

Help Us Bring **Europe Alive**

Young Europeans should have a fair chance to experience how European co-operation really works – and why.

Europe Alive gives them exactly that.



The educational challenge

The co-operation in the European Union has a profound influence on the living conditions of European citizens but the setting is distant from daily life and hard to comprehend solely from reading a textbook. No wonder that most young people do not even vote in European elections.

In *Europe Alive* High School students have the opportunity for a closer look whilst they are trouble shooting inside EU institutions. They get a chance to understand the considerations that often make co-operation complicated ... and they're empowered to look behind the simplifications of the EU as expressed by media, those with a vested interest and politicians.

Europe Alive is an innovative learning method that makes High School students compete and co-operate over a range of important decisions, shaping their own success, the future, and the common good of man. It all takes place in their classroom with their interactions being supported by the groundbreaking, internet based CASE-technology.

Europe Alive contains a number of online games that focus on different aspects of the European Union. One of the introductory games is about how to pass the regulation determining the conditions for citizens working or studying in another EU country as well as how to obtain a qualified majority in order to pass that regulation. Additional games will be developed on foreign relations, legal matters, monetary union and citizens' ways to influence the decision-making.

The games are competitive as well as inspired by principles of collaborative learning, where students create a common result. 'Points of Influence' are scored by achieving priorities if it is done the right way; if a common result is not reached everyone loses. Therefore it is important to consider what is beneficial in the long run. The other players are not only rivals but also neighbors; the continent must be shared with them now and also in 100 years' time.

The educational materials cover the national curriculum content on the European Union and support the teacher's preparation.

The number of participants ranges from 20 up to 200 as determined by the school. The duration of the different games can vary from 1.5 to 6 hours. All that is needed is access to the internet, PCs and smartphones.

Said about Europe Alive

A committee of independent academics has made the following evaluation of the Europe Alive project for the Erasmus+ programme:

“ Methodically the project appears relevant and justified. (..) project could be highly relevant for students trying to understand the mechanics of the European Union. The project is very innovative and makes use of many approaches to learning.

“ There is a clear *needs analysis* and it is very easy to understand how the quality of the Intellectual Output will benefit students taking part in the online games. The project design is of a high quality. The needs analysis is one of the strongholds of the application and is well defined. Making use of interactive role-play could easily be a catalyst of learning for the targeted group. The platform, with preparation and follow-up, aims to give students a basic knowledge of social sciences.

“ The project reflects (..) a desire for an empirically based approach to the development of European democracy games for secondary schools across Europe.



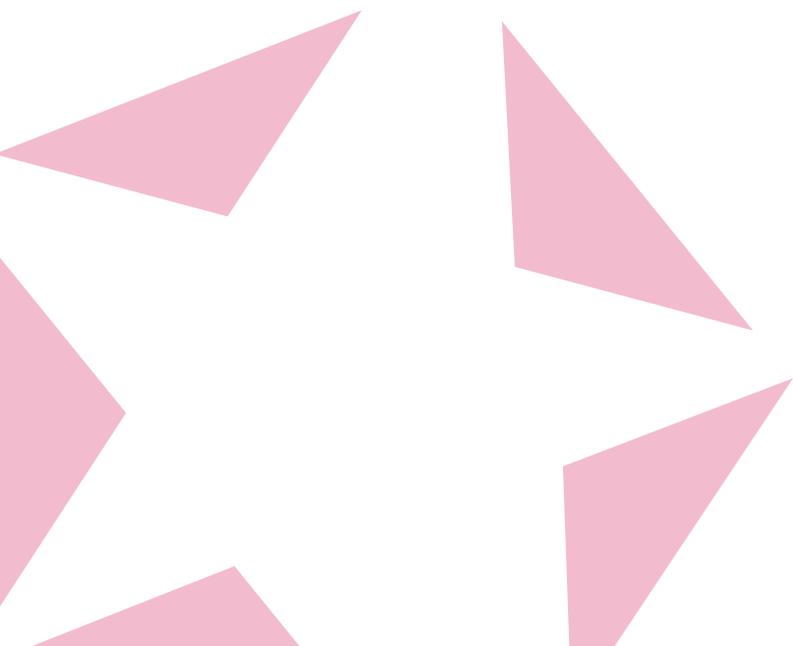
“ I hear and I forget.
I see and I remember.
I do and I understand.
Confucius (551-470 b.c.)

A brand new educational technology

The digitalized roleplay, that we have named CASE-technology, has a lot to offer. The digital platform creates an extremely engaging and immersive learning universe where the academic content is built into the negotiations, arguments and necessary peer influence amongst the students.

The platform makes it possible to deliver only the most appropriate information that is required at that moment so the participants get information when they need it, giving them a much better chance of keeping an overview of the game. The messages from the platform push participants onwards and show them possible choices. By freeing them from irrelevant and confusing information, they have the opportunity to act more reflectively in the complex and largely unknown universe of the European Union.

From the students' perspective, the platform works as an assistant that they communicate with through smartphones or laptops.



Help us make Europe Alive across borders

Thanks to the Erasmus + programme and a lot of volunteer work we now have the means to produce the basic data architecture and the first version of the introductory game. It will be played in Germany, the Netherlands and Denmark not later than 2020.

We aim to develop further educative games about the Euro, how citizens can influence the EU, the EU legal system, and the challenges from neighbors and the rest of the world. Making *Europe Alive* a reality in the High School curriculum is dependent upon finance: there are the concerns regarding translation, adaptations to the High School curriculum, and making this a reality in the other 24 member countries. It's a demanding task that requires financial support.

We therefore warmly welcome contributions from those who can see why this is the right initiative at the right time.

“ Education breeds confidence.
Confidence breeds hope.
Hope breeds peace.

Confucius (551-470 b.c.)

Who's behind this project?

Europe Alive will be run by the nonprofit *Europe Alive Association* and will be accessible for High Schools all over Europe. The partnership behind consists of 5 partners from Germany, the Netherlands and Denmark:

Publishing House Columbus

owned by the Social Science Teachers Association in Denmark

Institut für Didaktik der Demokratie

Leibniz Universität, Hannover, Germany

Landesarbeitsgemeinschaft für politisch-kulturelle Bildung

Brandenburg, Germany

Teach the Future

Foundation, The Netherlands

Dansk Kommunikation

Advanced digital learning, Denmark

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