

## PROJECT RESULTS in numbers:

**12 Comic Strips** for children 6 to 10 years

**12 Digital Breakouts –** series of online games for children 11 to 15 years

**12 WebQuest challenges** for family members between the ages of 16 to 20

**60 Adult and Community Educators** participated in the pilot implementation of the In-Service Training

**1 Online interactive portal**

**120 parents and guardians** completed the Induction training programme

**The ICE-CAP project represents a completely new innovation to raise awareness of CIRCULAR ECONOMY**



## AIM OF THE PROJECT

Provide access to a comprehensive family learning programme promoting the circular economy ideals and objectives, tested, piloted and validated in real family learning.

If you and/or your family members are interested in this topic, click the links below:

**Comic Strips:** <https://ice-cap.eu/en/outputs/io1/>

**Digital Breakout:** <https://ice-cap.eu/en/outputs/io2/>

**WebQuest challenges:** <https://ice-cap.eu/en/outputs/io3/>

**Online Interactive Portal:** <https://ice-cap.eu/en/learn/>

**In-service Training Programme (Learning Module):** <https://ice-cap.eu/en/outputs/io5-guidelines-for-youth-workers/>

**Induction Training for Parents (materials):** <https://ice-cap.eu/en/outputs/io4-policy-paper/>



6 PARTNERS

6 INTELLECTUAL OUTPUTS

09/2019  
–  
11/2021

245.946,00€

ICE-CAP is a consortium of 6 partners representing: United Kingdom, Finland, Ireland, Portugal, Spain, and Croatia



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