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**Promoting the Transition to Active Life through  
Gamification and Game-Based Learning**

# M1 – M6



Proportional  
Message



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# Dissemination

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From the beginning of the project until 3<sup>rd</sup> of July 23, Proportional Message (PM) organised 4 dissemination activities:

- 2 social-media posts, one on PM Facebook page and the other on PM LinkedIn page;
- 1 page dedicated to present the project on **PM Website**;
- 1 article related to the 13 June TPM in Poland, on the Website;

# Project Meetings

Proportional Message attended the following meetings in the Skills4Life consortium:

- **Online kick-off meeting** on 15th of November 2022;
- **In-person meeting in Germany**, on 17th of January 2023;
- **Online meeting** on 23rd of February 2023;
- **Online meeting with S4L partners** on 17th of May 2023;
- **Online meeting with S4L partners** on 2nd of June 2023;
- **In-person meeting in Poland**, on 13th of June 2023.

# Impact Assessment

Proportional Message developed the **Impact Plan** that includes:

- **Purpose** of the Impact Plan;
- **Project Outcomes** and Impacts;
- **Target-group**;
- **Workpackages**;
- **Qualitative** and **Quantitative Impacts**;
- Results: Impact Assessment Reports.

- “Impact Plan” presentation during the online kick-off and its presentation during the Kick-off meeting in Germany;

## WP2 – Value Proposition

Creation of the **Value proposition** in cooperation between Proportional Message (PM), Quarter Mediation (QMED) and CBE Sud Luberon (CBE).

The **tasks for this Value proposition** were:

- PM created the Learning Outcome Matrix for Topic Area 4- Financial Literacy and for half of Topic Area 2-Autonomy and Daily Life;
- QMED created the structure of the Value proposition, the Introduction, the Game structure and the Learning Outcome Matrix for Topic Area 3-Labour Market and Professional Skills;
- CBE created the Learning Outcome Matrix for Topic Area 1-Personal and Social and for half of Topic Area 2-Autonomy and Daily Life.

# WP3 - Value Proposition and Guidelines

PM created the **WP3 Value proposition**, with:

- Learning Outcome Matrix for all the modules of the **Handbook**;
- Learning Outcome Matrix for all the modules of the **In-Service Training**;

PM also defined the guidelines for WP3, specifically for the **Handbook** and the **In-Service Training**:

- **Structure of each module** (Learning Outcomes of the Module, what each module will include)
- **Allocation of Modules** among partners;
- **Allocation of Tasks**;
- **Timetable**:

- **Presentation of “WP3 - Training Package for Adult Educators” during the online kick-off meeting;**
- **Update of “WP3 - Training Package for Adult Educators” according to the agreements from the online kick-off meeting, and its presentation during the Kick-off meeting in Germany;**
- **Presentation of the final version of “WP3 - Training Package for Adult Educators” during the in-person meeting in Poland.**



# Skills 4 life

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