# NEWSLETTER 4/4

## **BE WELL AND GREEN WHEN DIGITAL**

## **Overview of project results**

## **BeWEEN training program**

- the first year of project implementation, created we the BeWEEN training program within which we created the curriculum, developed content for Module A: PROTECTING HEALTH AND WELL-BEING and Module B: **PROTECTING** ENVIRONMENT, THE established an e-learning platform, translated content in all partner languages, conducted pilot testing of the BeWEEN training with teachers in all partner countries and CO - created 30 teaching resources with teachers.
- All materials are in open access on BeWEEN official website.







## **FOLLOW US ON:** www.beween.eu

## **About the project**

The name of the project, from the ERASMUS + programme, is hidden in a symbolic acronym -BeWEEN, meaning "Be well and green when digital". The project is of action type KA220-SCH-Cooperation partnerships in schools, taking place in the school education field.



### **Partners**

Centre for Peace, Nonviolence and Human Rights - Osijek The University of Vienna The National Technical University of Athens

Future Needs Management Consulting Ltd. Centre of Technical Culture Rijeka

## **BeWEEN will contribute to:**

- Improving the level of key digital competences and skills of High School teachers, with the aim to transfer this knowledge to students.
- Promoting and strengthening European lifelong learning area, contributing to the dissemination, multiplication and replication of the use of European transparency and recognition tools.
- Impact on EU policies concerning the safe and responsible use of digital technology.













# NEWSLETTER 4/4

## **BE WELL AND GREEN WHEN DIGITAL**

## **Educational Mobile Game**

- In the second year of project implementation, we successfully created an educational mobile game within which we developed a badge evaluation system, collected developed learning content, designed and developed an educational mobile game, translated the game into all partner languages and pilot tested the game with young learners.
- The game will be further adjusted and finally released.
- Download the app and give it a try.







### **BeWEEN Mobile Game**

















**FOLLOW US ON:** 

www.beween.eu

First transnational meeting - ONLINE Second transnational meeting - Athens (Greece) Third transnational meeting - Vienna (Austria) Fourth transnational meeting - Rijeka (Croatia) Fifth transnational meeting - Athens (Greece)

At joint meetings, we monitor milestones, the quality of the project and plan the next steps.









### **Multiplier events**

In October 2023, multiplier events were held with the aim of presenting and disseminating project results. Multiplier events were held in a virtual environment in Croatia, Greece and Cyprus.





