

NEWSLETTER ISSUE 1

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About the project

The purpose of the project “Game to EMbrace INtercultural education” – GEM IN is to support intercultural education at school and in non-formal youth environments as vehicle to foster social inclusion, cross-cultural dialogue and active citizenship by promoting European values. At the same time, the project intends to provide inputs and policy recommendations for intervention strategies to promote intercultural education and active citizenship through an innovative educational framework.

GEM IN Educational Framework

Based on the conclusions and recommendations of the international workshop and the contribution of individual partners from each country, we have created a framework for all the different steps that have characterized the construction of the educational framework of the GEM IN project and the upscaling process compared to the GEM project.

The GEM IN framework provides all the necessary information, the methodology, the steps that characterize the educational aspects of the project and constitute its main framework. This educational framework is of fundamental importance to support all those who are interested in using the GEM IN tools in the academic, educational or pedagogical field.

The educational framework’s aim is to be a guide for all the teachers, educators, project managers and people using the game as an educational resource thanks to its complete explanation of all the steps that were taken to create the game and its contents, keeping in mind the values and the methodology promoted through the whole project GEM IN.

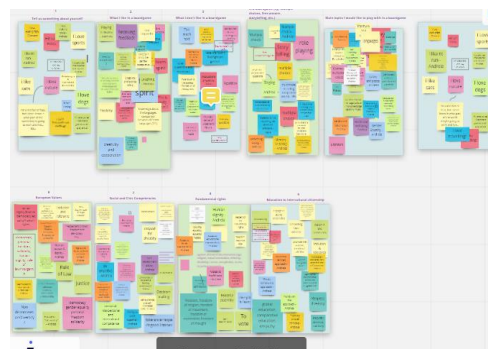
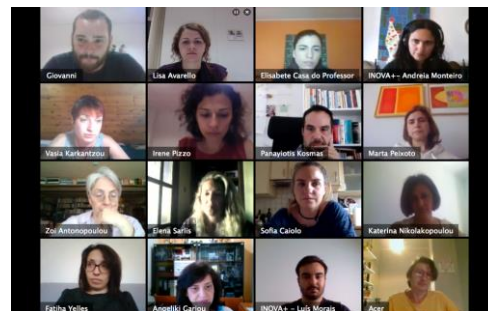


[GEM IN Educational Framework](#)

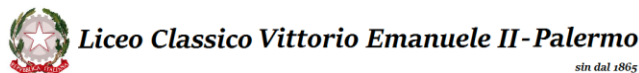
GEM IN International Workshop

The International GEM IN Workshop, coordinated in an online format by CESIE, was a three-day event, hosted on Go To Meeting from 16/06/2020 to 18/06/2020 from 10:00 to 13:00.

The aim of the international workshop is to share, among all the GEM IN consortium, the result of the impact study and to work together on the pedagogical framework which shall support the adaptation of the previous GEM practices into the GEM IN pedagogical kit. Creativity in support of education, interculturality and European values, play as a tool to break down walls and create learning, sharing and fun, these (and many others) are the topics covered with partners from Greece, Cyprus, Portugal, Italy and France! See [here](#) the conclusions and recommendations from the GEM IN International workshop



Consortium



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<https://gem-in.eu/en/>