



ESCAPE 4 SDGs

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

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3rd NEWSLETTER

The Project

The Escape4SDGs project is based on the principles of experiential learning, which suggests that individuals learn best through experience and active participation. Educational escape games provide an immersive and interactive experience that enables participants to discover things on their own, connect elements of the topic together, and get new insights. Through our project, we plan to make learning about the SDGs fun, engaging, and relevant to young people's lives.

Are you curious about the specific objectives of this project?

Create 2 educational tools to promote the SDGs to young people in a fun way.

Train 25 young workers on how to create an educational Escape Game.

Enhance the capacity and skills of 5 European organisations to create virtual Escape Games.

Foster active citizenship among 250 young people and engage society by raising awareness about the importance of the SDGs.

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 English version of the Training KIT was launched on the project website! Take a look at it to learn more about the SDGs, educational escape rooms! The partners have already started the piloting of the activities with young people, in order to get feedback !

2. Escape4SDGs APP - Set of 4 Virtual Escape Games

The APP was already **launched** on Android & IOS to be piloted by youth workers and youth one of the virtual escape rooms, on the topic of society. Follow us to see the final version of the APP, which will contain 4 virtual escape games, each targeting one of the areas of the SDGs: society, culture, economy and environment!



History of SDGs

The 2030 Agenda for Sustainable Development, adopted by all United Nations Member States in 2015, provides a shared blueprint for peace and prosperity for people and the planet, now and into the future. At its heart are the 17 Sustainable Development Goals (SDGs), which are an urgent call for action by all countries - developed and developing - in a global partnership. They recognize that ending poverty and other deprivations must go hand-in-hand with strategies that improve health and education, reduce inequality, and spur economic growth – all while tackling climate change and working to preserve our oceans and forests.



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Learning, Training and Teaching Activity (LTTA) 10-16/12/2023

In December 2023, the Scout Society organised in Targu-Jiu, Romania the LTTA for 24 youth workers. During the LTTA the youth workers learnt about the Sustainable Development Goals (SDGs) and how to create and use educational escape rooms to raise the awareness of young people about the importance of achieving the SDGs.



Project website: www.escape4sdgs.eu

The partnership

The European partnership is made up of the following organizations



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