

# NEURO-GUIDE PROJECT NEWSLETTER 2

March, 2019

## WELCOME TO THE SECOND NEWSLETTER OF THE NEURO-GUIDE PROJECT.

You will learn hear more about:

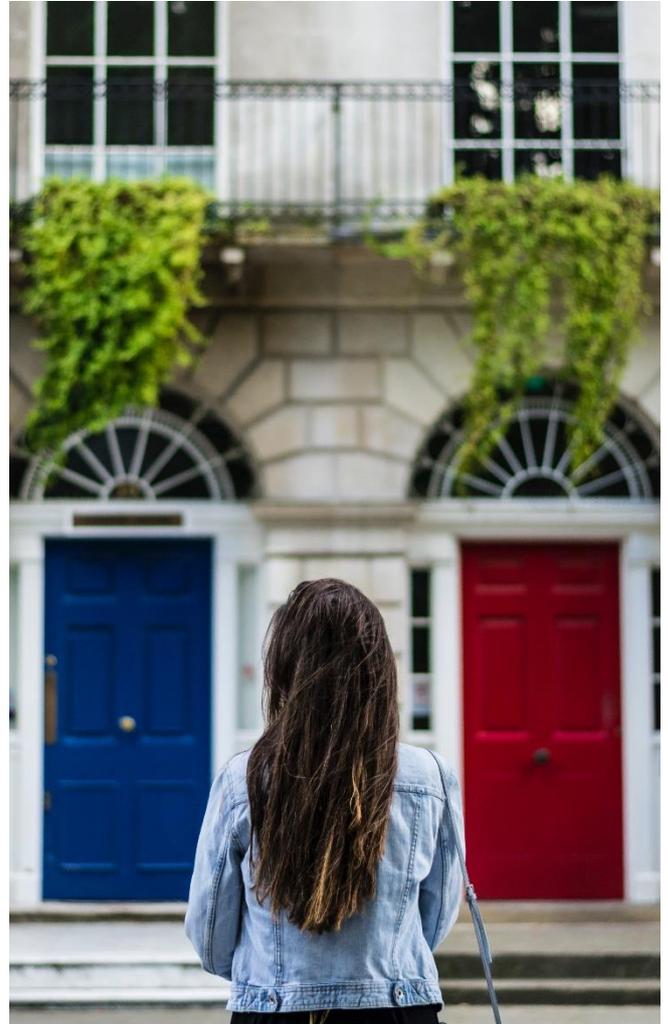
- Recent progress in the Project
- Second Transnational Partner Meeting
- Intellectual Outputs in the Project
- Our plans for future

### WHAT HAS BEEN DONE?

The first part of work in Neuro-Guide Project is designing the IO1 Online Escape Room Compendium of Resources.

In recent months, Neuro-Guide partners have been intensively working on developing first online escape room challenges. Each of the partners designed first portion of the resources. During the second Partner Meeting organised in Cyprus, we presented our work and conducted a broad discussion and analysis of the functionality of our ideas.

Since, Neuro-Guide is creating an innovative approach to learning/teaching through interactive escape-room challenges, we dedicated an essential amount of time on agreeing the final shape of training resources that we are going to produce. The aim of our discussions was to make sure that every partner will receive clear directions on their further work and produced resources will be of highest possible value.



The resources developed in the First Intellectual Output address two key areas of knowledge: critical and creative thinking and entrepreneurial spirit. Additionally, we are aiming to address skill of digital competence and cultural awareness.

Neuro-Guide in its First Intellectual Output is targeting primarily young people on the margins of society and economy, especially those who have prior negative educational experience. We want to make an impact by proposing them fully-mobile, game-based learning resources, and thus support them in building high-value skills.

# THE SECOND TRANSTATIONAL PARTNER MEETING

MEETING IN NICOSIA, CYPRUS



The second Transnational Partner Meeting of The Neuro-Guide Project was held 26<sup>th</sup> – 27<sup>th</sup> of February, 2019 in Nicosia, Cyprus.

At present, The Neuro-Guide Project is approaching the phase of development of IO1 Online Escape Room Compendium of Resources. A large part of meeting was dedicated for presentation and discussion on the work that the partnership has done so far in order to produce valuable learning resources, that at the same time will be appealing to the targeted young marginalised learners.

Our team started also planning work in second Intellectual Output of Neuro-Guide Project that will comprise creating In-service Training Programme addressed to VET tutors, aiming to provide them skills to be able to fully harness the potential of innovative, online educational escape room resources in their every-day teaching practice.

