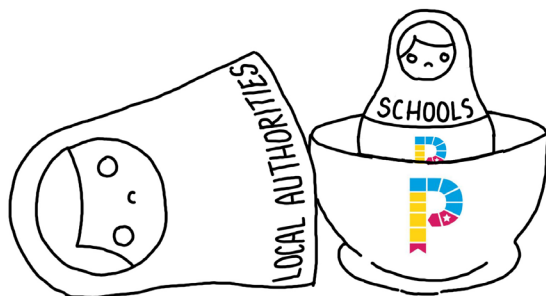




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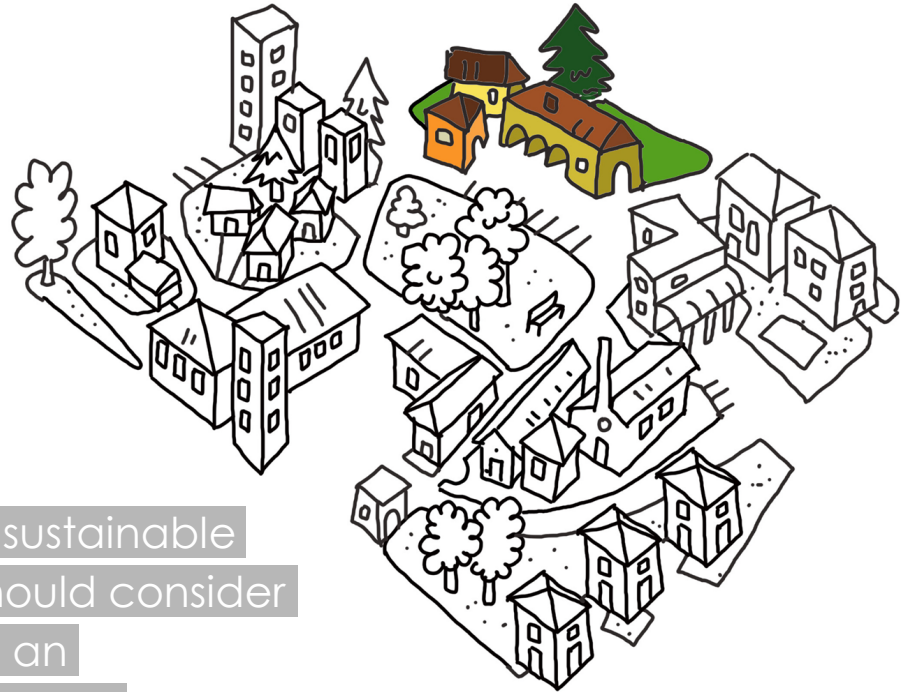
## *The Playful Paradigm Transfer Network*

A Toolkit for Cities to promote  
Playful Activities in Schools



Insights for cities and  
policy-makers to design  
a strategy **to involve**  
**Schools Institutions** for  
promoting **PLAY activities**

Cities, willing to address healthy and sustainable  
messages to children and families, should consider  
to promote the **playing approach** as an  
innovative tool to foster good Educational  
Purposes.



Cities should promote **PLAY** as an educational tool for these important reasons:

1. To foster a comfortable school environment;
2. To achieve better results in education;
3. To ensure inclusion in school;
4. To foster mental health;
5. To prevent gambling phenomenon in youth.



