and gamification. Through the collaboration of a diverse team of experts, including academics, teachers, programmers, artists, musicians, and athletes, the project developed five digital learning modules integrated into the traditional curriculum.
Objectives:	• The aims of this project were a) to prepare new international creative digital learning materials in art, music, english, physical exercise and algorithm, technology integrated game based learning in early childhood education, b) train teachers in ICT literacy, Educational Technology and Gamification to become leaders with deeper understanding and mastery of educational technology and game based learning , and support teachers and schools via the Adaptation Guide, Digital Support Library and Information Management System.

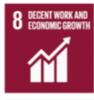| Topics	-New Innovative Curricula/Educational Methods -Development Of Training Courses -ICT, New Technologies, Digital Competences -Health And Wellbeing
Target Group:	1. Teachers 2. Youth 3. Students
Main Activities	1. "Digital Material Adaptation Guide". The development of students in the related skills were determined by a) pretest-post test assessment in Bulgaria, b) computer based assessment within the modules, c) observation based evaluation forms during the classroom and real life experiences (concert and opera). 2. Teachers were trained for 5 days in an short term staff training for introducing these game based materials to students, implementing them with supportive traditional activities and evaluating the students in both computer based assessment and observational assessment via scientific scales and questionnaires. 3. A control group was included from local Turkish preschools and Bulgaria to eliminate the effect of maturation on skill development during the study. 4. An online teacher training was prepared in order to improve teachers ICT literacy, knowledge in 21st century skills and gamification and teachers were also trained in the Educational Technology and Gamification trainings for an effective use of technology in preschools and K12 classes.
Techniques Implemented	-The project utilized a range of innovative strategies to enhance early childhood education. These included implementing gamification principles to make learning more engaging, developing interactive digital modules covering subjects like art, music, English, physical exercise, and coding, and providing teachers with comprehensive training in ICT literacy and educational technology.

BEST PRACTICES

BEST PRACTICES IN TURKEY

Title of the Project	Green Footprint-GO-GREEN
Action Type	KA152-YOU - Mobility of young people
Place of Implementation	Türkiye
Duration of the Project	01/08/2022 12 31/07/2023
Contact Person	info@ilksenol.org.tr
Website	https://ilksenol.org.tr/en/projelerimiz/yesil-ayak-izi-ka152-genclik-degisimi-projesi/

Context:	The "Green Footprint" youth exchange project aims to mobilize young people worldwide for sustainability and green change. Within this project, the goal is to create a bridge for young people to come together internationally, share green practices in their own countries, generate new ideas, and educate each other.
Summary of the project:	Green Footprint' project aims to contribute to the sustainable development agenda adopted in 2020 by encouraging participants to make changes in their daily lives. The project's objectives included increasing participants' knowledge of the green footprint, motivating them to engage in environmental protection and action, deepening their understanding of various ways to promote green and sustainable practices, mobilizing participants and young people through social media, providing information about the Erasmus+ Program, offering opportunities for international youth mobility to young people with limited resources, and encouraging their active participation in green issues. In line with these objectives, we believe that the project contributed to empowering youth and raising awareness about the importance of addressing ecological issues in daily life, as well as supporting the European Green Deal.
Objectives:	• The project aims to increase awareness and collaboration in sustainability among young people. Young people, by communicating with peers from different countries and cultures, focused on common environmental issues and developed solutions. This project provides young people with access to international education and learning opportunities, enabling them to adopt green practices and take on leadership roles in sustainability. Additionally, it aims to promote cultural understanding among young people and develop their leadership skills.

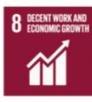| Topics	-Environment and climate change -Green skills -Green transport and mobility
Target Group:	1. Young people with fewer opportunities
Main Activities	1. Green Future: Participants engaged in group activities focusing on recycling and preserving the environment. 2. Youth in Action: Participants, in teams, went on a nature hike and cleaned up litter in the surrounding area. 3. Art with Recycling: Participants created artistic content to raise awareness using recyclables collected from nature. 4. Workshop: Green Footprint Participants, in teams, conducted awareness campaigns in the community about protecting the environment.
Techniques Implemented	-The methods used in the project employed an interactive and innovative approach to increase awareness of the development goals among young people. This included role-playing, drama activities, workshops, and consultations with project partners. Through these activities, young people had the opportunity to better understand the development goals, exchange ideas, and create content.

