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Circular Economy applied to Fabula Project Framework

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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 (7) partners from three (3) 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.

FABULA C-PLUS – THE CIRCLE GAME

One of the objectives pursued by the project was:

- The conception and creation of the “CIRCLE Game: Circular Learning Evaluation Game” an assessment game that draws inspiration from the goose game, as a traditional form of board game, stimulating the direct participation of students in a recursive process of activation, verification and feedback, “training” the target skills and evaluating the achievement of the Learning Outcomes corresponding to the training objectives planned in the FABULAND virtual tour, in a gamified learning context.



DOWNLOAD
THE BROCHURE

PLAY
THE GAME

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