COSTRUIRE FUTURO, INSIEME!

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Aim of the project

"We want to increase the civic participation of girls and boys and of the entire educational community through the development and strengthening of cognitive, relational and social skills."

Abstract of the project

The project aims to strengthen civic, relational and social skills, through online and offline training activities for teachers, educators, young people, 11/19 students and parents, on the topics of active citizenship and civic education, prevention of gender-based and peer violence, orientation, relationship didactics and classroom management.

The activities take place online and in person in 6 territories, with the support of game-based learning tools: active citizenship paths, a serious game and open badges for the assessment of skills.

Context analysis

The project is part of an educational scenario characterized by ongoing processes of change and a health emergency linked to the COVID 19 pandemic, which has underlined the urgency of consolidating innovative educational models that go beyond the mere distinction between digital and traditional teaching, as well as highlighting the need to support schools and local authorities in the fight against educational inequalities and school dropout. The intervention is focused on 6 cities where the numbers of school dropouts are particularly alarming.

Geographic area

The project is implemented in 6 cities through offline activities (Rome, Naples, Bari, Reggio Calabria, Palermo, Syracuse) and throughout the country with online activities (serious game).

Project duration **01/04/2021 - 31/03/2022**

Project beneficiaries

Direct

- 520 teachers and educators and 400 students and young people develop and strengthen their skills through online/offline trainings
- 9000 young people are involved in game-based learning activities and 4000 in active citizenship paths

Indirect

- 50 local communities are involved through active citizenship initiatives

Main activities

- Trainings and courses based on a child participation and leadership approach for girls and the educating community
- Game-based learning activities to promote active citizenship and the enhancement of transversal skills

Outputs

- 4 training courses for teachers
- 4 courses for young people and students
- 1 parenting support course for parents
- 1 serious game on active citizenship
- Active citizenship missions to promote activation on the territory
- 4 podcasts on Radio Kivuli dedicated to the project
- 1 digital space to assess skills through open badges

Expected results

- Capacity building of 6 local communities
- Experimentation of participatory learning methodologies
- Experimentation of activities promoted by young people
- Strengthening the role of the educating community through the establishment of networks in the territories

Budget	Grant
190.000 €	190.000 €