BEST PRACTICES

BEST PRACTICES IN TURKEY

Title of the Project	Our life in our hands!
Action Type	2020-1-PL01-KA229-081732 School Exchange Partnerships
Place of Implementation	Turkiye, Spain, Portugal, Croatia, Lithuania and Poland
Duration of the Project	01-10-2020 / 31-08-2023
Contact Person	Szkola Podstawowa w Klimontowiespklimontow@proszowice.pl
Website	https://our-life-in-our-hands.my.canva.site/https://erasmus-plus.ec.europa.eu/projects/search/details/2020-1-PL01-KA229-081732

Context:	The context of the project summary provided is a collaborative effort among partners from Turkey, Spain, Portugal, Croatia, Lithuania, and Poland to implement an Erasmus+ project titled "Our life in our hands!" The project aims to address environmental and climate challenges, aligning with the objectives of the Europe 2020 Strategy, eTwinning goals, and the United Nations Sustainable Development Goals, particularly focusing on Climate Action. The primary objectives include raising awareness about environmental issues, fostering eco-friendly habits, and promoting sustainable living practices among participants.Key activities of the project include workshops, study visits, campaigns such as "Plant a Tree," creating educational materials like an eco-calendar and an e-book, and establishing Eco-Clubs and Eco-Corners. The project also emphasizes the use of modern technology, digital competence, and innovative teaching methodologies to enhance learning outcomes.Furthermore, the project aims to promote equity and inclusion by facilitating the participation of students with disadvantaged backgrounds and fewer opportunities, including those with learning difficulties, economic obstacles, and immigrant backgrounds from Spain and Portugal. The project also highlights the importance of developing social and intercultural competencies among participants.Overall, the project seeks to have a positive impact at local, regional, national, and international levels by empowering participants to make informed decisions and take actions to address environmental and climate challenges, with the ultimate goal of fostering long-term eco-friendly behavior.
Summary of the project:	The "Our Life in Our Hands!" project is a collaborative endeavor under the Erasmus+ program, uniting partners from Turkey, Spain, Portugal, Croatia, Lithuania, and Poland. Its primary focus is on engaging approximately 1600 students aged 7–15 and 80 teachers to address pressing environmental challenges while aligning with the Europe 2020 Strategy, eTwinning goals, and the United Nations' Sustainable Development Goals.

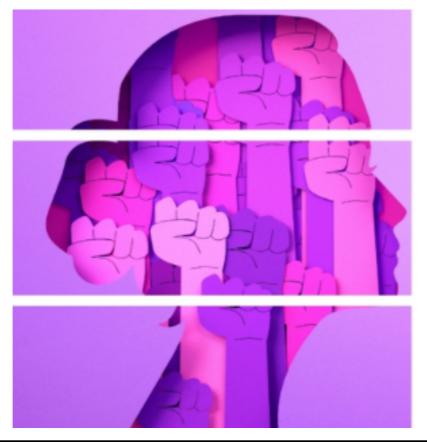|	
Summary of the project:	The overarching goal of the project is to instill a heightened awareness of environmental issues among participants and cultivate robust eco-friendly habits and attitudes. By actively involving students in a series of activities and tangible projects, the initiative aims to enrich their knowledge, empower them to take responsibility for climate change, and encourage behavioral shifts towards sustainable living practices. Furthermore, the project underscores the importance of enhancing digital competence, particularly through the utilization of platforms like eTwinning and TwinSpace, as well as introducing innovative ICT tools. Both students and teachers will receive training to leverage modern technology effectively in their educational endeavors. In addition to environmental concerns, the project places a strong emphasis on promoting equity and inclusion by ensuring the participation of students from diverse backgrounds, including those facing educational difficulties, economic challenges, and immigrant backgrounds. The project will yield three main products: a cross-curricular ecological program designed to support teachers in integrating environmental and climate aspects into school curricula, an e-book titled "Kids 4Earth Future" containing actionable activities to combat climate change, and an Eco-Calendar featuring practical tips for eco-friendly living. A diverse range of activities is planned, including workshops on waste management and smart shopping, an eco-game set on a plastic-free island, study visits to ecological farms, tree-planting campaigns, and the creation of murals and open letters to promote project aims. Through these multifaceted efforts, the project aims to not only enrich participants' knowledge and practical skills in addressing environmental and climate challenges but also to foster a long-lasting commitment to eco-friendly behavior, ultimately leading to measurable and sustainable impacts at local, regional, national, and international levels.

