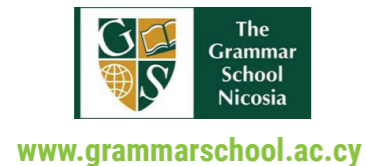


PARTNERS



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Co-funded by the Erasmus+ Programme of the European Union

Erasmus+ Programme 2014-2020
EACEA/21/2018 Social Inclusion and Common Values:
The Contribution in the Field of Education and Training.
[Project Number: 612209-EPP-1-2019-1-IT-EPPKA3-IPI-SOC-IN]



GEM IN

GAME TO EMBRACE INTERCULTURAL EDUCATION-GEM IN



OVERVIEW

The great multicultural society that characterizes the majority of EU countries represents one of the main opportunities and, at the same time, challenges for the future of the European Union. The EU is encouraging initiatives to support EU common values, avoiding loss of sense of belonging of its citizens, on one side, and including the cultural richness brought by citizens from other countries of the world, on the other one, thus drawing bridges for mutual enrichment and exchange.

RATIONALE

GEM IN rationale is based on the use of a board game and of a series of tested tools, practices and methodologies able to reach out and to motivate disadvantaged learners to learn about EU common promoting a sense of belonging among the young people and students, also reaching out to those at risk of social exclusion and early school leaving.

GEM IN OBJECTIVES

It shall equip teachers and non-formal educators with training and a set of tools and methodologies enabling them to support students and young people.

- ◆ To get a deeper knowledge, understanding and ownership of values and fundamental rights
- ◆ To enhance the acquisition of social and civic competences

WHO DOES GEM IN BENEFIT?



Teachers &
non-formal educators



Students &
young people

GEM IN ACTIVITIES

ASSESSMENT OF GOOD PRACTICES TO PROMOTE EDUCATION TO INTERCULTURAL CITIZENSHIP

Each partner shared, assessed, validated a selected set of good practices to promote intercultural citizenship. This evidence established an essential preparatory work in order to conceptualize GEM IN Educational Programme.

GUIDE ON METHODOLOGICAL APPROACH OF THE EDUCATIONAL PROGRAMME

The project uses non-formal educational approaches that have positive impact on the learning process. Learning by playing is the main methodology proposed.

DEVELOPMENT OF THE GEM IN BOARD GAME

It is an innovative, non-formal tool for the education of youth in order to enhance the acquisition of social and civic competences and to improve the youngsters' knowledge on citizenship, EU, shared values, fundamental rights, intercultural citizenship and dialogues

CREATION OF THE GEM IN COMMON VALUES ARCHIVE

It is a digital portal collecting further insights and information on the topics addressed in the questions of the board game.

ONLINE TRAINING FOR TEACHERS USING THE PEDAGOGICAL KIT

The selected 50 teachers were informed of how to promote education to intercultural citizenship by using play based learning activities.

PILOT WORKSHOPS IN SCHOOLS AND EDUCATIONAL YOUTH CENTRES

The board game, the digital archive and other activities will be tested through workshops, comprising 1000 youths and supporting them to acquire knowledge about other countries and civilizations.

DISSEMINATION IN ALL PARTNER'S COUNTRIES

During the project, partners will inform the public, active in the field of education and promotion of intercultural dialogue, about project's objectives, activities and outcomes.