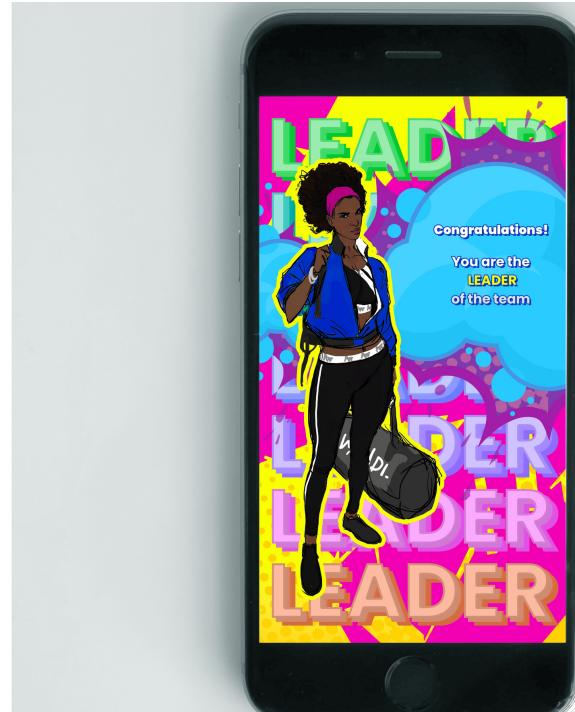


NEWSLETTER

APRIL 2021



LEADER Game

An innovative serious game is currently being developed which will demonstrate how specific soft skills apply in different work situations.

The game is expected to complement more traditional forms of teaching and training. It will not only make training fun and engaging but will also provide a flexible learning experience, depending on the trainees' strengths and weaknesses. To date, more than 60 trainees from across Europe have already tested the game.



Update

Toolbox for teachers & trainers -

The LEADER project team has developed a set of 50 practical classroom activities (such as: guided discussions, group activities, building activities) that can be applied to both classroom context and to work-based training, and can be adapted to different age groups, school subjects and educational topics.

The Toolbox is now being piloted by trainers, teachers, students and trainees. It will soon be published on the project's e-learning platform which can be found at www.leadertheproject.com.



SAVE THE DATES

26 May

2 June

9 June

Upcoming

Online training activity -

Between the end of May and June 2021, LEADER project partners will be hosting a 3-day digital learning activity for selected teachers and trainers. The intention behind this is not simply to raise awareness about the importance of soft skills, but also to provide the opportunity for teachers and trainers to be the first to test the developed LEADER e-learning platform and serious game, and subsequently provide their feedback for final improvement.



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www.leadertheproject.com