There is a **Recipe** with

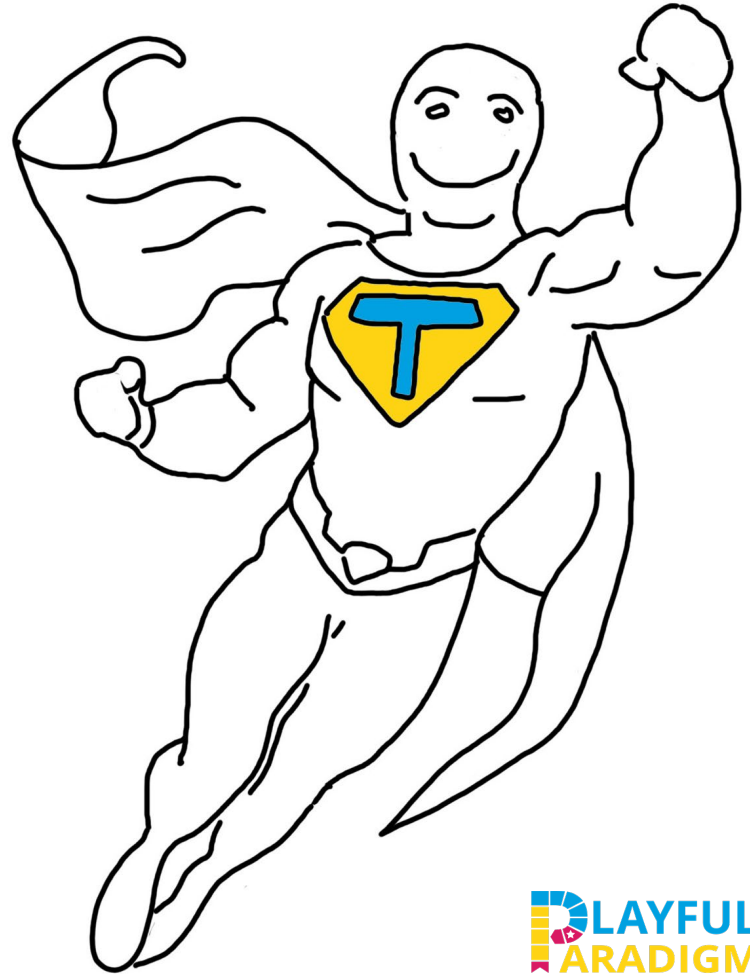
**4 important ingredients** to ensure a

good result...

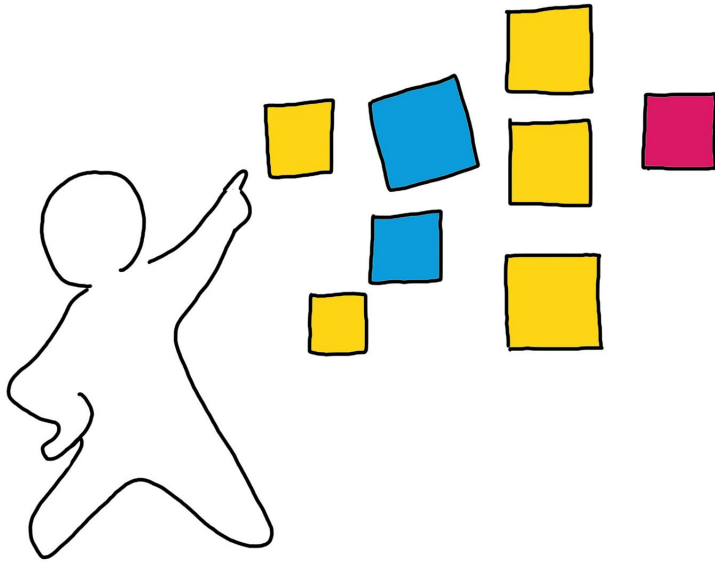
# 1. TEACHERS' ENGAGEMENT

Teachers could be sceptical at the beginning, but a successful implementation of games in schools needs them to get fully engaged in the definition of a playing approach. Among the main action required:

- provide a **training** for teachers;
- identify among them some **Play leaders** who will be responsible and facilitators of play activities;
- boost **pilot play programmes** to help demonstrate the positive impact of play in educational spaces.



## 2. COLLABORATIVE METHODOLOGY



It's important to engage the “**educational community**” in the identification and definition of a playful methodology for schools.