Objectives	• The "Our Life in Our Hands!" project seeks to raise awareness about environmental issues and climate change among participants while instilling a strong sense of responsibility and commitment to environmental stewardship. Through engaging activities and educational materials, the project aims to cultivate eco-friendly habits and attitudes among students and teachers, encouraging them to take proactive measures to mitigate the negative effects of climate change. By enhancing digital competence and promoting equity and inclusion, the project aims to ensure equal access to opportunities for learning and participation. Furthermore, the project aims to foster social and intercultural competence among participants through international collaboration, while also providing tangible products such as an ecological program, an e-book, and an Eco-Calendar to support sustainability efforts. Additionally, the project aims to empower teachers through professional development opportunities and ultimately generate positive impacts at local, regional, national, and international levels.
Topics	-ICT, New Technologies, Digital Competences -Environment And Climate Change -Inclusion, Equity
Target Group:	1. Students 2. Youth 3. Young people with fewer opportunities
Main Activities	To achieve the goals of the project, the consortium provides several activities, for example: 1. 3R workshop to teach students how to use waste in a practical way 2. A workshop "Do Smart Shopping" to encourage pupils to be more conscious customer 3. An eco-game "Green Island" on a plastic free island in Croatia 4. A study visit on an ecological farm to familiarize participants with producing sustainable food 5. A campaign Plant a Tree to plant oxytrees and olive trees near partner schools 6. Write an open letter 7. Make a mural to promote project aims Most of the activities will be provided together during meetings abroad.

Main Activities	8. Set up Eco-Clubs 9. Arrange Eco-Corners 10. Organize action "Week of Saving Energy", an eco-picnic and a bike parade to promote eco-friendly lifestyle. Thanks to that, participants will enrich knowledge and get many practical skills on how to counteract environmental and climate changes. 11. Teachers will develop their professional development by using innovative methods e.g. Project Based Learning, Cooperative Learning, gamification (Escape Room), quest, also bilingual teaching. Most activities will be provided during regular classes at partner schools. 12. A cross-curricular ecological programme "Our life in our hands!" to support teachers in introduction ecological and climate aspects at schools and 13. An e-book Kids 4Earth Future. The publication will contain propositions of concrete activities which will be provided with students to counteract negative climate changes on our planet now and in the future. 14. An Eco-Calendar which will contain also several practical advice connected with culinary and household chores. It can be used especially by parents and other people to encourage them to provide an eco-friendly lifestyle.
Techniques Implemented	-Creative and interactive activities have been implemented. Within the implementation of the project, the consortium produced activities on how students can comprehend climate, sustainability, and inclusion-related SDGs. Accordingly, they produced various results and materials for teachers to teach their students about sustainable development goals in creative and interactive ways.

