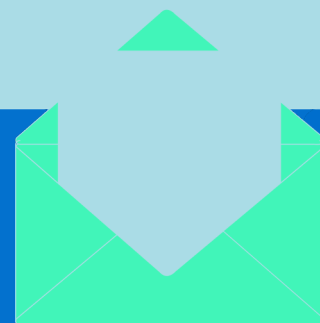


We Play

Vol. 1, Issue 1



Newsletter

WWW.WEPLAYPROJECT.EU

TARGET GROUPS

Rural Schools, especially primary education, through their teachers and students.

Urban schools, youth organizations, educators, researchers, and students working in both formal and non-formal settings.

Rural communities, helps foster inclusion, social cohesion, and a shared European sense of belonging.



WELCOME TO WEPLAY

Over 24 months, starting in Spain in October 2025, WePlay will co-create a digital platform, collaborative gamification activities and shared resources that make quality education and climate action a lived experience for young people.

WePlay is a European educational gamification project that connects rural and urban schools, turning classrooms into collaborative gamification learning areas.



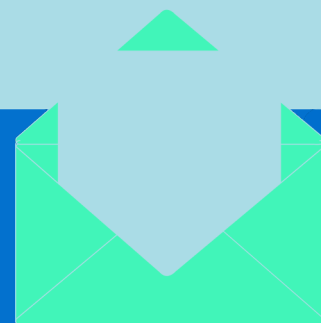
OUR KEY OUTPUTS

- A European Educational Gamification Platform for rural teachers to design and run gamification activities connected to real-world actions
- A robust and inclusive digital infrastructure that allows rural schools to collaborate across borders despite connectivity and infrastructural limitations
- Pilot learning experiences, focused on the 2030 Agenda and Social Emotional Learning (SEL)
- Research-based foundations on the application of gamification in classrooms
- Free, open, scalable, and adaptable resources

Project Number: 2025-1-ES01-KA220-SCH-000351661 This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

We Play

Vol. 1, Issue 1



Newsletter

WWW.WEPLAYPROJECT.EU

TARGET GROUPS

Rural Schools, especially primary education, through their teachers and students.

Urban schools, youth organizations, educators, researchers, and students working in both formal and non-formal settings.

Rural communities, helps foster inclusion, social cohesion, and a shared European sense of belonging.



WHOS INVOLVED?



- This project unites a robust alliance of organizations from various parts of Europe, which includes:
 - Educational institutions
 - Youth organizations
 - Researchers
- Together, we are developing resources and activities to ensure gamification resources are accessible and enjoyable for all educational tissue.

The partners involved are:

1. Estela Cántabra (Spain)
2. Universidad de Deusto (Spain)
3. Vytautas Magnus University (Lithuania)
4. Roscommon Leader Partnership (Ireland)
5. Istituto Comprensivo di Bobbio (Italy)

Associated partners and pilot sites include:

- INDIRE - Research and Innovation for the Italian School and the Piccole Scuole Movement.
- Rural schools in Spain, Italy, Ireland and Lithuania
- Foróige youth association (Ireland)

HOW CAN YOU GET INVOLVED?

- Join Our Events: Participate in workshops and gamification sessions.
- Explore Our Resources: Visit www.weplayproject.eu for toolkits and updates.
- Spread the Word: Share your favorite traditional games on social media using **#WePlayEU**.
- Volunteer or Partner: Help us organize activities and bring traditional games to life in your community.