

What is FABULA C-PLUS about?

The **"FABULA C-Plus: Circular Economy applied to FABULA Project Framework"** Project is a two year Project, running from November 2020 to October 2022, co-funded by the Erasmus+ Programme of the European Commission.

It is implemented by a consortium of **seven partners from three countries: Italy, Spain and Greece.**

The project, starting from the Good Practice created by the "FABU.LA–Financial And Business Learning Activities Game" project, **experiments with innovative forms of interactive, gamified and laboratory teaching** to develop in the students of classes IV and V of Primary Schools a consciousness, knowledge and ability to **adopt behaviours oriented to the circular economy**, experimenting and, at the same time, producing new creative and inventive ideas for an early entrepreneurial vision in the field of re-use and recycling of resources and materials.





Co-funded by the Erasmus+ Programme of the European Union This project has been funded with support from the European Commission. This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



What are the objectives of FABULA C-PLUS?

- the design and testing of a **European educational model** dedicated to entrepreneurial and circular economy skills
- the creation of **Open Educational Resources in the form of virtual tours**, to allow students to immersively and interactively visit some locations that are symbols of their daily lives to accompany them in a precocious cultural leap to face the challenge of the circular model with awareness.

In support of the OER, we will also produce a **Teachers' handbook and a Student's Hand-book** in the different partnership languages.

- the creation of the **CIRCLE Game: Circular Learning Evaluation Game** to train the target skills and evaluate the achievement of the Learning Outcomes.
- the design of the CiCLE Circular Creativity Labs for Entrepreneurship Methodological Manual, to allow teachers to hold educational workshops designed to develop students' creativity, inventiveness and entrepreneurship
- **the methodological alignment of a group of partnership teachers** through transnational mobility on the "CiCLE" model

<image>