BEST PRACTICES

BEST PRACTICES IN TURKEY

Title of the Project	Social and Physical Inclusion of Paraplegic Youth by Using Virtual Reality
Action Type	KA205
Place of Implementation	Türkiye
Duration of the Project	01.03.2018- 29.02.2020
Contact Person	School/Institute/Educational centre – Vocational Training (tertiary level): +902123810116
Website	https://www.kaide.org/

Context:	The Development and Innovation Association, which was established to implement national and global projects focused on social benefit in Denizli and to create positive changes in every field that will benefit the society, is a non-governmental organization formed by volunteers who come together to play an active role in solving problems.
Summary of the project:	Our project has demonstrated significant positive impacts on the target audience and related institutions and people in the short term. In the medium and long term, the outcomes will offer added value to the lives of spinal cord paralyzed young people and individuals, thanks to the differentiation of games and development for the google and Oculus store, cooperation with the local government and the disabled units of the academy and the sustainable work of the partners. This is also the first content within this scope, which is produced for the target audience and has achieved significant success in attracting the attention of the private sector, game developers, decision-makers and educators to this field.
Objectives:	• The ultimate goal of our project was to strengthen young people with SC paralysis to get involved in social life and support them to be self-sufficient young people.

Topics	-New Innovative Curricula/Educational Methods/Development Of Training Courses -Access For Disadvantaged -Disabilities, Special Needs
Target Group:	1. SC Paralyzed youth
Main Activities	1. A total of 103 people benefited from training & learning activities. 2. More than 303 individuals and more than 160 institutions attended the dissemination activities 3. Thanks to online and face-to-face tools, approx 14000 people and institutions are informed of the project. 4. The games produced in the project have been downloaded more than 650 5. A number of 27 institutions used and tried to produce games and social inclusion programs in their own works.
Techniques Implemented	-It has made field research for analyzing the current situation -It has created three VR (virtual reality) mobile applications that help them overcome the inaction problem of spinal cord paralysis. -It has produced and test a social inclusion program built using international, non-formal teaching methods complementary to the VR practice to be developed

BEST PRACTICES

BEST PRACTICES IN GREECE

Title of the Project	Euphoresis
Action Type	iGEM Competition
Place of Implementation	Thessaloniki, Greece
Duration of the Project	1 year
Contact Person	igemthessaloniki@gmail.com
Website	https://2023.igem.wiki/thessaloniki/index.html

Context:	Every year, MIT hosts a worldwide synthetic biology competition that teams from all over the world join. One of these teams is from Aristotle University of Thessaloniki, made up of undergraduate students. In 2023, 14 students from 7 different departments teamed up to address a major issue: environmental protection. They focused on the SDG 15.3, which emphasizes the importance of preventing desertification and restoring degraded land and soil.Greece faces significant challenges with wildfires each year, exacerbated by climate change and human activities. While forests used to be able to recover from fires, they're now struggling to do so. In response, the Thessaloniki team developed a project called "Euphoresis." Their project aims to assist forests in regenerating naturally and maintaining their health. Through Euphoresis, they hope to combat land degradation and inspire others to take action.
Summary of the project:	Euphoresis is the first synbio approach for the boost of forest ecosystems, acting as soil conditioner and biofertilizer. Consists of a hydrogel, with the ability to retain large amounts of water, and a microbial consortium, designed to enrich the soil with the important nutrients of nitrogen and organic matter. The "Euphoresis" project utilizes a biopolymer and two microorganism strains to expedite forest soil restoration. As a final touch, local or endemic seeds will be incorporated into the hydrogel matrix, in desertification-prone scenarios. In designing Euphoresis, the team prioritized respect for nature, contributing to a sustainable future aligned with the Sustainable Development Goals. In addition, the team organised different actions to raise awareness about the SDGs. One of these was the creation of a simple trivia game in which students had the chance to try and answer numerous questions on the 17 goals of Sustainable Development. After a brief presentation on the goals, students were able to answer some fundamental questions about them. Also, in the context of the project, the team embedded questions that were related to our project, such as how increased are forest fires due to climate change or how much quantity of food waste is not used properly in the context of the circular economy.

