

KA2 - Strategic Partnerships School Sector

Call for Partners

Danish United Nations Association and InterCollege is looking for partner organisations for the project below. The call is open to *schools, networks of schools, unions of teachers or educational authorities from Germany and France.*

Danish United Nations Association has developed a boardgame that is used in schools to support education on the Sustainable Development Goals. The boardgame is targeting people between 13 and 18 and is giving awareness about each goal, the challenges for achieving them but also some of the dilemmas that maybe makes you be the one who stands the way of reaching the goals. The boardgame uses a native app (available for Android and iPhone) to generate questions and dilemmas.

The boardgame has been successfully in use in over 800 Danish schools. InterCollege and Danish United Nations Association (UNA) now wish to make it available for the rest of Europe by revising the game and translating it into English, German, Spanish, French and Turkish. Together with the boardgame, it will be developed a guide that gives examples on how the game can be used in different subjects and in different educational settings as well as inputs to debriefing and supplementary methods.

The game is available for download in Danish on <https://fnforbundet.dk/for-skoler/verdensmaal-paa-spil/>

Activities:

The following activities have been foreseen:

M1 - Kick off meeting – Copenhagen (2 persons per organisation)

The game is tested during the meeting with support from the Danish partners. The game is discussed highlighting its weaknesses and strengths. Framework for research and proposals of new questions and dilemmas is presented.

AFTER M1 - Partners conduct research and propose new questions and dilemmas with a pan-European and global perspective. The proposed new questions and dilemmas are quality controlled and consolidated by UNA.

M2 – Partner meeting – Bucharest (2 persons per organisation)

Partners present their proposals for questions and dilemmas and bring forward any concerns with regards to the relevance of existing questions. Conclusion on whether the game play should be

supported by a mobile application as currently, or should be developed into a physical format, including cards and dice etc. (this would require design and print of cards and dice, development of a timer and postage costs).

AFTER M2 - The revised game is produced including accurate translations, new design, new questions and dilemmas and any needed modifications or clarifications to the rules of the game.

M3 – Game Launch – Location not decided (2 persons per organisation). Play final game and present framework for collection of practical experiences of the game and collection of other practices in SDG education that can be complimentary to the game.

AFTER M3, Local Activities in all countries to collect inputs and test the game in different contexts. The Partners document inputs on how to use the game for example in language class, how is it in a short class, or as part of a longer learning process and what methods of debriefing can be used.

M4 – Development of the Guide – Location not decided (2 persons per organisation). Partners will present the experience of using the game and give and inputs for the guide.

C1 – Training Course for Educational Staff, Slettestrand (Denmark) – 3 pax per organisation). Training course on SDG education and on how to integrate the game in classroom teaching

AFTER C1, each partner will organise Local Activities promoting the game and building competence among professionals on how to do SDG-education and how to integrate the game in teaching.

Each partner will make dissemination in accordance with a plan agreed with the lead partner.

UK Partner will do an Impact Assessment.

M5 - Evaluation meeting, Copenhagen (2 persons per organisation).

Contribution of the partners

During the project the partners will:

- Contribute to translating the game
- Helping to identify new questions and dilemmas that can be used in the game
- Ensure the game is tested in different subjects and educational settings
- Collect complimentary methods that can be used together with the game
- Collect and describe debriefing and reflection methods that can be used with the game
- Identify and send 3 participants for a training course in Denmark
- Organise Local Trainings with at least 20 professionals (teachers or youth workers)
- Distribute 200 exemplars of the game to schools, youth clubs etc.

Budget

Following budget will be applied and is foreseen to be managed as follows:

Budget category	Funding Mechanism	Administrated by partners	Administrated by InterCollege & UNA
Transnational meetings	Lump sum based on distance bands, calculated with Erasmus+ distance calculator from the location of the partner organisation to the venue	575 euro/person for travels between 100 and 1999 km 760 euro/person for travels of at least 2000 km	
Training Courses	Travel costs: lump sum based on distance bands calculated as above	500 – 1999 km: 275 euro	Board and Lodging: scale of units/participant/day will be administrated by InterCollege. Board and lodging: fully covered (single rooms maybe available but subject is extra charge NOT covered by the budget).
Project Management	Lump sum/month, 250 euro/month (9000€ per partner for 36 months)	4000 euro: <ul style="list-style-type: none"> • Project administration • Local activities and local training • Work and salaries in connection with the contributions to the game and the guide. • 25% co-finance of distribution cost • Extra charge for single rooms on C1 if needed 	5000 euro: <ul style="list-style-type: none"> • 25% co-funding for production of game and guide. • Development, layout of guide • Proofreading of the Guide • Social media campaign • Monitoring • Supplementary funds for C1 • Maintenance of app • Fees for google store & app store

How to Apply?

Should you meet the selection criteria for this project, please apply at:

<https://form.jotform.com/200924301650948> Only organisations and institutions that apply via the link provided will be considered for the selection.

The deadline for application is April 10.

Contacts

Should you have further questions, please contact Daniel Shillcock at daniel@intercollege.info