



Economic and Consumer Literacy in European Schools



REPORT – MULTIPLIER EVENT

CYPRUS

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Introduction

Closing meetings on dissemination of project results were held in all countries participating in the ECOLES project. In Cyprus, the event took place on February 25, 2022 in Limassol. Attendees were introduced to the goals, objectives, and results of the ECOLES project, achieved over a period of 18 months. The participants exchanged ideas and experiences on the topics of the project and its results.

The event was attended by a total of 30 participants with an interest or professional link with education, including teachers from different schools, educators, primary and secondary education university students, and youth workers.

Preparation

An invitation was prepared for the organisation of the event, which was sent to primary schools, high schools and other educational institutions, along with our list of education-related interested associates. / Picture 1 /



AGENDA

**National event to present the results of the project
ECOLES- Economic and Consumer Literacy in European Schools**

**25 February 2022 | Cyprus, Limassol
Time 12:00**

TOPICS	
1	Presentation of the ECOLES project
2	Presentation of the results of the survey (IO1)
3	Presentation of the educational material and Guidelines for trainers/teachers (IO2)
4	Presentation of the ECOLES virtual consumer manager game (IO3)
5	Presentation of direct target groups and experiences within the project

/Picture 1/

Promotional materials were prepared and distributed to all participants in the event. / Picture 2/

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/Picture 2/

Results of the ECOLES project dissemination event

The conference included the following activities: - Presentation of the ECOLES project; - Presentation of the results of the survey (IO1); - Presentation of the educational material and Guidelines for trainers/teachers (IO2); - Presentation of the ECOLES virtual consumer manager game (IO3).

After the presentation of the modules and all other results of the ECOLES project, each participant got acquainted and tried the computer game. The game was presented by Enoros Consulting staff along with the instructor who implemented the pilot workshops.

At the end of the presentation, the participants made some additional comments, which showed that they were satisfied with the developed training materials.

All participants filled in questionnaires. The questionnaire contained 5 main questions about the results of the ECOLES project activities.

The results of the questionnaire replies are very satisfactory.

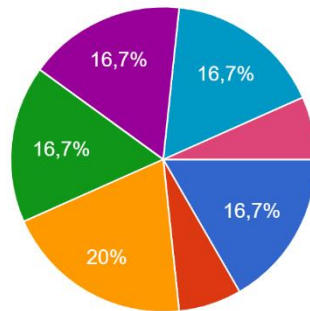
All 100% of the participants of the event answered that all modules are useful and they learned new information about the young consumers. All of the participants (100%) answered that The ECOLES virtual consumer game is appropriate for 7-18 years old students and it can be used in different curriculums.

Regarding the preferred training module, the graphs shows that the preferences are for all modules and the most interesting are the modules related to Consumer Power and the Web, Consumer Rights, Product Safety, DigitalSkills and Sustainable Consumption.

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5. Which was your favourite module?
30 απαντήσεις



- Consumer Rights
- Pricing
- Consumer Power and the Web
- Product Safety
- Digital Skills
- Sustainable Consumption
- Food Safety

Pictures



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Summary

The educational materials and the computer game are resources - useful for teachers who can apply them in their daily activities in an educational environment. During the additional conversation, participants declared that they will try to use the computer games in their classroom.