



**EUplay**

2021-1-PL01-KA220-SCH-000034346

## Platform User Guide

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## Welcome

### About the Project

The Erasmus+ funded “EUPlay” project aims to provide novel digital tools for educators, so that they can engage their students in discovering more about the European context and the values that govern Europe’s citizens. It is anticipated that the developed tools will foster the cultural identity and awareness of young people, thereby increasing their participation in EU society.

It is hoped that these developed digital tools will provide an engaging platform for young Europeans to learn more about the EU at a time of change and increasing tension across Europe.

### About the E-Learning Platform of EUPlay

The e-learning platform comprises all the “EUPlay” project’s efforts. It guides the participants/users through all the steps of understanding Education 4.0 and its importance, implementing the right tools for preparing students to meet the needs of future jobs as shaped by Industry 4.0 and educating students about EU-related issues so that they can develop a more positive attitude towards the EU values and cultural diversity.

The platform consists of the three developed materials.

1. A **Teachers’ Education 4.0 Guide**, which aims to raise educators’ awareness of Education 4.0 and how it is connected to Industry 4.0, as well as the importance of aligning their teaching methodology with the skills needed in the future.
2. **Digital Interactive Book** that presents students with the European Union’s History explaining what EU is, what it does, and its core values, as well as biographies of important leaders who were the driving force behind the formation of the EU. This Handbook is accompanied by an e-Booklet full of interactive Games that make learning about the EU enjoyable and engaging.
3. **Treasure Hunt Digital Game**, which helps students discover and engage with Europe’s cultural heritage and reinforces a sense of belonging to a common European space.

The e-learning platform is freely accessible to all users and the offered materials are available in 5 languages (English, Greek, Polish, Spanish, and Turkish). The users can access the materials in any order they choose and interact with the available activities and quizzes to enhance their understanding of the European Union.

### Guide

This guide will assist you navigate around the platform. Enjoy it!



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## Home Page

After your successful access to the website, you will see the Platform's home page.

**Discovering the EU by PLAYing**  
*"Strengthening European Identity through Education and Culture"*  
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**About the Project**  
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**About the E-Platform**  
This e-learning platform comprises all the "EUPlay" projects efforts. It guides the participants/users through all the steps of understanding Education 4.0 and its importance, implementing the right tools for preparing students to meet the needs of future jobs as shaped by Industry 4.0 and educating students about EU-related issues so that they can develop a more positive attitude towards the EU values and cultural diversity.

The platform consists of the following materials:

- Teachers' Education 4.0 Guide**  
It aims to prepare the ground for the implementation of the following results.
- Digital interactive book**  
The EUPlay digital interactive book which presents the European Union's History explaining what EU is.
- Treasure Hunt Digital Game**  
The EUPlay Treasure Hunt Digital Game which helps students discover and engage with Europe's cultural heritage.



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The Partnership

6 partners from all Europe with one goal!

Learn about them

DAMASISTEM  
digital learning solutions

FORMATIVE FOOTPRINT

eurospeak

E-SCHOOL  
EDUCATIONAL GROUP

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By clicking on the appropriate flag, you can choose the language you desire to use when browsing the site.

Home Partners Contact

English

Ελληνικά

Español

Polski

Türkçe

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At the top of the platform, you will find the menu, from which you can access the homepage, some information about the partners, and a contact form for communicating with consortium members, and this guide.



After that section you can find some information about the “EUPlay” project, the purpose of the platform and the three materials of the e-platform.



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## Teacher's Guide Page

Let's see how you can access the developed materials and learn more about Education and Industry 4.0.

