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Adult Education - Innovation



**"Promoting Computational Thinking, Coding and Entrepreneurial skills in Adult Education based on experiential learning scenarios targeting IoT processes in the Food & Agriculture Industry" (ACTiFE)**

<https://actife.eu/>

#### The ACTiFE Consortium

The ACTiFE Consortium is composed by the following 5 different and very competent organizations:

- 1) CIVIC – Coordinator (UK)
- 2) EDUACT (Greece)
- 3) FYG Consultores (Spain)
- 4) University of Thessaly (Greece)
- 5) GODESK SRL (Italy)

Below the logos of all partners



[Photos of the second meeting in Edinburgh]

Co-ordinator

**CIVIC**

Partners



UNIVERSITY OF  
THESSALY



GODESK

#### Why this project is innovative

ACTiFE is innovative in terms of:

1) Core idea

The project develops learning scenarios that combine Computational Thinking principles, entrepreneurship and professional orientation to allow young people to align their ambition with real market needs.

2) Learning methodologies

The project promotes "hands-on" experiential learning scenarios and active role playing in the Food and Agriculture Industry through digital games that attract and retain the interest of students

3) Educational objectives

The project aligns training practices to real market needs updating adult education practices and curricula through the deployment of educational technologies (serious games, coding).

4) Pedagogical design

The project introduces a collaborative learning approach through computational thinking to promote entrepreneurial abilities.

5) Technical implementation

The project intends to develop a serious game for desktop computers and tablets in which learners will be encouraged to design and synthesize solutions that address specific professional needs.

#### Project

Project ACTiFE aims to increase the attractiveness and sense of creativity through Coding, Computational Thinking and "Internet of Things" (IoT) related processes among adults as well as the belief that innovative skills and state of the art technologies can help shape and deliver sound and efficient entrepreneurial plans in the field of Agri-Technology and Food production.

#### Project goals

The project goals are:

- to encourage students to think critically for generating "smart" and responsible solutions
- to develop serious games based on scenarios that challenge learners to introduce solutions to real-world issues through coding and innovation
- to help educators in facilitating the integration of proposed methods and tools into existing instructional practices
- to exchange good practice recommendations for promoting adoption of project results

#### Follow us

You can follow us also on the official Facebook page at the link  
<https://www.facebook.com/Actife-1094673174035223/>

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