



ENGAGE

ENTREPRENEURIAL

GAMES FOR

GROWING EUROPEANS

NR. 2017-1-IT02-KA201- 036947



Aims of the ENGAGE project

- / implementation, for the first time in Europe, of a wide review of the educational games directly or indirectly focus on the entrepreneurial learning.
- / evaluation of the potential of the games in terms of entrepreneurial learning outcomes
- / adaptation of the games for the project's target group, by involving and training the professionals who will be eventually responsible for their exploitation with the pupils and the local community
- / production of two prototypes of digital games with the collaborative participation of all the actors involved in the process and to assess their founding principles, thus to elaborate guidelines and recommendations at both educational and policy level.

2nd Transnational Project Meeting / TPM

1st Training Teaching Learning Activity / LTTA

The Developmental Centre of Thessaly (AKETH) and the Music School of Trikala co-organized the second project meeting (08-09/2018) and the first Learning Teaching Training Activity/LTTA (5-11/02/2018) of the European Project entitled "Entrepreneurial Games for Growing Europeans- EN.GA.GE which took part in Trikala, Greece.





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The project has been approved by ERASMUS+ KA2 strategic partnership. The project EN.GA.GE is based on the partnership of double national co-operations which are compiled between a secondary High School and a technical Knowledge partner from Italy, Romania, Greece and France.

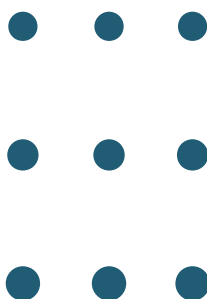
Apart from AKETH and Music School of Trikala the European Grants International Academy SRL, the Instituto Comprensivo Statate Panicale, the Universitatea Din Pitesti, the Palatul Copiilor Pitesti, the Conservatoire National des Arts et Métiers des Pays -de- la -Loire and the Lycée René Couzinet were partners in the same project.

The main purpose of the project is the development and the strengthen of good practices in the field of entrepreneurship involving teachers and students as well, in order to design and make an experimental application to new digital games.

During the 1st Learning Teaching Training Activities/LTTA, partners had firstly the opportunity to train in the usage of educational digital games and afterwards to evaluate them. These games are referred to the teaching of entrepreneurship and were selected at the first phase of the project.

5-11 LEARNING TEACHING TRAINING ACTIVITIES

FEBRUARY
2018



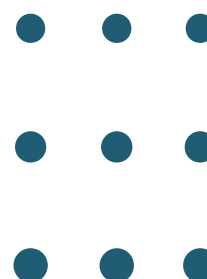


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In the partnership meeting, the participants assessed the project up to now, discussed the next steps concerning the focus groups and the further evaluation of the educational digital games which the partners have chosen.

TRANSNATIONAL PROJECT MEETING 8 - 9 FEBRUARY 2018



In the meanwhile, the partners of the project had the chance to visit the Ottoman Bath and Meteora. Finally students from Music School gave a few minutes concert for them in the Concert Hall of their school.

CULTURAL ACTIVITIES AND VISITS

METEORA
OTTOMAN
HAMMAM
MUSIC SCHOOL
CONCERT

