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**NEWSLETTER#4 / SEPTEMBER 2021**

**UsinG online gAMe to tackle Early school leaving   
and reducing behavioural difficulties among pupils**

The GAME project implemented under the ERASMUS + program (2019-1-PL01-KA201-064865) aims to create an interactive educational tool for those who encounter social, emotional and behavioral disorders among children and adolescents in their work.

The main activity carried out from April 1 to September 30, 2021, in accordance with the adopted methodology, was the digitization and implementation of 30 lesson unit scenarios into the GAME virtual tool. During the pilot workshops, a test version of the game along with the developed instruction manual was presented for evaluation to teachers, educators, educators, social workers and other specialists working with children and adolescents with behavioral disorders. The people participating in the pilot workshop helped to identify the bugs and weaknesses of the tool, which were carefully removed and the gaps filled. An important element of the project was also the development of a set of materials and necessary information for people and organizations that would like to use the materials and tools developed in the project in training and workshops, the purpose of which will be to improve knowledge and skills in the field of working with a student with behavioral disorders.

All materials developed by the project team can be found on the website: www.projectgame.eu

**RECENT EVENTS**

Project team met twice on-line (May 27, June 18), which allowed to conduct a thorough analysis of the conclusions of the pilot workshops and meticulous implementation of improvements in the virtual GAME tool. On July 26-27, we had the pleasure to meet in the Amadora Inova organization in Portugal.





**WHAT NEXT?**

On September 24, 2021, a scientific conference will be held: **CATEGORIES (NOT) PRESENT IN EDUCATION**; **Upbringing - Education – Development**, which will be the culmination of two years of work on the project. During this event, we will also present to all the intellectual results developed by the GAME project team. During plenary sessions and sections, over 100 scientists and practitioners will discuss important educational issues.

The detailed agenda is available on the website: [www.projectgame.eu](http://www.projectgame.eu)

**RESULTS**

R1: Evidence-based learning outcomes for topic on problematic children behaviour

R2: GAME learning units and materials

R3: The GAME on-line game

R4: Knowledge resources for GAME course

(PARTNER LOGOS)