

Newsletter

December 2023, Issue 3



i-Learn 4 Health

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LET'S TALK ABOUT CHILDREN'S HEALTH!

This is the slogan of iLearn4Health. The project aims to enhance health education in primary schools by utilising Digital Game-Based Learning (DGBL). Its objectives include equipping teachers and students with a scientific understanding of health, integrating modern health concepts into the curriculum, and fostering high-quality, interactive learning experiences. The project also provides teachers with digital tools and training, promoting an engaging and inclusive approach to health education. Ultimately, iLearn4Health seeks to cultivate healthy habits among children through innovative, game-based learning methods that make health education both fun and impactful.

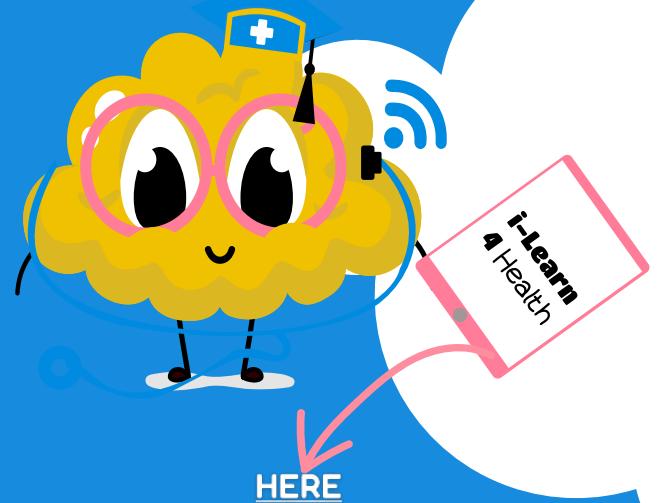
THE ELECTRONIC DIAGNOSTIC TOOL IS READY!

We are excited to announce the launch of the iLearn4Health Electronic Diagnostic Tool, a key part of the project aimed at promoting health education for children aged 6 to 12 across Europe. Developed by scientists from Greece, Cyprus, Spain, Poland, and Romania, this tool includes tailored

questionnaires for children, parents, and teachers, designed to gather insights on children's dietary, exercise, and behavioral habits, as well as teachers' views on digital education.

The information gathered from the questionnaires will help us design free, online games specifically developed to address children's needs in health promotion. These educational games will support children's learning in topics such as nutrition, physical activity, and handling challenging situations. Parents, children, and teachers are all invited to participate. Your honest input is invaluable in helping us create innovative tools that will be accessible to primary school students across Europe.

THE TOOL IS AVAILABLE



3rd TRANSNATIONAL PARTNERS MEETING

Ayia Napa Primary School in Cyprus hosted our third meeting in June 13-14, 2023.

The OIC Poland Foundation presented the Electronic Diagnostic Tool designed to gather insights from children, parents, and teachers, which will help create free, educational games tailored to promote health and well-being in primary schools. We discussed the progress of the ongoing piloting and determined the next steps for its final release.

We are moving forward with the development of the Digital Educational Games for health promotion and health education in primary schools. p-consulting.gr presented the templates and guidelines on which the partners will develop the scenarios of the games.

Finally, we discussed the first steps in the development of the Online Training Program in Health Promotion and Health Education through DGBL. The program is aimed at teachers, school principals and post-graduate students from educational sciences' departments and will improve their skills in health education through the DGBL method, covering topics such as public health, its importance for children, as well as ways to educate them.



NEXT MEETING

Spain, July 2024



EfVET ANNUAL CONFERENCE



EfVET held its annual conference from October 25-28, 2023, in Rhodes. Over 350 participants from 34 countries gathered to discuss the development of future skills required for the green transition through Vocational Education and Training. This provided us with the opportunity to present our project iLearn4Health to a wide audience of education-related individuals.



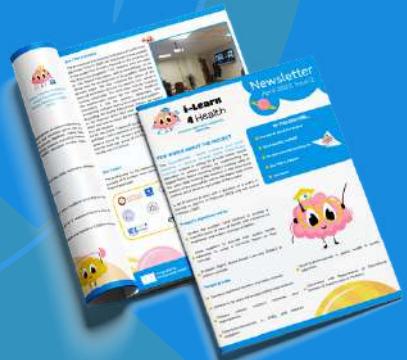
THE DISSEMINATION MATERIAL IS READY!



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Newsletter 1



Newsletter 2



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