

## PowerPlayer

Source / Link: <http://powerplayer.info/>

### Thematic area:

- Climate
- Nutrition
- Environment

### Type of good practice:

- Project
- Initiative
- Programme
- Production
- Information
- Education
- Other

### Target group:

- Children up to 14 years
- Adolescents
- Teachers / educators
- Youth counsellors
- Young refugees and asylum seekers

### Summary:

PowerPlayer is a resource that consists of a strategic classroom game, an online companion and a teacher training pack. The game is focussed around clothing manufacturers and aims to introduce the concept of sustainable entrepreneurship to 12 -15 years old.

The materials are available in English, German, Italian, Dutch and Polish.

### Description:

PowerPlayer is a resource that consists of a strategic classroom game, an online companion and a teacher training pack. The game is focussed around clothing manufacturers and aims to introduce the concept of sustainable entrepreneurship to 12 -15 years old.

Teachers from secondary schools will benefit from the innovative tools offered by the project to teach the issues around sustainable entrepreneurship and make them more appealing to secondary school students. The teacher support pack promotes a 'blended learning experience' by providing the tools for both classroom and computer-based learning. It can be used to guide their class through the game and to promote group discussion. The support pack also contains all the materials and rules needed to play the game.

The game can also be combined with service learning, which is a method of teaching that combines classroom instruction with meaningful community service.

The companion can be used by students to help complete the classroom-based game and start work on further tasks.

The materials are available in English, German, Italian, Dutch and Polish.



#### ARE YOU READY TO TAKE THE POWERPLAYER CHALLENGE?

PowerPlayer is a classroom based game with online companion that will introduce the topic of sustainable entrepreneurship with 12-15 years old. The game will be combined with service learning which is a method of teaching that combines classroom instruction with meaningful community service.

#### DISCOVER POWERPLAYER!



Access date: 26.10.2020