

PROJECT RESULTS in numbers:

12 Comic Strips for children 6 to 10 years

12 Digital Breakouts – series of online games for children 11 to 15 years

12 WebQuest challenges for family members between the ages of 16 to 20

60 Adult and Community Educators participated in the pilot implementation of the In-Service Training

1 Online interactive portal

120 parents and guardians completed the Induction training programme

The ICE-CAP project represents a completely new innovation to raise awareness of **CIRCULAR ECONOMY**





AIM OF THE PROJECT

Provide access to a comprehensive family learning programme promoting the circular economy ideals and objectives, tested, piloted and validated in real family learning.

If you and/or your family members are interested in this topic, click the links below:

Comic Strips: <https://ice-cap.eu/en/outputs/io1/>

Digital Breakout: <https://ice-cap.eu/en/outputs/io2/>

WebQuest challenges: <https://ice-cap.eu/en/outputs/io3/>

Online Interactive Portal: <https://ice-cap.eu/en/learn/>

In-service Training Programme (Learning Module): <https://ice-cap.eu/en/outputs/io5-guidelines-for-youth-workers/>

Induction Training for Parents (materials): <https://ice-cap.eu/en/outputs/io4-policy-paper/>



6 PARTNERS

6 INTELLECTUAL OUTPUTS

09/2019 – 11/2021

245.946,00€

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CREATIVE EXCHANGE



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