



Where are we now?

During the last few months the Mentor 2.0 consortium has been working on the development of six gamified learning modules that will address the following topics:

- Strengthening self- motivation;
- Discovering and managing talents;
- Team building and leadership at school and in the classroom;
- Digital tools in school enhancing inclusive education;
- School's role in circular economy, practical environmental education;

Cooperation between school and the external environment, particularly employers.

They are aimed at formal education teachers (primary and secondary education) with the aim of enabling them to reskill their teaching competences in a highly digitalized scenario in which it is essential to keep students motivated in an inclusive, diverse and sustainable learning environment while establishing networks that connect the educational institutions with the business sector, thus facilitating the transition of the students to the labour market from early stages.



In the upcoming weeks, we will start the validation phase by the educational community, where we will involve at least 125 teachers who, after reviewing the content of the modules, will give us their feedback and propose possible improvements, ensuring that the resources created match their expectations.

Once refined, the final versions will be available in English, Spanish, Italian, Polish, Greek and German on the Mentor 2.0 platform that will be designed for this purpose.

Last but not least, on May 10, the New Education Forum Caserta will be held in Italy, an event where these training contents will be presented to key stakeholders of the educational ecosystem.

Very soon we will share the agenda of the event and the registration form for the event will be open, stay tuned!