

## Project Partners

- **University of Patras**

The internationally acclaimed public University of Patras (Greece)

- **p-consulting.gr**

An I.T. and training company at Patras (Greece)

- **Errotu**

A SME in San Sebastian working around specialized architecture and ageing society (Spain)

- **COMCY**

A non-profit training, research, and development organization (Cyprus)

- **DIMOTIKO SCHOLEIO AGIAS NAPAS-ANTONI TSOKKOU**

A public multicultural primary school in Agia Napa (Cyprus)

- **FSLI**

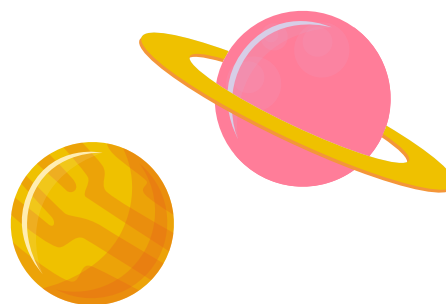
The biggest trade Union organization in the field of education (Romania)

- **OIC Poland Foundation**

A training organization acting for economic and social progress (Poland)

- **Centro San Viator**

Educational center (Spain)



## iLearn4Health is here! Video Games and digital tools in the service of health education!

Scan to learn more!



Co-funded by  
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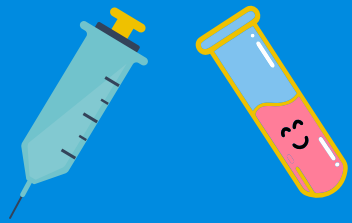
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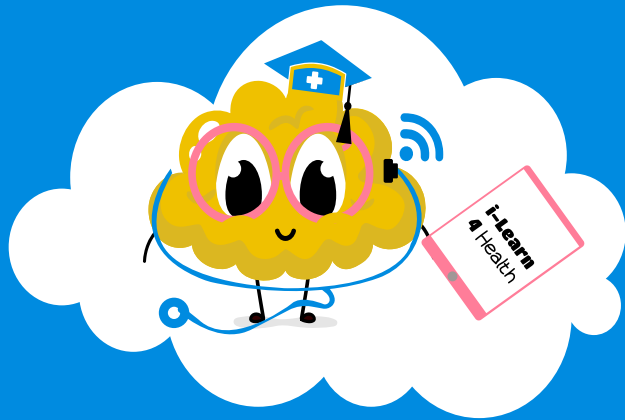
## i-Learn 4 Health

[ilearn4health.eu](http://ilearn4health.eu)

Proj.no: 2021-1-EL01-KA220-SCH-000034496



**iLearn4Health** focuses on providing high-quality health education to primary school students, developing and applying at the same time innovative digital tools on the educational procedure. The development of a health culture, along with creative teaching practices, open the way for high-quality distant education, a need more imperative than ever.



## Objectives

- Enable the teachers (and children) to develop a scientific point of view on health, with reference to traditional and modern concept of health.
- Allow teachers to provide high-quality health education by using a Curricula based on that concept.
- Promote Digital Game-Based Learning (DGBL) in primary schools.

## Project Outputs

### Electronic Diagnostic Tool

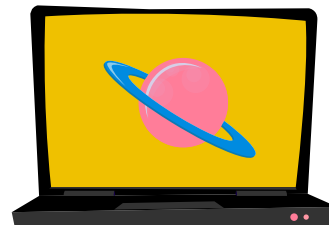
The Tool identifies the factors that influence the effectiveness of DGBL on students, and is available online, via all digital devices. At the end of the process an automatically generated report offers insight, regarding the effectiveness of DGBL to students.

### Digital Educational Games

Through the G.A.M.E.D. (diGital educAtional gaMe dEvelopment methoDology) methodology, 6 (six) games are created, suitable for children aged 6-12, with animations and graphics where needed. All games are focused to health education and promotion, and they are fully accessible, downloadable, and playable via all devices.

### Online Training Program

The Training Program focuses on teachers/head teachers in primary schools, and how they can promote health education to children 6-12 years old. Trainees improve skills on health education and DGBL related subjects, such as what is public health, why is it important for children, and how do we train them according to their age. The training program is free to use, and there is no need of an external trainer.



## Target Groups

- Teachers and head teachers in primary schools.
- Children 6-12 years old and parenting organizations.
- Primary schools' teachers' networks and organizations.
- Experts/professionals in DGBL and children education.
- Experts/professionals in public health & health education.
- Universities with Departments of Educational Sciences & Departments of Medicine.