## **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.



**PARTNERS** 

09/2019 11/2021

INTELLECTUAL **OUTPUTS** 

245.946,00€



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

Comic Strips: https://icecap.eu/en/outputs/io1/

Digital Breakout: https://icecap.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://icecap.eu/en/outputs/io5-guidelines-foryouth-workers/

**Induction Training for Parents** (materials): https://ice-

cap.eu/en/outputs/io4-policy-paper/

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



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