

TPM IN LITHUANIA

The PLANSHIELD team recently gathered in Lithuania for the final Transnational Project Meeting. It was a valuable opportunity for all partners to come together, discuss the project’s final steps, and reflect on everything achieved so far. During the meeting, the partners reviewed the outcomes of the pilot phase, shared experiences from their local activities, and planned how the project results can continue to be used after its completion.

The atmosphere was collaborative and positive, a true celebration of teamwork and shared goals.



PILOT REPORT AND FINAL VERSION OF THE GUIDE

Following the successful pilot sessions with young participants, the project partners prepared a comprehensive pilot report that gathers feedback, observations, and recommendations collected during the testing phase. These insights were essential for improving and finalizing the educational guide, which now offers clear instructions, practical activities, and tips for youth workers who wish to use the PLANSHIELD materials in their own programmes. The guide represents one of the key results of the project, supporting education on environmental topics through engaging and playful methods.



MULTIPLIER EVENT

To share the results and experiences of the PLANSFIELD project with a wider audience, each partner organization organized a multiplier event in their local community. These events brought together youth workers, educators, and young people to explore the project's outcomes and try out the PLANSFIELD board game and multimedia game firsthand. Participants had the chance to learn more about environmental education through play, discover the resources developed during the project, and exchange ideas on how to use them in everyday educational activities. The events successfully highlighted the power of creativity, collaboration, and learning by doing.



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"Small acts, when multiplied by millions of people, can transform the world."

Howard Zinn



THE END OF THE PROJECT, THE BEGINNING OF NEW IDEAS

As the PLANSFIELD project comes to an end, we look back with pride on everything that has been achieved together. From developing both the educational board game and the multimedia game, to engaging young people and youth workers across Europe, every step was a chance to learn, share, and grow. Although the project is officially ending, its impact continues through the knowledge gained, the materials created, and the motivation to keep promoting environmental awareness in creative and accessible ways. PLANSFIELD may be ending, but its ideas and inspiration will keep spreading.



DAMASISTEM