



# NEWSLETTER

Our initiative focuses on increasing consciousness regarding the difficulties posed by the COVID pandemic on children's social and emotional well-being. It aims to emphasize the importance of enhancing Social and Emotional Learning (SEL) skills as an essential component of the educational curriculum, with adequate time dedicated to e-learning activities. The project's long-term goal is to minimize the adverse effects of the pandemic on education and learning by assisting young students and teachers in maintaining connections and involvement in imaginative, cooperative remote learning.



## About the 2nd TPM

The 2nd transnational project meeting featured significant milestones, which are outlined below:

- **Comprehensive Project Review:**

An in-depth examination of the project's objectives, progress, and overall direction.

- **Achievements in Product Results:**

PR 1 – Creation of an evidence-based handbook for implementing SEL in Minecraft.

PR 2 – Development of an SEL-based Educational Gameplay in Minecraft.

- **Dissemination and Exploitation**
- **Finance and Administration**
- **Multiplier Events**
- **Quality Assurance**
- **Management and Coordination**
- **Communication**

## The 2nd TPM in Photo Mode



Despite experiencing delays in the project's progress, the atmosphere during the TPM remained optimistic and constructive. All participating partners acknowledged the need to expedite the development process to make up for lost time. There was a shared understanding that collaboration, commitment, and effective communication among the partners would be crucial in accelerating the project's advancement. The group emphasized the importance of addressing challenges promptly and working together to overcome obstacles, ensuring that the project's objectives are met within the established timeline.