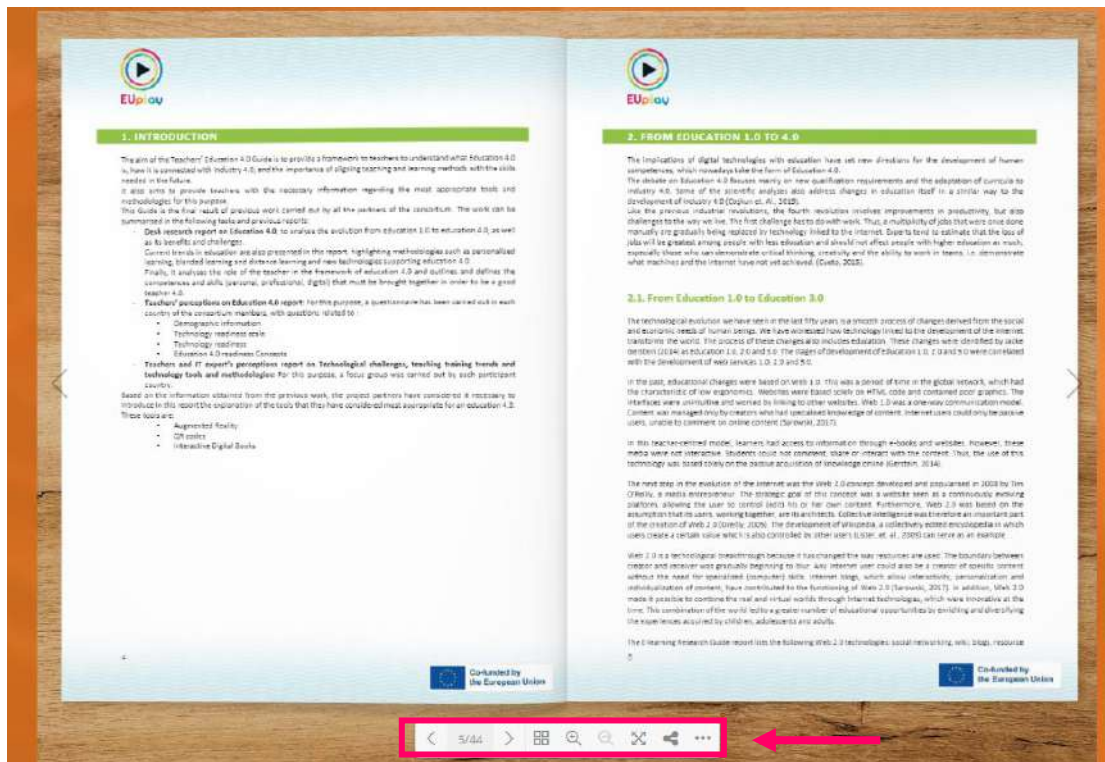


By clicking on the **Enter** button you can access the page of the material you wish to explore.



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The page presents a summary of the material as well as the material itself, which you can access by just [clicking on it](#). If you click on [Next](#), then you will access the [PR2: Digital Interactive Book](#).



You can turn the pages by [clicking on the arrows](#) or the [page on the right or left](#). The bar below contains [icons](#) that allow you to [zoom in/out](#), view the content in [full screen](#), [share](#) it, and even [download](#) it.



## Digital Interactive Book Page

Let's see how you can access the **interactive book** and play the **mini games** when you are on the Home Page.



By clicking on the **Enter** button you can access the page of the interactive Book.

The page presents a summary of the material as well as the material itself, which you can access by just **clicking on it**. This page also contains the Interactive e-Booklet, which is a compilation of developed mini games in the form of quizzes, escape rooms, and so on. These Games are structured and organized in accordance with the eight chapters of the pupil's Handbook and will assist you in building your knowledge of the European Union and its member states. You can start playing by **clicking** on the image.

If you click on **Next**, then you will access the **PR3: Treasure Hunt Digital Game**, if you click on **Previous**, you will go back to **PR1: Teachers' Education 4.0 Guide**.



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# Digital interactive book

The Pupil's Handbook for ages 13 to 15 provides a comprehensive resource for students to comprehend the European Union, its principles, and the importance of cultural identity and awareness. By engaging with the handbook's contents, young learners are empowered to become informed EU citizens who actively contribute to building a more inclusive, prosperous, and harmonious European Union.

It is accompanied by an Interactive eBooklet which provides students with an exceptional opportunity to enhance their understanding of the European Union, EU principles, and cultural awareness. Through a range of Interactive Games aligned with the Interactive Handbook, this eBooklet ensures that learning about the EU is not only educational but also enjoyable and engaging.



An Interactive eBooklet has been designed to provide students aged 13 to 15 with an exceptional opportunity to enhance their understanding of the European Union, EU principles, and cultural awareness. Through a range of Interactive Games aligned with the Interactive Handbook, this eBooklet ensures that learning about the EU is not only educational but also enjoyable and engaging.

Click the image to start playing...



