



SALTO

Collection of Flagship Projects

Sustainability in the Classroom: New Shores Game

Supported by:

Erasmus+ / Cooperation Partnerships

EU Youth Programme Priority:

Digital Transformation

Topic:

Youth Participation / Skills Development and Volunteering Digital Transformation

Youth goals:

[Sustainable Green Europe](#), [Quality Learning](#)



Erasmus+

Could you manage an island in a sustainable way? What kinds of decisions would you make? Could you learn from your past mistakes and build a better world? A digital simulation developed by this creative international partnership of Poland, Slovakia and Hungary has proved a great way for youngsters to learn more about environmental issues and think about improving their own futures!

What is Participation for you?

“For my point of view participation is about both taking something away and giving something back. It is an exchange that gives you the opportunity to learn and gives me the opportunity to share my expertise.”

Aleksandra Solinska-Nowak PROJECT COORDINATOR



Wow!

To date, the *New Shores* game has registered players and teachers in 12 countries: Poland, Slovakia, Hungary, USA, Germany, Greece, India, Italy, Turkey, Ukraine, Austria and Spain. At the Educators' Challenge Awards' Ceremony (organized by the [Global Challenges Foundation](#)), the game was recognised as being among the most creative and effective projects of 2019!

Learn more about other amazing youth participation projects here:

<https://participationpool.eu/project/sustainability-in-the-classroom-new-shores-game/>