



P4P

Play **4** Planet the

Board games as instruments to
teach sustainability

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Welcome to the 2nd Newsletter 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.

What outcomes have we attained in the project thus far?

Board game - Play for the planet

We are ready to launch of the eco-friendly sensation, "Play for the Planet" board game", where private plastic recycling companies apply to be recognised by the city and contracted to carry out the work throughout the country.

Your mission: navigate the bustling city streets, overcome daily traffic obstacles, and strategically collect plastics to earn recycling points.

The game's objective is clear – accumulate recycling points by efficiently collecting plastics, selling them at the Recycling Plant, and navigating the urban challenges thrown your way. Brace yourself for unexpected twists and turns as you strive to find the most profitable route and triumph in this thrilling race for a greener planet!

Will you outsmart your opponents and secure the coveted contract to be the city's top recycling company?



Multimedia Game - Europe plastic's race

Students will be able to compete in the "European Plastic's Race," in which strategic thinking and quick decision-making will be essential. The digital development of the game gives up new possibilities by providing more visuals, interactive challenges, and an interesting interface. We want to take users on an exciting journey to save the planet that goes beyond the bounds of traditional board games. Stay tuned for the launch of this new and eco-friendly gaming experience, which combines sustainability with fun!



Multimedia Game - Save the planet

We are currently working on the development of the Guide for Training of Teachers and Piloting! This comprehensive guide is designed to empower educational centers in embracing game-based learning methodologies and gamification. With a dual focus on our board game and multimedia game, the guide serves as a beacon, offering step-by-step instructions on training teachers and seamlessly integrating these engaging tools into lesson plans that address critical environmental issues. Beyond just providing educational resources, our guide is a roadmap for educators, ensuring that the transformative potential of our games is fully harnessed in the classroom. It's not just about the games; it's about equipping teachers with the know-how to make a lasting impact on young minds and foster a generation committed to environmental stewardship.

Game-based learning in primary school education is of paramount importance as it seamlessly blends education with entertainment, making the learning process not only effective but also enjoyable. Through carefully designed games, students can engage in interactive and immersive experiences that foster critical thinking, problem-solving skills, and collaboration.

These games provide a dynamic platform for students to apply theoretical knowledge in practical scenarios, enhancing their understanding of various subjects.

Moreover, the element of competition and rewards in gaming motivates students to actively participate and persist in their learning journey. By incorporating game-based learning into primary education, we not only cater to diverse learning styles but also cultivate a lifelong love for learning, setting a strong foundation for future academic success.

The partnership

The European partnership is made up of the following organizations:



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