

# Learn through Play



You(th) Play

The You(th) Play Project is a cooperative partnership project funded by the European Union, with the goal of educating young people on what they can do to help the environment. During the development of this project, the aim is to educate young people through play, an educational approach that offers multiple advantages in the field of education.

Learning through play allows for active and participatory learning, where young people are actively involved in the learning process. It also generates great motivation and engagement, capturing their interest and keeping them committed to the learning process. Another advantage of education through games is collaboration and the practice of social skills, promoting teamwork. Additionally, many games foster creativity and critical thinking by presenting challenges and problems that require innovative solutions.

Educating through games offers a fun, interactive, and effective teaching method. Games leverage natural enthusiasm, keep learners engaged, and provide opportunities to develop a wide range of cognitive, emotional, and social skills.



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## YOU(TH) PLAY TRANSNATIONAL PROJECT MEETING

Last April, we gathered in Sofia to carry out the second project's TPM. During this meeting, we had the opportunity to share the achievements made so far and discuss the next steps to ensure the project's success.

It was an enriching gathering where each partner could share the progress made in previous months. One notable achievement was the completion of the project's website, which will serve as a central point to gather all related information. The website will be a key tool for game dissemination and keeping all stakeholders informed about the project's progress.

Furthermore, we are delighted to share that we have made highly satisfactory progress in the development of the online game. Thanks to the effort and dedication of our team, the online game is taking shape, and we are confident it will be an exciting and educational platform for young people. We are incorporating interactive elements, challenging questions, and an appealing design to ensure that players enjoy themselves while learning.

During the TPM, we also presented the results of the physical game design. We have worked diligently on creating a competitive board game where players must answer questions related to individual actions for improving the environment.

We are thrilled with the progress made so far and excited about the upcoming challenges we will face together!



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