Objectives:	• equal and quality education • raise awareness about SDGs • better understating of the SDGs • involve students, teachers and stakeholders in the activities related to the SDGs
Topics	- Environment and Climate Change - Gamification
Target Group:	1. Students 5-18 years old
Main Activities	1. Educational visits to schools in order to educate kids of different ages (5–18) on synthetic biology and environmental concepts based on their level of understanding 2. Creation of an application that can be used by companies in the food industry, where they can report the waste that they have available, so other interested parties can purchase it 3. Creation of raise awareness video about SDGs 4. Creation of a Handbook on how different people such as Citizens/Students, Businesses, iGEM Teams can contribute to achieve each goal effectively 5. Organization of a conference in synthetic biology in which numerous professors from different universities shared their knowledge on different topics 6. Two workshops to educate attendees of the event
Techniques Implemented	-Simple but educational board games -Little experiments

BEST PRACTICES

BEST PRACTICES IN GREECE

Title of the Project	YES-SI: Youth empowerment for Social Inclusion
Action Type	ERASMUS+ KA2
Place of Implementation	Germany, Greece, Ireland, Italy and Spain
Duration of the Project	February 2022 to August 2024
Contact Person	Through the website https://yessi-project.eu/index.php/contact/
Website	https://yessi-project.eu/

Context:	Nowadays, the involvement and action of young people in our communities and democracies is essential. The impact of societal issues such as Covid -19 and the climate crisis make the world more complicated than ever. The YES-SI project aims to train young people and youth workers how to become active democratic leaders and use digital activism tools and practices to find possible solutions to these problems and drive positive change in their communities.
Summary of the project:	The YES-SI project provides a comprehensive and complementary set of information, practical tools and resources that will bring Social Innovation Education (SIE) to the youth sector. SIE in YES-SI is an educational model that enables young people to identify and analyse local sustainability and social issues through intergenerational collaboration with external stakeholders. In co-creation labs, participants design and lead social innovation projects that lead to transformative social action by addressing issues that are important to them. Through this process, they learn about the Sustainable Development Goals, develop their social innovation skills, and develop a mindset and drive to address global issues through social innovation.
Objectives:	• Involve young people in activities that extend their skills, creativity, and perspective on the world and the part they can play in it • Introduce young people to networks that they might not otherwise be aware of, giving them a forum to express their own aspirations and ideas, as well as the opportunity to choose what sort of world they want to live in • Equip them with new knowledge and abilities, give them hands-on experience bringing about meaningful change, let them take ownership of the social capital they create, and help them begin to see the worth in their own ideas.

Topics	-Democracy and Inclusive Democratic Participation -Climate changes
Target Group:	1.Young people (age 18-25), especially NEET / disengaged 2. youth workers 3. youth work organisations 4. city stakeholders
Main Activities	1.YES-SI Methodology: The YES-SI methodology is a conceptual, contextual and operational framework based on fundamental experiences of the NEMESIS project and FairShares principles to develop and change the role of young people in society and contribute significantly to social innovation and to a sustainable, equitable and ecologically safe future. 2. YES-SI Training Modules: The YES-SI Training modules offering a comprehensive set of interactive training material tailor made for disengaged youth. There will be a total of 4 Modules. 3.YES-SI Stories of Impact and Inspiration: The YES-SI Stories of Impact and Inspiration will showcase through the use of short videos the success stories of 40 community young changemakers and their mentors and supporters. 4.YES-SI Changemakers LABs: The 4 YES-SI Changemaker LABs will be virtual and real life spaces where the YES-SI training modules will be offered for youth and youth workers and enable young people to take action and turn their ideas into real-life projects. 5. YES-SI Gaming App for Crowdfunding Campaign: The YES-SI Gaming App will aim to introduce the elements of public funding (crowdfunding) to young people through a gamification method and edutainment. 6. YES-SI Handbook: The YES-SI handbook will demonstrate the process of developing, implementing and piloting the overall YES-SI methodology, showing challenges and solutions, lessons learnt and finally making recommendations for implementing new labs and making existing ones more sustainable.
Techniques Implemented	-YES-SI intervention logic -Labs -Intergenational activities -Gamification -Peer learning -Co-creation activities -Innovative trainings and learning -Real life experiences

