



ESCAPE 4SDGs

Escape games as a tool to raise awareness on the SDGs.

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1st NEWSLETTER

The Project

ESCAPE 4SDGs is an innovative Erasmus+ initiative within the scope of Key Action 2 that aims to raise young people's awareness of the Sustainable Development Goals in an engaging and fun way. Escape4SDGs is a transnational partnership between 5 organizations, from Portugal, Turkey, Romania, Greece and Spain, with a duration of 24 months, beginning in December 2022.

What is the Main Aim?

ESCAPE 4SDGs aims to provide **youth workers** with the necessary knowledge, skills, and resources to develop their own thematic **educational Escape Games**, enabling them to educate and motivate youth to take action towards achieving the Sustainable Development Goals in an engaging and immersive way.

Who is Escape4SDGs aimed at?

ESCAPE 4SDGs addresses **youth workers** that work with young people, as well as the **youth** themselves, notably those with a low level of awareness of the SDGs and the implementation of the Agenda 2030, who will be the final recipients of the developed tools and resources.

Project Results

The following Results will be developed during the project's implementation.

1. Training KIT "From theory to practice-creating thematic escape games"

The KIT will provide youth workers with both a theoretical and practical framework for creating Educational Thematic Escape Games. Four Face 2 Face Educational Escape Games will be included in the KIT, each focusing on a specific area of the SDGs:

Society Environment Culture Economy

2. Escape4SDGs APP - Set of 4 Virtual Escape Games

The second Project Result will be an online Application comprised of 4 Virtual Escape Games, each focusing on a specific area of the SDGs. This innovative App will be developed in interactive way, immersing users in today's challenges concerning Society, Environment, Culture and Economy.



Why Educational Escape Games?

Educational escape games offer numerous benefits for learners of all ages. By allowing participants to discover things on their own, they promote critical thinking and problem-solving skills, foster teamwork, and collaboration, enhance learning retention, provide immediate feedback, and increase motivation and engagement. The educational value of the experience is enhanced by its topic, narrative, and game flow. It helps participants in comprehending the topic, connecting its components, and gaining new insights. This immersive and engaging learning experience can be an effective tool for educators looking to promote these skills and improve learning outcomes on every topic.



Kick-off Meeting 23 & 24/01/2023

In January 2023, the Escape4SDGs partners met in Braga, Portugal, for their first Transnational Project Meeting. They had the opportunity to meet in person and officially start the project's activities, as well as review their respective tasks. Several aspects of management were discussed, and the groundwork for the successful implementation of the project was established.



The partnership

The European partnership is made up of the following organizations

