GameComp
GREEN EDUGAMES

EDUCATORS TOOLKIT IS NOW AVAILABLE

Newsletter #6

April 2026

The GameComp consortium is pleased to release the **GameComp Educators Toolkit**, a ready-to-use implementation guide for youth workers, educators, and trainers. Designed for non-formal education contexts such as youth centres, community programmes, school clubs, and outreach activities, the Toolkit supports educators to plan and facilitate impactful sessions. It provides practical guidance on how to combine the **GameComp resources** in a coherent way, with clear session structures, facilitation tips, debrief guidance linked to GreenComp competences, and realistic transfer actions. The aim is to help educators deliver engaging learning experiences without reinventing materials.

Toolkit at a glance

With the Toolkit, youth workers can:

- plan a session or short programme with a clear competence focus,
- choose suitable activities and adapt them to their group and setting,
- facilitate meaningful debriefs linked to GreenComp,
- help participants identify realistic next steps and actions,
- keep monitoring lightweight with simple templates and reflection tools.

The Educators Toolkit is available in multiple languages, including:

- **English**
- **French**
- **Spanish**
- **Italian**
- **German**
- **Greek**

It will be accessible via the GameComp website, alongside the project's resources and updates.

Co-funded by the European Union

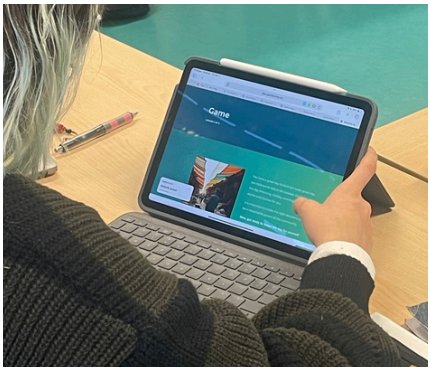
Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the granting authority. Neither the European Union nor the granting authority can be held responsible for them.

Conclusion of Pilot Testing

Newsletter #6

April 2026

The pilot testing at the local levels has been successfully completed by the project partners. With over 200 registrations to participate in the EduGames, the feedback received has been overwhelmingly positive, highlighting the satisfaction of both young people and youth workers with the outcomes.



TPM in Paris, France

The GameComp Consortium met in Paris on 15–16 April 2026 to review the project's progress, discuss key findings, outline future activities and bring the GameComp project to a close. Led by ANI (France), which, with the support of partner organisations, celebrated the achievements of the project.

What's Next?

Following publication, the project is focused on dissemination and uptake.

Partners will share the Toolkit through local dissemination events and professional networks to support use by youth organisations, educators, and stakeholders.

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.