



4Edu GAME
Gain Attitude
and Mobilize
for Education

1-A Kick off meeting in Greece to interconnect the partners, specify the methods and the tasks of everyone.

3-A 10-day training course in Greece, bringing together 24 youth workers and leaders to develop their competences as regards methods of raising the youth's awareness about toys, and the education thru playing for social inclusion.

5-Ten-day «Job-shadowing», in favor of one educator/youth leader from each country to observe the implementations of the local event implemented by their peers.

7-A 10-day training course in India, devoted to education in the social entrepreneurship of the young people in the sector of sustainable and pedagogical toys.

9-Organization of one educational exhibition by every partner in order to disseminate the results of the project and promote & experiment the pedagogical tool.

1-One «evaluation meeting» in Ghana, which will bring together the partners in order to assess the project.

8-Creation of the 2nd part of the technical and pedagogical tool, centered on the education in social entrepreneurship for & through toys & games".

6-Producing a technical and pedagogical tool about "Sustainable & pedagogical toys/games: Educate for and by it"

4-Organization of a local event by each partner: Experimental workshops «Youth education for and thru the game and the toy».

2- A research about playing (games and toys), youth (practices and realities) and the toys' market in the partner countries.