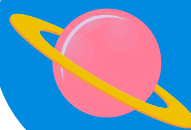


# i-Learn 4 Health

Project No: 2021-1-EL01-KA220-SCH-  
000034496

# Newsletter

April 2023, Issue 2



## FEW WORDS ABOUT THE PROJECT

The “iLearn4Health - Health promotion and health education in children through Digital Game-Based Learning” project is aiming to provide better health education in primary schools by implementing the Digital Game Based Learning (DGBL) method, while at the same time training the teachers in the theoretical aspects of the concept as well as the digital tools of the method, all of which are priorities of the project.

Is an Erasmus+ project with a duration of 3 years. It started its journey in February 2022 and will end in February 2025.

### Project's objectives are to:

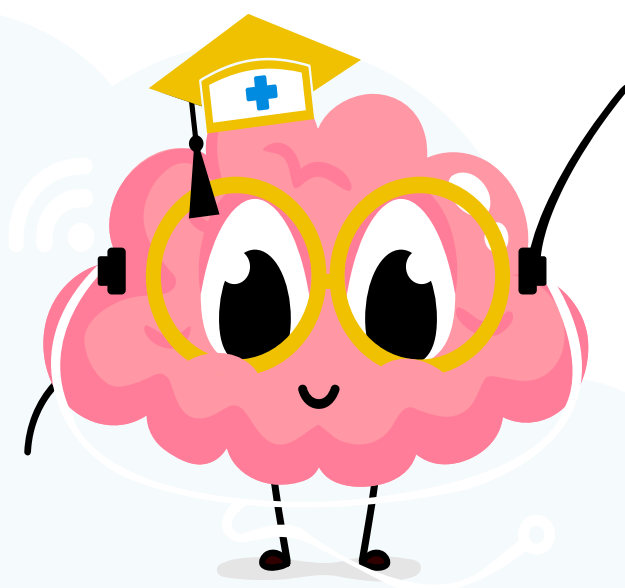
- Enable the teachers (and children) to develop a scientific point of view of health, with reference to traditional and modern concept of health.
- Allow teachers to provide high quality health education by using a Curricula based on that concept.
- Promote Digital Game-Based Learning (DGBL) in primary schools.

### Target groups

- Teachers and head teachers in primary schools.
- Children 6-12 years old and parenting organizations.
- Primary schools' teachers' networks and organizations.
- Experts/professionals in DGBL and children education.

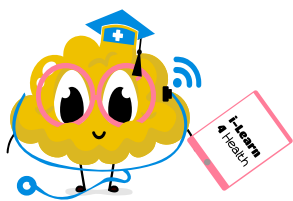
## IN THIS EDITION...

- Few words about the project
- What is DGBL method?
- We are currently working on...
- 2nd TPM in Poland
- Our team!

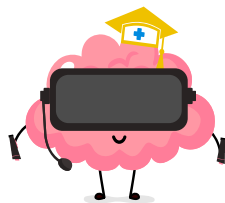


- Experts/professionals in public health & health education.
- Universities with Departments of Educational Sciences & Departments of Medicine.

## Project's results



Electronic Diagnostic Tool to diagnose the effectiveness of the DGBL method on children's learning (PR1)



Digital Educational Games for health promotion and health education in primary schools (PR2)



Online Training Program in Health Promotion and Health Education in DGBL (PR3)

## What is DGBL method?

Digital Game-Based Learning (DGBL) method utilizes the engaging nature of digital games to enhance educational experiences. Various types of digital games, such as action, strategy, adventure, and simulation games, are not only fun but also promote collaboration, communication, problem-solving, and provide feedback, making them valuable educational tools. Over the years, DGBL has proven effective across various subjects, improving students' performance, skills, motivation, and attitudes. However, its application in health education remains under-researched.

## We are currently working on...

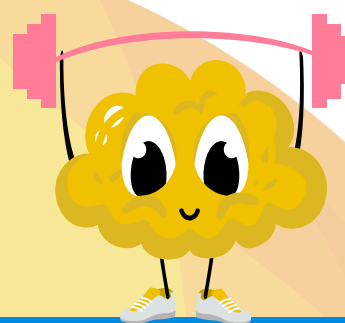
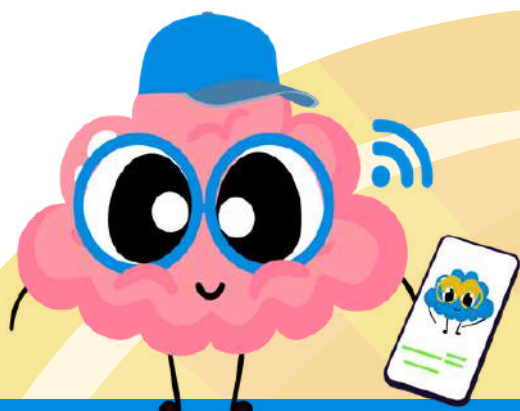
the development of the Electronic Diagnostic Tool to diagnose the effectiveness of the DGBL method on children's learning. We have already developed 4 different questionnaires:

- 3 questionnaires for students, one for each age group, 6-7, 8-10 and 11-12 years old.
- 1 questionnaire for teachers

Experts from all partners countries have evaluated the questionnaires, which were finalized according to the feedback we received and translated in all partners languages.

The next step is the piloting of the Diagnostic Tool. It will include a minimum of 5 teachers/country and 45 students/country.

We are also working on the scenarios of the Digital Educational Games (PR2), which are based on 6 topics related to health.



## 2nd TPM in Poland



The 2nd partnership meeting took place in Lublin from December 13 to 14, 2022. We discussed various aspects of the project but primarily focused on the progress of the Electronic Diagnostic Tool. Updates were provided by OIC Poland Foundation and p-consulting.gr on its design and the development of its graphics, which has already begun. We also reviewed the status of the external evaluation process by experts from, which is nearing completion. The next steps include finalizing the questionnaire based on the experts' feedback, translating it into the partners' languages, and proceeding with pilot testing by students and teachers. Regarding the Digital Educational Games, we agreed on the thematic areas that each partner will handle, which will form the basis for the scenarios of the games they will develop.

As for the Online Training Program we agreed will last 200 hours with a duration of 4 months. It will include a general course for all users and 3 thematic directions, one for each age group, 6-7,8-10 and 11-12 years old, for the users to choose.



## Our Team !

The partnership for the implementation of the project consists of 8 partners from Greece, Cyprus, Romania, Poland and Spain.



CENTRE FOR COMPETENCE  
DEVELOPMENT CYPRUS



FUNDACJA  
AKADEMII  
WSEI



## Next Meeting



Cyprus, June 2023

## Read our 1st Newsletter



[Read](#)

Scan



[ilearn4health.eu](http://ilearn4health.eu)

Visit us



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the National Agency. Neither the European Union nor National Agency can be held responsible for them.