BEST PRACTICES

BEST PRACTICES IN GREECE

Title of the Project	SMALL BUDDIES
Action Type	Active citizens fund
Place of Implementation	Greece
Duration of the Project	2020 - 2022
Contact Person	Asimina Mprozou info@smallbuddies.net
Website	https://smallbuddies.net/ (only in Greek)

Context:	In 2016, only 65 companies published a Corporate Social Responsibility (CSR) report, even though the 17 SDGs (Sustainable Development Goals) are a central pillar of European policy and directly relate to companies' CSR actions, there is a huge difficulty in linking them to CSR actions.At the same time, the way CSR actions are presented by organisations rarely correspond to the 17 SDGs, making it even more difficult to understand them.Furthermore, although 65% of the public buy products that contribute to the SDGs and 60% recommend them to people they know, only 26% of CSR actions are for social purposes. Small or new organisations have the least support. According to companies, inhibiting factors are cost, poor organisation, lack of human resources, expertise and transparency in organisations. The project "Small Buddies" funded by the programme "Active Citizens" aimed to strengthen the impact of small, young, innovative organisations and to sustainably strengthen the actions and groups they support through Corporate Social Responsibility actions. At the end of the "Small Buddies" project 30 organisations joined the network, 30 companies were informed about the tools and work of small organisations, and 10 advocacy campaigns were carried out.
Summary of the project:	The project "Small Buddies" is implemented in the framework of the Active citizens fund* with CHALLEDU-inclusion	games	education and partners KROMA, HETERART and MYRTILLO. It is an innovative project that gives the opportunity to small/new companies to advocate and promote their work and to create communication channels with companies that develop or want to develop Corporate Social Responsibility (CSR) actions. At the same time, it offers the opportunity for companies to educate their staff on the 17 SDGs-Sustainable Development Goals in a playful way, to discover actions of small/new organizations that contribute to them and finally to get to know and collaborate with some of them, enhancing their impact.

Objectives:	- Promote transparency, responsibility and good governance of civil society organisations and the business community - Promote the SDGs and educate both the business world and civil society organisations on the SDGs - Advocacy for small, young and innovative organisations that implement actions and projects with a high impact for their size and make a substantial contribution to achieving the SDGs - Create an initially informal network of organisations acting act as an umbrella body, supporting them and enhancing their role - Develop the guidelines and tools to promote transparency and the organisational capacity and expertise of small organisations according to their potential and needs - Attract companies and the business world by raising awareness of the SDGs and the work of organisations on the SDGs - Engage companies by offering tools that gradually involve the company and its employees in CSR actions, starting with a CSR action to train employees on the SDGs and linking this action to the action of organisations by creating communication channel.
Topics	-Corporate Social Responsibility -Upskilling employees
Target Group:	1. Small/new companies 2. -Employees
Main Activities	1. Establishment of the "Small Buddies" network 2. 5 workshops 3. Serious game "CSR MANAGER" 4. Catalog "LIST OF COMPANIES WITH CORPORATE SOCIAL RESPONSIBILITY ACTIVITIES IN GREECE BASED ON THE 17 SUSTAINABLE DEVELOPMENT GOALS" 5. Interviews
Techniques Implemented	-Gamification -Workshops -Interviews

BEST PRACTICES

BEST PRACTICES IN GREECE

Title of the Project	Impact Online
Action Type	Game from a global company which has its own funds
Place of Implementation	Globally (Online)
Contact Person	info@catalystteambuilding.gr
Website	https://www.catalystteambuilding.gr/teambuilding-events/team-building/impact-online

