



Education resources

The learning activities are complemented by a set of learning tools and other supportive material:

- A Learning Guide for learning facilitators providing step-by-step instructions on how to use the INVOLLEN methodology.
- A Learning Toolkit offering examples of materials and activities to be utilised in the learning process.
- An Online Database containing seniors' stories on traditional nature conservation activities.
- An Online Library of mobile games designed to illustrate conservation activities in protected areas.
- A Publication presenting in brief the achievements of the project.

Intergenerational Learning for Nature Conservation Volunteers



Lifelong Learning Programme

The partnership

Partners of the project are:



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What is INVOLEN?

INVOLEN is an innovative project promoting intergenerational learning and game-based learning, targeting nature conservation volunteers in 5 European countries (Italy, Greece, France, Hungary and Slovenia).

INVOLEN brings together two different age groups, adolescents and senior citizens and encourages their participation in voluntary activities for the protection and preservation of the European ecological heritage, focusing on NATURA 2000 sites. Seniors and youth are challenged to work together in groups and design their own interactive ICT games on nature conservation.

A wide dissemination campaign of the INVOLEN model is launched by initiating mobile game competitions leading to European awards in all participating countries.

INVOLEN objectives

- Promote volunteering for nature conservation.
- Make adult education more attractive to all ages.
- Enhance the preservation of protected areas including NATURA 2000 sites.
- Contribute to the cohesion of communities that live inside or near protected areas by enhancing their awareness of the environmental value of their surroundings.
- Bridge the generations' gap by yielding benefits for younger and older and by involving schools and the civil society.
- Promote the culture of active citizenship.



Methodology

INVOLEN aims to combine the skills, experience and knowledge of older people and the dynamism, energy and enthusiasm of youth to bring benefits to protected areas of nature. To achieve this, INVOLEN introduces an innovative methodology that takes advantage of game-based learning, participative learning and hands-on experiences in both real and virtual environments. The learning experiences are enhanced by "stories" of seniors recollecting small secrets of nature, legends and biodiversity models of older times, which are stored and exploited educationally by young people through the web. The learning process is "animated" by qualified learning facilitators.

The learning methodology introduced by INVOLEN is designed to be applied widely by schools, NGOs and adult education institutions throughout Europe. Interested parties are invited to follow the learning methodology and produce a serious game on nature conservation in a protected area.

Project activities

Within the framework of INVOLEN a wide range of learning activities are implemented:

- A training workshop and webinars for learning facilitators.
- Training courses in each participating country aiming to pilot-test the learning methodology of INVOLEN with small groups of school students and seniors.
- An international workshop in Hungary to evaluate the results of the piloting.
- Five workshops, one in each participating country, to present the results of the pilot-tests and launch the school competitions in the five countries participating in the project.
- Five competitions carried out amongst secondary schools in the project-countries, leading to awards for the best volunteer conservationists' games.
- An online Helpdesk to support the volunteers' groups wishing to enter the competition.
- An International Conference in Florence, Italy, to discuss the further exploitation of the project results and grant three European awards to the best games that would emerge from the national competitions.