Our team was happy to host a representative of Erasmus + National Agency in Portugal, who observed our work during the meeting and provided us with directions that will further improve our cooperation in the Project.



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## WHAT IS COMING NEXT?

The coming months will be filled with hard work dedicated to complete IO1 Online Escape Room Compendium of Resources. **Neuro-Guide team plans to fully develop all the learning resources by February 2020.**

Next months, we are going to concentrate on developing a bespoke In-service Training Programme that will familiarise VET tutors with new approaches needed to use these innovative resources. The In-service Training Programme will be available online as a handbook and as a flip-book for online use.

Neuro-Guide will also create a dynamic, online learning environment that will provide an instant access to all produced resources.

## NEXT PARTNER MEETING AND TRAINING EVENT

The third Transnational Meeting in the Neuro-Guide Project will be held 4<sup>th</sup> – 5<sup>th</sup> of September, 2019 in Rzeszów, Poland.

**December in Ireland, the Neuro-Guide team is going to organise a training event dedicated to VET professionals.** The training will be a great opportunity to share experience, learn from each other and form new working relationships.



# INTELLECTUAL OUTPUTS IN NEURO-GUIDE

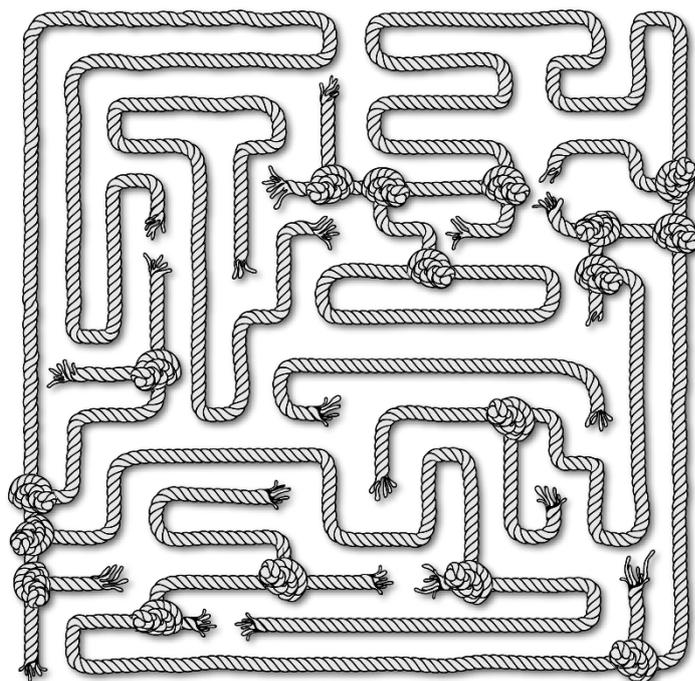
## IO1: ONLINE ESCAPE ROOM COMPENDIUM OF RESOURCES

Neuro-Guide will develop a suite of 32 online escape room learning resources. Partners will ensure the suitability of resources for all marginalised young learners by developing them on four skill levels: introductory, intermediate, advanced and expert.

Young people who will engage with the resources will have an opportunity to create an online portfolio as a record of their learning achievements, where each completed escape room challenge will attract an appropriate Mozilla Badge.

## IO2: IN-SERVICE TRAINING PROGRAMME AND HANDBOOK

The bespoke in-service training programme will be designed to prepare VET tutors to effectively use developed and offered by Neuro-Guide innovative online escape room challenges in their regular training activities. The dedicated Handbook will aim to respond to the specific challenges that the new, media-reach and interactive resources can provide for tutors. Its purpose is also to support their continuous professional development.



## IO3: ONLINE LEARNING PORTAL

Neuro-Guide will offer a dedicated online learning environment in a form of an e-learning portal. Learner and teacher friendly platform will support a wide range of innovative online courseware. The e-learning portal will provide constant and direct access to all developed online escape room learning resources as well as In-service Training Programme for VET tutors. The portal will include all the standard and expected social media features to guarantee full transferability for targeted users.

## WHERE CAN YOU FIND US?

IN ORDER TO LEARN MORE ABOUT THE  
PROJECT VISIT OUR WEBSITE AND JOIN US  
ON FACEBOOK!

 [www.neuroguide.eu](http://www.neuroguide.eu)

 <https://www.facebook.com/NEUROGUIDEProject/>