GameComp
GREEN EDUGAMES

TRAINING OF TRAINERS

4#Newsletter
July 2025

We are excited to share the latest progress from the GameComp project! Our Training of Trainers (ToT) sessions, designed to equip youth workers with innovative tools to foster sustainability competencies among young people, have been successfully completed across all partner countries.

Originally targeting 50 participants, the ToT sessions exceeded expectations with 70 youth workers engaged. These participants joined through a mix of online and face-to-face training formats, reflecting our commitment to accessibility and flexibility.

During the trainings, youth workers had the opportunity to test and provide feedback on the newly developed workshop scenarios and instructional materials — all available in their local languages. This hands-on experience ensured the resources are practical, culturally relevant, and ready for wider use.

Results of ToTs:

70 youth workers trained;

Sessions conducted both online and face-to-face to ensure broad accessibility;

Workshop scenarios and instructional materials were successfully tested and adapted in local languages;

More than 85% of participants reported improved skills and understanding of sustainability education and gamification.

Specific objectives of the ToTs:

- Equip youth workers with practical skills and knowledge to effectively use GameComp workshop scenarios and instructional materials.
- Enhance youth workers' capacity to deliver sustainability education and promote sustainability competencies among young people.
- Test and validate the workshop scenarios and educational resources in different local languages and contexts.
- Encourage peer learning and collaboration among youth workers across partner countries.
- Create multiplier effects by enabling trained youth workers to replicate the training locally and reach more young people.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the granting authority. Neither the European Union nor the granting authority can be held responsible for them.

ToT Report

During the Training of Trainers (ToT) sessions, partners utilized a comprehensive set of resources to ensure effective implementation. These included detailed Facilitation Guidelines, Activity Plans, Methodological Guidelines, and Action Plans, all designed to support trainers in delivering engaging and impactful workshops.

Following the ToTs, participants completed satisfaction surveys to provide valuable feedback on the training experience and the usefulness of the materials. This feedback helped partners assess the effectiveness of the sessions and identify areas for improvement.

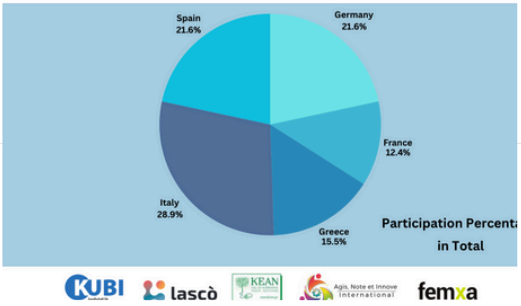
Additionally, each partner organisation compiled detailed reports summarizing the ToT activities, participant engagement, outcomes, and lessons learned. These reports contributed to the overall project evaluation and informed the refinement of the educational resources.

4#Newsletter

July 2025

participants had the opportunity to explore one specific workshop scenario—*The Secret Dossier*—which incorporated various engaging methods, including warm-up, presentations, interactive storytelling, group reflections, critical thinking challenges, breakout group riddle solving, live polls, and chat discussions

15 youth workers from **Spain** had a face-to-face training for 2.5 hours to introduce project tools and GreenComp competencies. Through the training, participants were able to test a workshop scenario - *Envisioning Sustainable Futures*- with interactive learning methods such as icebreakers, brainstorming, sharing personal experiences, use of soft skills, presentations, and collaborative co-design.



The WP3 Activities

The partner organisations finalised WP3: GameComp Workshop Scenarios successfully. The activities of the WP were:

- Co-design of the workshop scenarios
- Development of the instructional material
- Training of Trainers

The 60 workshop scenarios and instructional materials were translated to German, French, Greek, Italian, and Spanish. In total:

- 60 workshop scenarios are available in multiple languages;
- More than 150 instructional materials were created;
- 70 youth workers were trained.

JOIN THE MOVEMENT

Website:
https://gamecomp.eu/

Instagram:
https://www.instagram.com/gamecompeuproject/

Facebook:
https://www.facebook.com/profile.php?id=61562183193856

Tik Tok:
https://www.tiktok.com/@gamecomp_?_t=8n0Ar2Uvh5d&_r=1

Linkedin:
https://www.linkedin.com/company/103273882/

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the granting authority. Neither the European Union nor the granting authority can be held responsible for them.