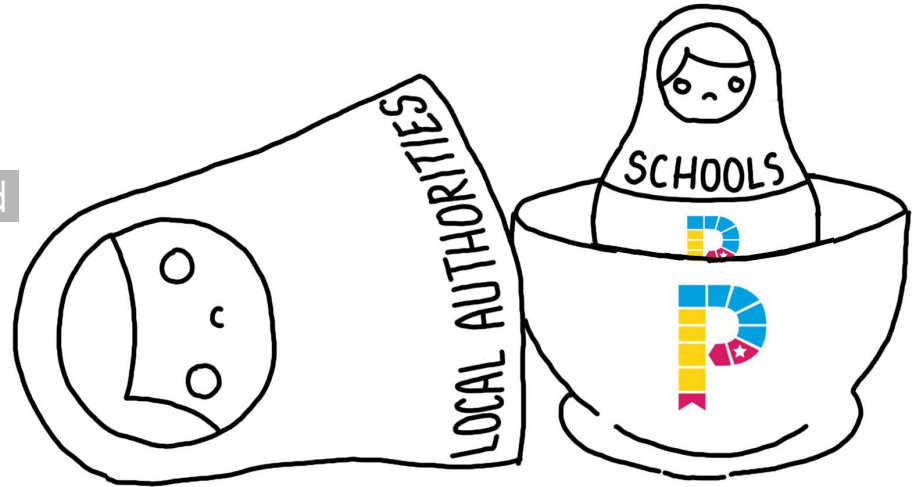
A **participative method** should be used to share tools and build abilities dealing with play in schools.

Innovative ideas coming from teachers should support the process implementation.

### 3. LOCAL AUTHORITIES AS EDUCATIONAL PLAY LEADERS

Municipalities and Local Authorities should support schools in promoting the playful approach.

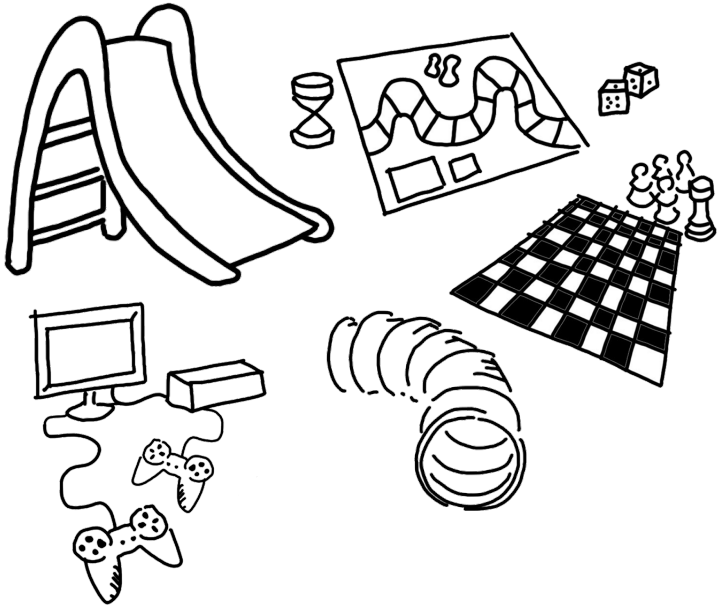
They can involve school's directors and invite them in participating to the community educational process fostering the use of play in schools.



## 4. A GOOD PLAY EQUIPMENT

Promoting Play approach requires some playful facilities for organising gaming activities and play laboratories. Among others:

- Games and toys;
- ICT games
- Making available school open spaces.





## And if you want an example...

The Sendvaris Progymnasium in Klaipėda, Lithuania, promotes playful activities addressing **healthy lifestyle messages**.

Among others, the “**active break**”, a dancing exercise during classes, has been implemented for boosting physical activity and refreshing minds for further concentration.

The Klaipėda City Public Health Bureau appointed some **health specialists** for working in schools and collaborating with teachers and parents to promote the psychological and physical wellbeing





### Project Partner Cities

Cork (IE), Esplugues de Llobregat (ES), Katowice (PL), Klaipeda (LT), Larissa (EL), Novigrad (HR), Viana de Castelo (PT). Lead Partner: Udine (IT)



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