← Previous

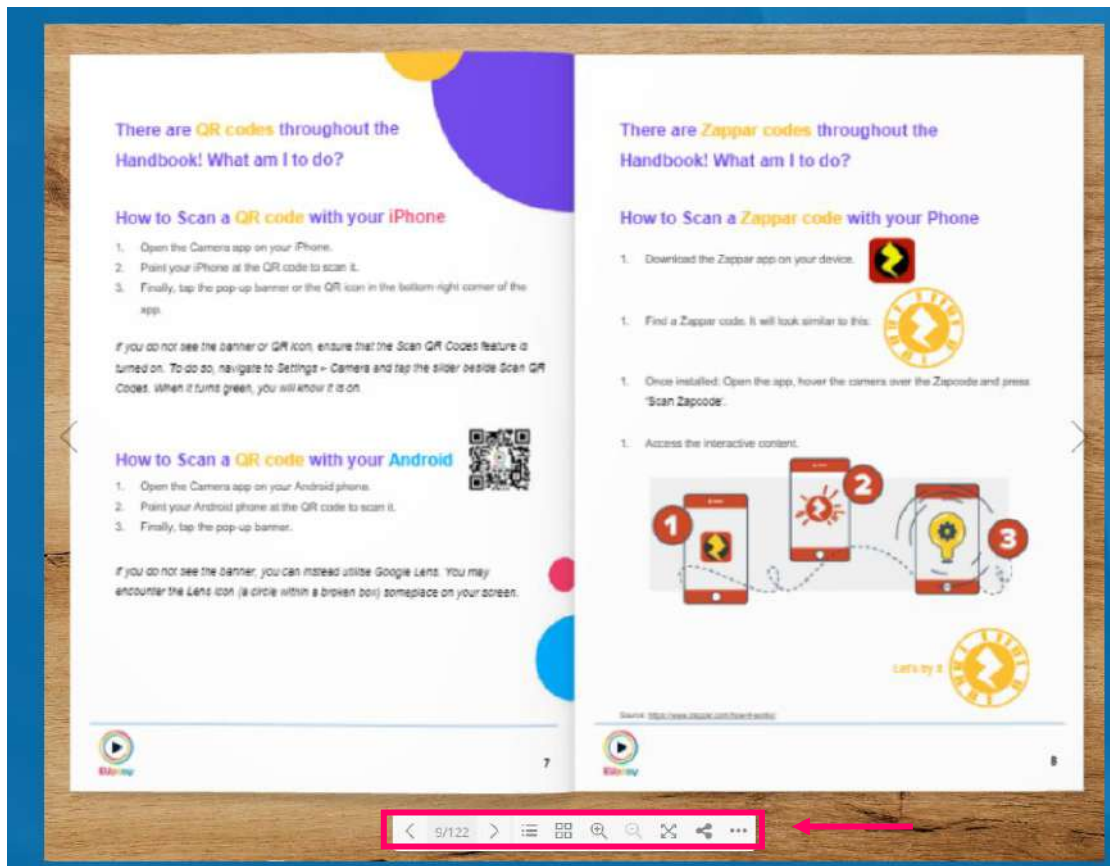
Next →



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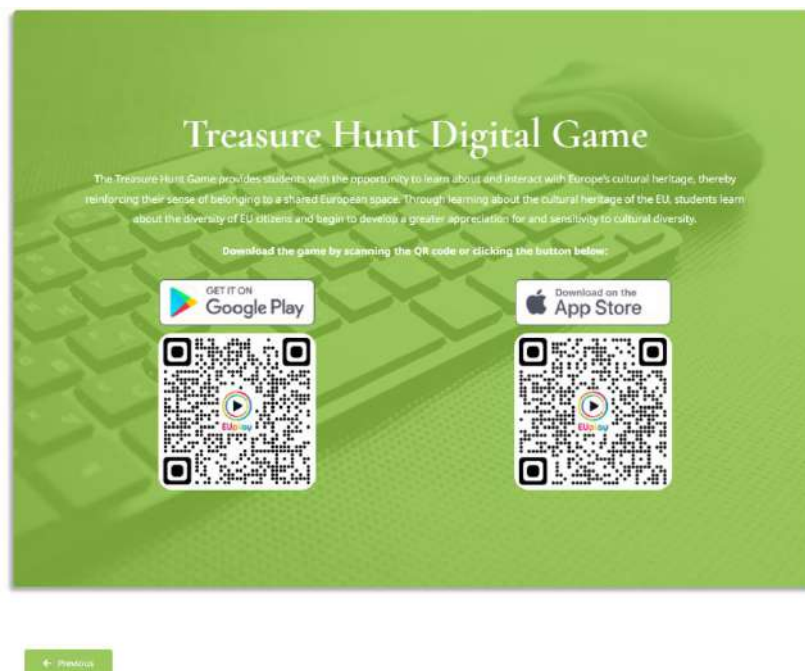
## Treasure Hunt Digital Game

Let's see how you can access the **Treasure Hunt Digital Game** and compete with your classmates and find the treasure by solving riddles and quizzes on EU-related topics. The players with the most points win, also proving their knowledge about the European Union and its member states, their history, and characteristics.

By clicking on the **Enter** button you can access the page of the Digital Game.



The page presents a summary of the game, which you can download on your smartphone by **scanning the respective QR code or clicking the buttons below.**



If you click on **Previous**, you will go back to **PR2: Digital Interactive Book**.



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