



Weplay Project

Connecting rural schools with European values, the 2030 Agenda and climate action

Alignment with European Union values



Inclusive Education

Weplay fosters inclusive education, shared values and social cohesion.




Cross-Border Connection

It connects rural schools across borders and reduces inequalities between urban and rural areas.



European Belonging

Students experience what it means to belong to a fair, democratic and united Europe.

 Project Number: 2025-1-ES01-KA220-SCH-000351661

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Contribution to the 2030 Agenda

Weplay supports the 2030 Agenda structured around **people, planet, prosperity, peace and partnerships**.



SDG 4 – Quality Education

Inclusive, equitable, lifelong learning for all.



SDG 13 – Climate Action

Urgent action to combat climate change and its impacts.

Direct focus on two Sustainable Development Goals (SDGs):



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Climate change in simple terms

What is it?

Climate change involves long-term shifts in temperatures and weather patterns.

What causes it?

It is mainly driven by human activities such as burning fossil fuels.

How does it work?

Greenhouse gases trap heat in the atmosphere, raising global temperatures and affecting ecosystems and human life.

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Weplay's approach

01

Educational gamification platform for rural teachers

02

Collaborative gamified activities that link local actions with online missions between European schools

03

Co-designed with teachers and students, piloted in rural and urban schools, and released as a free resource for the entire educational community

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Key contributions

Digital transformation

Modern tools adapted to rural technological realities.

Integration and diversity

Collaboration across territories and cultures.

Critical skills

Social-emotional learning, creativity, critical thinking, problem-solving and digital literacy.

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Benefits of the Weplay platform

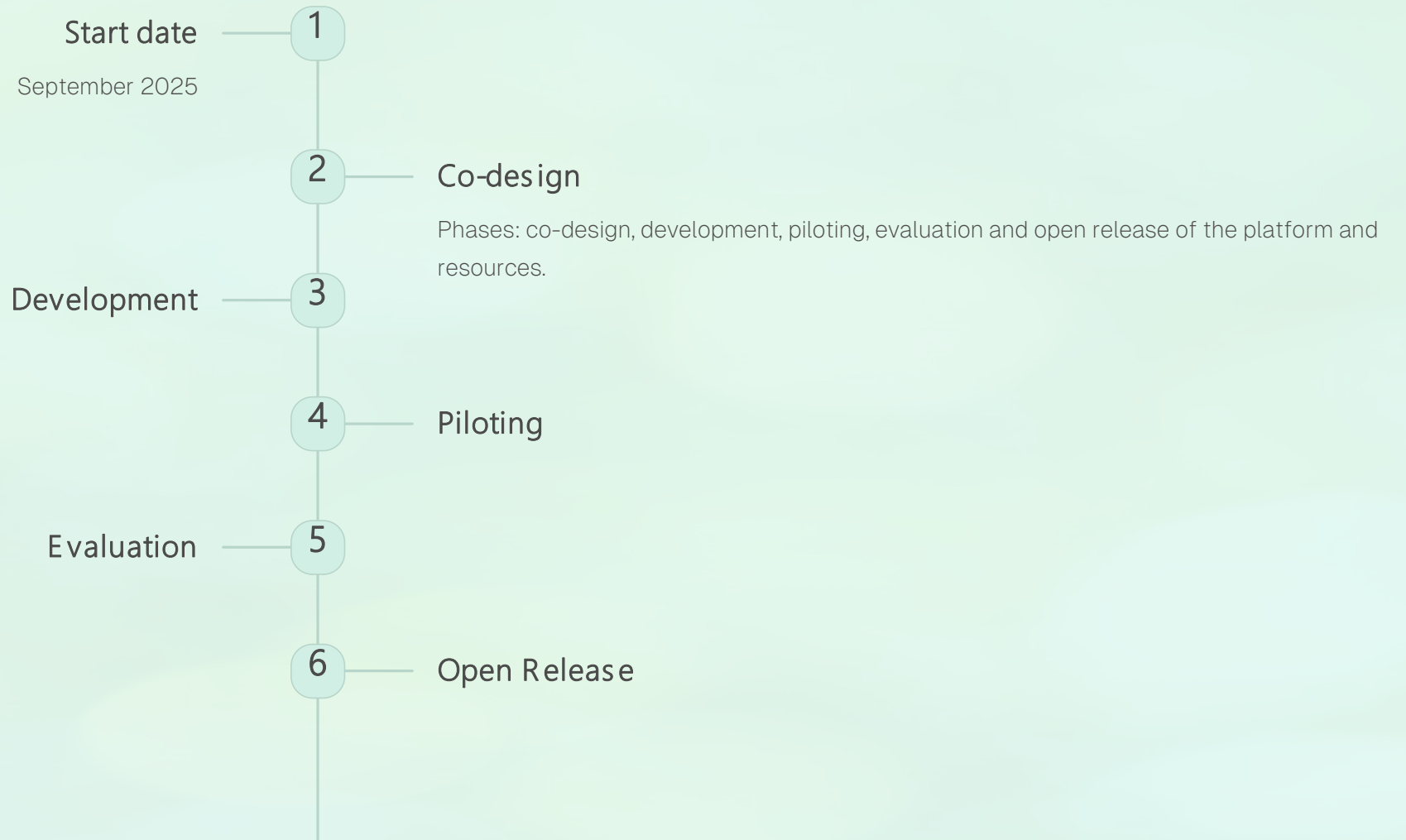
- **Immersive experience blending real and virtual environments**
- **Accessibility for diverse users and low-resource settings**
- **European origin: developed in schools, independent from private platforms**
- **Strong social interactivity and clear educational value**
- **Growing gamification library and high scalability across grades and contexts**

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Implementation period

Project duration: 24 months.



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Beneficiaries

Direct beneficiaries

Rural schools – teachers and students.

Indirect beneficiaries

Urban schools, youth organisations, researchers, educators and students in diverse contexts.

Weplay is designed to serve both **formal and non-formal education settings**.

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Join the Weplay journey



Turn rural schools into hubs for quality education and climate action



Use free, gamified resources to connect your classroom with European values and the SDGs



Collaborate, share and grow with a European community of educators

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