Context:	Catalyst Global is the largest network of developers of experiential learning tools and team building activities for companies and organizations worldwide. During the games, successful teams learn to work together effectively in a limited amount of time by collectively understanding the needs of the game and developing a flexible strategy for the team. Participants will learn to appreciate their strengths and the diversity of skills of others in the group, understanding how they can contribute to actions with a greater impact for a sustainable future.
Summary of the project:	Impact Online is a remote teambuilding activity that focuses on the 17 Sustainable Development Goals (SDGs). The teams of participants in the activity participate in the game via a videoconferencing platform. The specially designed app guides the teams through a series of engaging activities, each of which is related to one of the SDGs.
Objectives:	• Enhance listening skills • Express views with confidence, clear and concise communication • Team can work from home, from different office locations or from different countries • Enhance problem-solving skills • Upgrade digital skills • Enhance creativity
Topics	-Gamification
Target Group:	1. Adults
Main Activities	1. There are various missions with knowledge-based questions, puzzles, photo challenges and many more activities.
Techniques Implemented	-Gamification -Team building techniques

BEST PRACTICES

BEST PRACTICES IN GREECE

Title of the Project	SDGs and Migration
Action Type	European Commission's Development Education and Awareness Raising (DEAR)
Place of Implementation	Belgium, Italy, Slovakia, Slovenia, Greece, Czech Republic, Bulgaria
Duration of the Project	March 2019 – March 2022
Contact Person	info@gcap.global
Website	https://gcap.global/faces-of-migration/?fbclid=IwAR3k_yYQE1RB72P9DK0nw7boSfifI01X4lSjJjRrL_WDtLwmMdzqkJtQAQl

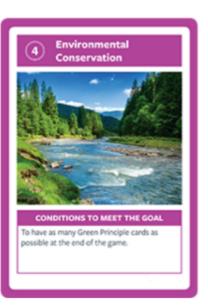|	
Context:	Migration is directly linked to sustainable development, as 10 of its 17 goals are related to population movement, with the key goal of the 2030 Agenda "Leave no one behind". The link between migration and sustainable development is essential both to combat racism and xenophobia and to promote the right of all people to dignity.The "SDGs and Migration", a 3-year cross-sectoral project which aimed to promote ambitious implementation of the world's crisis plan – the 17 UN Sustainable Development Goals (SDGs) – by and in the EU. The project looked at migration through the perspective of the SDGs by informing and raising the awareness of decision makers, journalists and the public across Europe.In this context and as part of the "Faces of Migration" campaign during the "SDGs and Migration" project, the Slovenian Institute Povod created a video game that teaches you about the SDGs via philosophical history.The first organized and coordinated effort to address the 17 primary challenges facing humanity is Agenda 2030. But throughout human history, people have been considering these problems and potential solutions, primarily via the prism of philosophy.
Summary of the project:	The project goal was to shift the focus of public discourse and policy from "us vs them" to the people who are impacted by systemic and pervasive inequality and how the Sustainable Development Goals (SDGs) are a solution to make the world a better place for everyone.The video game deals with knowledge, consciousness, identity, ethics, beliefs, justice, meaning and aesthetics. For example, "Plato's cave", or "How it is like to be a bat", by Thomas Nagel, or "Brain in a vat", by Gilbert Harman. All of these ideas are based upon other concepts from different times. The player's goal is to solve each of these puzzles in a mystery game by finding locations and clues, which help the player solve riddles and activities and thus mastering the encountered philosophical problems. The story, the different characters and the graphics are presented intelligently with quirky humor and sometimes bordering on fantasy.

Objectives:	• One of the game's goals is inclusivity, to show that various parts of the planet developed ideas that shaped our culture through time.
Topics	-Gamification -Migration -Social Inclusion
Target Group:	1. Players older than 15 years
Main Activities	1. Participatory seminars were organised with activists, active citizens, journalists and members of local organisations to raise awareness on sustainable development and migration issues. 2. Educational programmes were implemented to enhance young people's understanding of the issues of sustainable development goals and the rights of refugees and migrants 3. The campaign "Faces of Migration" 4. Video Game "Philosophy Puzzles 2030"
Techniques Implemented	-Gamification -Interactive comic- Video-game -Quizzes -Mystery-solving activities

