

NO.4

THE VET-IFICATION OF ONLINE GAMING THROUGH INNOVATIVE CHALLENGE BASED LEARNING

THE CASINO PROJECT

The CASINO project proposes to deliver highly engaging challenge-based learning resources, to develop essential skills in the 21st century.

It provides learning opportunities for both young people and educators.

The project specifically targets young people who are neither in employment or education, and it aims to give them some of the tools necessary to successfuly enter the job market or the education system.

TRAINING EVENT (ZAGREB)

From June 13th to June 15th, 2022, CASINO held a training event hosted by Callidus, in Croatia. Each partner sent two participants, some of whom attended the event in person, while others joined online.

The event aimed to provide VET staff with the digital and pedagogic skills necessary to work with the NEET target group and in digital environments.



PILOTING EVENTS

Soon, the CASINO partnership will hold piloting events in every partner country to test the resources developed.

If you want to be part of the project and be the first one to test the CASINO materials, contact the partner organisation in your country, which you can find in our website.

There's not much time left until the 2 years of the project implementation come to an end. Partners are finalising all of the project results, and they will very soon be available in all partner languages. You will be able to access all of the materials trough our online platform.

THE CASINO MOOC

online learning platform, developed for the CASINO project compiles all of the resources developed throughout the project. You can access the platform and complete the materials to receive digital badges that show your accomplishments.

Don't miss this fun opportunity to learn!

www.casinoprojectmooc.eu



Features:

- 192 digital breakouts in English
- 48 digital breakouts in French, Spanish, Portuguese, Greek, Lithuanian, German, and Croatian
- Skills Potfolio
- In-service training for educators
- Community of practice

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