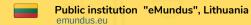
- Increased awareness of financial literacy national and EU policies by teachers and policy makers
- Enhanced financial competencies of pupils aged between 9 to 12 years old
- Adoption of a comprehensive teaching practice in partner and associated partner schools, involving formal learning, community-based teaching practices and blended learning

Long-term outcomes are:

- Dissemination of financial literacy curricula at early educational stages at local, regional, national and EU level
- Support to the harmonization process of EU educational policies regarding financial literacy
- Promotion of blended digital practices in schools at local, regional and EU level

Partnership





Foundation for the Development of the Cultural and Business Potential of the Civil Society (CuBUFo), Bulgaria

cubufo.cubufoundation.com

Akoe educació, Spain akoe.coop

Educational Research and Training Center (CREF),
Portugal
cref.pt

Youth Initiative Center, the Netherlands initiativesforyouth.eu

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Promotion of Financial Literacy in Primary and Secondary Education Through Gamification and Digital Storytelling





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Aim

The aim of this project is to build potential financial capacity of young generation of Europe through fostering and improving financial literacy of children in late primary education and parallelly empowering their parents and teachers with proper and focused educational material, support in developing their confidence, familiarization with financial environment, positive predisposition regarding financial management

Objectives

- To promote the implementation of FinLit in primary and lower secondary education
- To improve parents' and teachers' competencies in the teaching of financial literacy
- To increase the inclusion of parents in their children's education process

 To raise awareness on financial literacy education policies and strategies on a national and international scale

Expected Results

DigiFinEdu methodological
material which will consist of an
eBook providing a thorough
account of the current context on
FinLit education at national and
transnational level and an
innovative FinLit teaching practice
for teachers and parents

- DigiFinEdu didactical material that will include at least 10 modules with lesson plans, material and instructions for teachers, parents and students
 DigiFinEdu visual novel, an
- DigiFinEdu visual novel, an educational video game on FinLit, combining digital storytelling and gamification methodologies

Target Groups

- Primary and early secondary education pupils
- Primary and early secondary education teachers
- Parents

Impact

Short-term outcomes include:

 Increased knowledge and awareness about financial literacy formal and non-formal teaching practices of teachers and parents