BEST PRACTICES

BEST PRACTICES IN GREECE

Title of the Project	2030 SDGs Game
Action Type	Game which developed under owners' resources and right now managed from Imacocollabo company
Place of Implementation	Globally (Online)
Contact Person	https://share.hsforms.com/1tNPeZWLO SgSoV-qPTpFnqA3fcra
Website	https://2030sdgsgame.com/

Context:	Takeo Inamura, a 43-year-old Japanese man, co-created the 2030 SDGs Game with his friend Nobuhide Fukui in February 2016. The game quickly gained popularity, leading to the establishment of the nonprofit corporation Imacocollabo in autumn 2016 with another friend, Takeshi Muranaka. The corporation aims to promote action towards sustainability, emphasizing the importance of taking action in the present moment.
Summary of the project:	The 2030 SDGs Game is a card-based simulation designed in Japan in 2016, allowing players to explore sustainability and their relation to the SDGs. It has reached over 300,000 participants, with events held in various settings globally. With over 1,200 certified facilitators, it's now expanding internationally with an English edition. The game accommodates 5 to 50 players, with playtime lasting around 1 hour, requiring 2 to 2 ½ hours including explanation and reflection.
Objectives:	- It provides a direct experience of co-creating a sustainable world, simplifies complex issues-it activates players' instincts to set goals and take action - Players discover the importance of the SDGs - Players explore possibilities and understand their own relation to them - It raises awareness of global interdependencies and consequences
Topics	-Gamification -Sustainability
Target Group:	1. Everyone (Children and Adults)
Main Activities	1. Online 2. Face to face events around the world
Techniques Implemented	-Gamification -Open discussion about how the participants can contribute to a sustainable world at the individual and/or organisational level -Playing in strategic sessions, team-building sessions, CSR initiatives, stakeholder meetings, network events, etc.

BEST PRACTICES

BEST PRACTICES IN GREECE

Title of the Project	Sustain2030
Action Type	Game developed under the German company iCONDU with its own resources
Place of Implementation	Germany
Contact Person	sustain2030@icondu.de
Website	https://sustain2030.de/en/

Context:	Sustain2030 adopts a holistic approach to sustainability, considering all dimensions and their interrelationships. Through collaboration, co-creation, and shared responsibility, Sustain2030 fosters teamwork amongst stakeholders which is essential for sustainability. Embracing the concept of lifelong learning, it encourages the development of innovative and goal-oriented measures to address sustainability challenges effectively.
Summary of the project:	The simulation game Sustain2030, which has won multiple awards, exposes players to the complexity of the SDG goal system. They address the interrelationships of the 17 SDGs collectively and become more aware of the topic's scope in an entertaining way.
Objectives:	• Visualization of the direct and indirect interactions and dependencies between the SDGs • Encourage collaboration and teamwork through different stakeholder roles- Joint discussion as well as selection of measures and handling of unexpected events over time • Flexibility in adapting to different formats framework conditions • Enhance goal setting and decision-making skills • Promote the ability to change perspectives and interdisciplinary collaboration
Topics	-Gamification
Target Group:	1. Everyone (children and adults)

Main Activities	1. Sustain2030 can be used in teaching, for events, and in the context of companies, organizations, and municipalities. 2. Face to face activitiesAn experienced iCONDU team member will conduct an interactive simulation game workshop. The workshop can be conducted in a face-to-face or fully digital format. 3. Customizable workshop formats In addition to the simulation game workshop, an individual transfer session can be booked, which is designed and conducted by an experienced iCONDU team member. The contents are individually designed depending on the subject area, the prior knowledge of the target group and the specific learning objectives. 4. Train the trainer In the train-the-trainer module, up to three trainers receive a detailed introduction to the simulation game and the methodology as well as support in designing a concrete workshop format. The module takes about three to four hours and is conducted online. 5. Licenses for your own implementation Digital simulation game and the accompanying materials in PDF format. The simulation game is made available via a password-protected link that can be used as often as desired and by several people at the same time.
Techniques Implemented	-Co-creative methods -Lively participation processes -Broad dialogues -Gamification