



ESC4SDG NEWSLETTER

Escape Games and Gamified Challenges for Sustainable Development Goals

Let's get started!

The ESC4SDG, Escape Games and Gamified Challenges for Sustainable Development Goals, project is an innovative Erasmus+ Cooperation Partnership in School Education, KA220, that aims to strengthen the teaching and learning of the Sustainable Development Goals (SDGs) through gamification and interactive learning approaches.

The project responds to the growing need for engaging and effective sustainability education in secondary schools by providing teachers with innovative pedagogical tools and methodologies. Through the use of escape games, digital learning environments, and collaborative educational resources, ESC4SDG seeks to transform traditional teaching practices and make SDG education more engaging, experiential, and relevant for students.



The project will develop a comprehensive Gamification Framework for SDG Education, which will guide teachers in integrating game-based learning approaches into their teaching practice. In addition, a MOOC-based teacher training programme will be created to support educators in designing and implementing escape games and other gamified learning activities focused on sustainability topics. The project will also design and pilot ten SDG-themed escape games, enabling students to explore real-world challenges related to climate action, responsible consumption, renewable energy, and sustainable communities while strengthening key competencies such as critical thinking, collaboration, and digital skills. The ESC4SDG consortium brings together six organisations from across Europe, combining expertise from schools, universities, and non-governmental organisations.





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Our Team

The project is coordinated by Šiaulių universitetinė gimnazija (Lithuania) and implemented in partnership with Avrupa Yenilikçi Toplum Derneği (Türkiye), Víkurskóli (Iceland), I.P.S.S.E.O.A. Massimo Alberini (Italy), Universidad de Santiago de Compostela (Spain), and Fthia in Action (Greece). Each partner contributes unique expertise in areas such as gamification, teacher training, digital learning platforms, sustainability education, and dissemination, ensuring a multidisciplinary and collaborative approach to the development of the project outputs.

Kick-off Meeting

The project officially started with the Kick-off Meeting held in Šiauliai, Lithuania, on 4–5 December 2025, hosted by the coordinating organisation, Šiaulių universitetinė gimnazija. During this meeting, project partners gathered to establish the project roadmap, define roles and responsibilities, and discuss the implementation plan for the upcoming work packages. The meeting provided an opportunity for partners to align their vision, finalize coordination mechanisms, and begin the collaborative development of the Gamification Framework and teacher training activities. It also strengthened cooperation among the partners and set the foundation for the successful implementation of the project over the next two years.



To ensure accessibility and long-term impact, the project will also establish a Digital Learning Platform and Resource Hub where teachers and schools will be able to access training materials, escape game templates, lesson plans, and additional resources. Alongside these outputs, the consortium will organize multiplier events, podcasts, webinars, and dissemination activities aimed at engaging educators, policymakers, and stakeholders across Europe. These activities will contribute to the creation of a wider community of practice around gamified SDG education and support the sustainable integration of the project results into educational systems.



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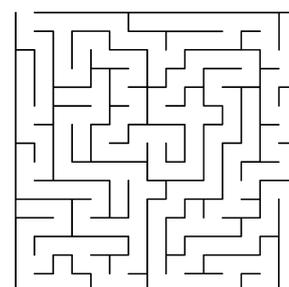
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Over the course of its implementation, ESC4SDG aims to empower teachers, engage students in meaningful sustainability learning experiences, and contribute to the broader European effort of integrating the Sustainable Development Goals into education through innovative and participatory methodologies.



Partners



Frumkvæði Fjóbreytileiki Fagmennska



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