

## What has happened so far?

ODISSEU Partners have been working together to finalise:

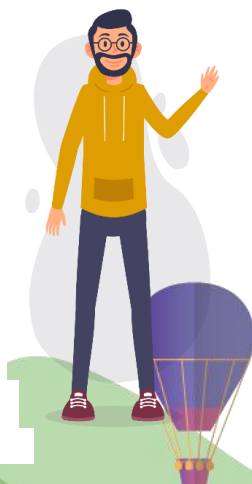
- the materials of the online toolkit for adult educators
- the first of the three stories of the online experiential game
- The digital manual for teacher that will accompany the game. The manual and the first story are being tested with a selection of teachers of countries involved in the project

## Real Life Stories of the Online Experiential Game

This innovative online simulation game aims to increase understanding and raise awareness of refugee issues amongst secondary school students while developing life skills.

Students and teachers can play with the first story the ODISSEU team has implemented and meet Mohammed a young person from Syria who was forced to leave his country because of the conflict. The story (demo version) is available for testing at this link

<https://www.odisseu-project.eu/en/online-game>



## Online Toolkit for adult educators

Partners have developed an Online Toolkit for adult educators, practitioners supporting asylum seekers and refugees' empowerment through storytelling. The online Toolkit covers five (5) modules on the importance and impact of Storytelling. The toolkit will be tested this autumn.

## Digital Manual for teachers

The digital manual will be used by secondary school teachers and contains practical participatory tools to inform, raise awareness and empower schools and students to fight hate speech and discrimination. Moreover, the manual aims at increasing students' civic engagement, media literacy and ICT skills and awareness through forced migration and global issues stimulating active change.

The draft version of the manual can be found here: <https://odisseu-project.eu/en/learning-materials/digital-manual-teachers>

## COVID-19

Due to the spreading of the virus schools across Europe are now closed, students and teachers are relying on virtual learning. This is why we decided to support them by providing teachers with useful resources such as the activities in the digital manual for teachers and the link to play with the first of the three stories of the online experiential game. We also created a survey form to facilitate the collection of their feedback. Get in touch with us if you want to contribute to our efforts.

## How to get connected with ODISSEU:

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

Facebook page:

<https://www.facebook.com/odisseuproject/>