

# ODISSEU Newsletter 1

June 2019

## What ODISSEU is about?

ODISSEU envisages to create an online simulation game responding to key EU-wide needs addressing 4 related school needs linked to key EU policy objectives:

- Need1: Ensuring inclusive education for young people which combats racism and discrimination on any ground;
- Need2: Empowering teachers to educate children and young people in media literacy and to impart common fundamental values and to prevent and combat racism, intolerance and hate speech online;
- Need3: Promoting intercultural dialogue through all forms of learning in cooperation with other relevant stakeholders;
- Need4: Increase understanding and raise awareness of refugee issues amongst pupils.

Partners know ODISSEU can meet these 4 needs because ODISSEU will:

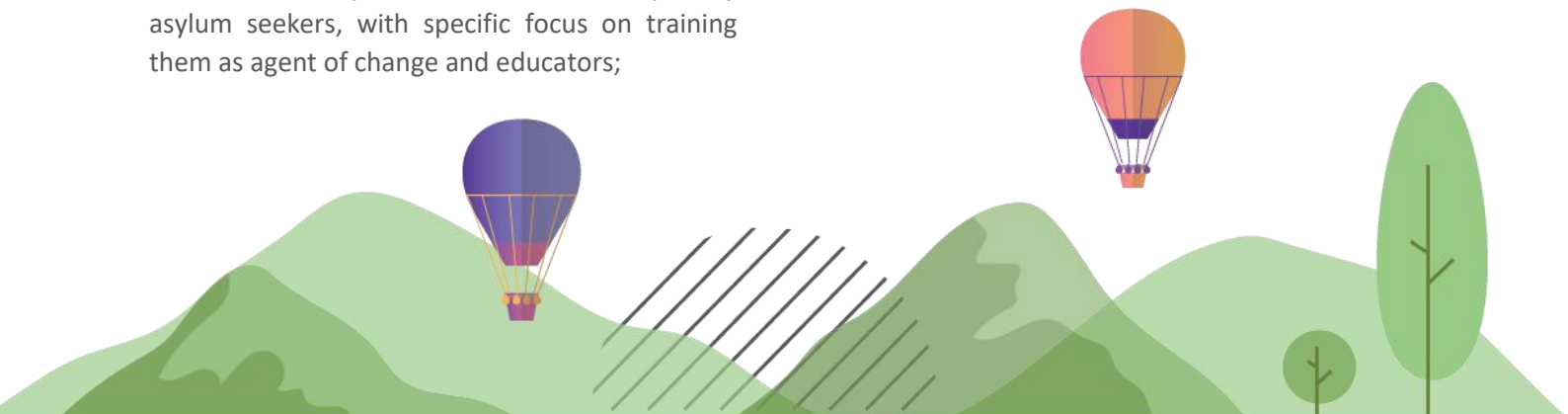
- have a structural link into the curriculum to embed learning more effectively into formal education: no other models do this;
- structurally include student active citizenship actions into the online game;
- be informed by real life stories developed by asylum seekers, with specific focus on training them as agent of change and educators;

- be developed with the support and evidenced based feedback of Peer Groups, schools themselves and asylum seekers as the end users of the model.



The main general envisaged objectives of the ODISSEU project are to:

- develop, adapt and transfer an innovative online simulation game to increase understanding and raise awareness of refugee issues amongst secondary school students;
- develop online education resources to support secondary school teachers to engage young people in informed discussion about Migration and Asylum in the EU;
- promote a positive interaction and active participation of asylum seekers and refugees by engaging them to participate in local community's life telling their stories;
- enhance young people critical thinking and media literacy.





## What ODISSEU will achieve?

1. A needs analysis research
2. Curriculum and Story Board
3. Digital Teacher Manual
4. Odisseu Online Game
5. E-library of real-life stories
6. Policy recommendations.

## What already happened?

The project has officially started on 1<sup>st</sup> of September 2018.

The kick off meeting of the project took place on 11<sup>th</sup> and 12<sup>th</sup> of January 2019, in Florence (Italy) being hosted by the coordinating institution, Oxfam Italia.

The meeting had the purpose to allow partners to know each other, to talk about the project objectives and activities and to start planning the first working tasks for all partners.

All foreseen project results have been approached and discussed in detail, as well as administrative and financial issues, evaluation, dissemination and exploitation strategies.



## Coming next...

- Performing the needs analysis research to investigate the learning and training needs of both the teachers and the educational stakeholders in relation to the competences to engage young people in informed discussion about Migration and Asylum.
- Starting developing the ODISSEU Curriculum and Content of the game and the overall content for fostering EU students' civic engagement.
- Creating Peer Groups composed of representatives of the project target groups and stakeholders, in order to support the development of the projects' deliverables, to act as ongoing 'partner' for promoting SOCIETY to other universities and CSOs to demonstrate good practice and therefore help to spread lessons learnt and practice.
- Performing dissemination actions.

## How to get connected with ODISSEU:

Visit our website: [www.odisseu-project.eu](http://www.odisseu-project.eu)

or contact the partner in your home country!

