

LEFTOVER CHALLENGE

Project updates



Serious Game

After numerous meetings between the partners and a series of tests conducted in schools, the final version of the game is finally **available online** in all the languages of the partnership. Parents and teachers can now access the project website, download the PDF version of the game, print the cards and have fun with the children. What began as a creative idea to help students better understand the issue of food waste has turned into a comprehensive educational tool, ready for use in the classroom. The game was developed in **English** and then translated into **Italian, Dutch, Greek, Slovenian and Romanian**.

[Click here to play the Leftover Challenge](#)

User Guide for Teachers

The project partners have also produced a guide for teachers, designed to help them explain the **rules of the game** and its educational mission to children. In the guide, teachers will find practical suggestions on how to use the cards and how to apply the three modules of the game in the classroom. The guide is also available in **English, Italian, Dutch, Greek, Slovenian and Romanian**.

[Click and download the user guide for teachers](#)



Multiplier Events

4th Primary School of Nafplio (**Greece**) organized the first Multiplier Event of the project. The session was led by the English teacher *Ms. Aikaterini Aisopou* with an audience of 32 dedicated teachers from local schools.

Key highlights of the event:

- ✓ Introduction to the project's goals and pedagogical framework;
- ✓ Showcasing activities and outcomes of the Erasmus+ programme;
- ✓ Demonstrating how European projects enhance teaching practices and student learning;
- ✓ Sharing the project's impact and encouraging other schools to join European initiatives.

The event will soon be held in the other partner countries involved in the project: **the Netherlands, Italy, Romania and Slovenia.**

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