



BREAKOUT CHALLENGES FOR DEVELOPING TRANSVERSAL SKILLS – XCAPE NEWSLETTER 2

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HELLO AND WELCOME TO XCAPE PROJECT!

The XCAPE project proposes the creation of a comprehensive suite of **fully online digital breakout challenges** to attract those on the margins of education and training, and to support them to build the key components of creative and critical thinking, through a challenge-based learning approach.

The objectives of the project are:

- Promote creative and critical thinking
- Encourage the development of creative and critical thinking skills in VET environments
- support front line VET tutors to harness potential of mobile learning
- Foster entrepreneurial spirit among young Europeans

The project has **three main intellectual outputs:**

- IO1: Digital Breakout Compendium of Resources
- IO2: In-service Training Programme and Handbook
- IO3: Online Learning Portal



WHAT HAVE WE BEEN DOING?

Shortly after the second transnational meeting of the XCAPE project - which took place in Joensuu, Finland in February 2020 - preventive measures were taken to control the spread of covid-19 virus across Europe.



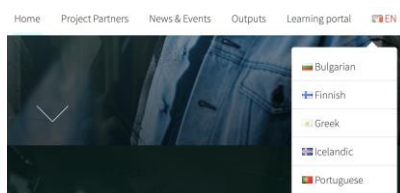
While working remotely, XCAPE project partners continued to work intensively to develop the intellectual outputs at the proposed deadlines.

The Prototypes of the Digital Breakout Resources (IO1) are now completed and ready for peer review and further translation into all partner languages. The consortium believes that it is important that all participate in the intellectual product feedback so that we have the highest possible quality educational resources.

The In- Service Training Programme and Handbook (IO2) and the finalised version will be revised and translated soon to all partner languages.

The Online Learning Portal (IO3) is currently being developed so that all the learning resources are featured in a dynamic and engaging environment for all target-groups of the project.

The project website is now available in all partner languages! Feel free to explore our project website at <https://xcape.online>



Due to the consequences of the pandemic that we are currently living, partners are discussing different possibilities to attend the next meetings and to organise the Transnational Training Event that will take place in December 2020 in Iceland.

Click [here](#) to stay tuned to the XCAPE project website

And don't forget to click [here](#) and follow us on our Facebook page!



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Did you know....

That gamification traces its origins to educational psychology and what motivates people to learn? Sometimes, finding the resolve and perseverance to complete a difficult task can be tough. Gamification motivates people by making the process more enjoyable. As a person engages more with a course or project, their positive feelings towards the experience increase and they're more likely to continue engaging on