About the project

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 Objectives

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. The project aims at promoting SEL-skills learning practices in upper primary and lower secondary educational level. Engagement with media that ensure distance learning during the crisis like video games or mobile learning, will provide educators with the opportunity to sustain learning with a focus on SEL skills, by encouraging mutual support and fostering collaboration.

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Start

Enhance SEL skills of secondary school students through collaborative Minecraft gaming Environment

Co-funded by the European Union

Target Groups

Educators will be able to integrate a complete collection of engaging educational resources in cross-curricula, including the educational Minecraft game-play, to address the issue of SEL Skills enhancement.

Educators will be trained on new educational tools ensuring their development of new competencies which they can incorporate in other subjects as well, since most schools are hiring educators who can teach cross-curricula.

Students will secure social relationships and peer-to-peer interactions, while being delivered engaging and collaborative lessons.

Students can choose to structure their own gameplay world, covering the needs of self-awareness, freedom of choice, collaboration and decision making.

Expected Results

1

Development of **an evidence-based handbook for SEL game-based delivery in Minecraft**, that will be used from educators as an instructional guide on how to exploit and deliver SEL cross-curricular activities in Minecraft Education Edition.

2

Development of a **collaborative educational gameplay in Minecraft**, targeted at SEL-skills enhancement. The gameplay suite will provide the educators with the necessary resources to be used, in order to create and deliver remotely Socioemotional Learning instruction serving as a practical implementation of the handbook

The project will also:

- **Improve digital skills** of teachers and prepare them for the advent of e-learning era and game based learning.
- Shed light on the **pedagogical underpinnings of socio-emotional learning** and the ways in which game-based learning could be used in distance learning.
- **Enrich learning** by collaborating with others and working effectively remotely.
- **Enhance creativity,** problem-solving, self-direction, collaboration, and other SEL skills.

Partners: