



i-Learn 4 Health

Newsletter

September
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Issue
4

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HEALTHY FUTURE!

The iLearn4Health project is committed to shaping a "Healthy Future" by developing, among others, a series of engaging Digital Educational Games for health promotion and health education tailored for children aged 6 to 12. These games focus on key health topics such as:



Fitness



Healthy dietary habits



Accidents



Stereotypes



Internet addiction



Sexual Health

Designed to be both educational and fun, the games aim to empower young learners with essential knowledge and skills that promote healthier lifestyles. By addressing health education through interactive gameplay, iLearn4Health is fostering positive habits in children, setting the foundation for a healthier generation.

ONGOING ACTIVITIES

Project Deliverables

The project partners are working on the 2nd deliverable of the project, the Digital Educational Games. We have finalized the game scenarios for the topics "Stereotypes" and "Sexual Health" too, and we are moving forward with the development of the games for these too. Simultaneously, we are preparing the introductory texts that will accompany the games on the online platform. Additionally, we are advancing the delivery of the 3rd tool to be implemented by the project, the Online Training Program in health promotion and health education through DGBL, aimed at primary school teachers and principals. We are working on the development of the training material and the e-learning platform to proceed with the pilot testing phase.

NEXT STEPS

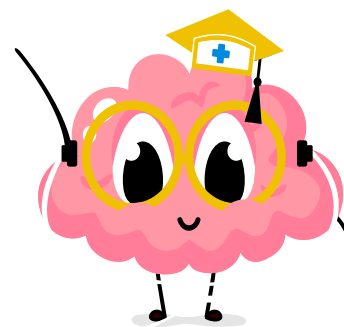
September

- Development of the Educational Games and the Training Program in English
- Internal testing of the two deliverables by all partners
- Finalization of the games and the educational program after internal testing
- Translation of the games into the partners' languages

October-December

- Translation of the educational program into all languages
- Internal testing of the deliverables in all languages
- Finalization of the deliverables after internal testing
- Pilot testing of the games by students and the educational program by teachers in all partner countries

OUR LATEST NEWS...



SHORT-TERM JOINT TRAINING EVENT (C1 ACTIVITY)

We met in Romania from April 8-10 at FSLI headquarters for a Short-Term Joint Training Event. This event brought together teachers, school principals, and experts from all participating organizations

The main purpose of the training was to present them in detail the innovative tools of the project, which include digital educational games and an online training program. The ideas and feedback we received were valuable in improving the project deliverables.

On the 3rd day we visited a primary school where we presented the educational program to the teachers. The response has been positive, and we have received significant feedback to improve it.

Finally, we presented educational games to the young students. Our biggest reward was their excitement when they played the games.

Read more in our [article...](#)



4th TPM IN SPAIN

The 4th Transnational Meeting held in Bilbao on July 2nd and 3rd. Representatives of the eight partners of the project, we met to discuss and evaluate the development and production progress of the project's deliverables.



Regarding the Digital Educational Games

- ✎ A final review of the game scenarios that have been created was conducted.
- ✎ We discussed the final feedback process that will follow from all partners.
- ✎ Deadlines for the individual processes were set so we can proceed to the pilot phase starting in October.

For the Online Training Program for teachers

- ✎ A presentation of the training material, including the online platform on which it will be developed, was given.
- ✎ After the completion of the above, final feedback from the partners will follow.
- ✎ Deadlines were set, aiming for the training program to be ready for pilot testing in October.

[More information in our article...](#)



NEXT MEETING IN ATHENS

14-15 January 2025



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