

- *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



Raseiniai Saltinis Progymnasium, Lithuania
saltiniomokykla.lt



Public institution "eMundus", Lithuania
emundus.eu



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



Akoe educació, Spain
akoe.coop



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



Youth Initiative Center, the Netherlands
youthinitiativecenter.eu

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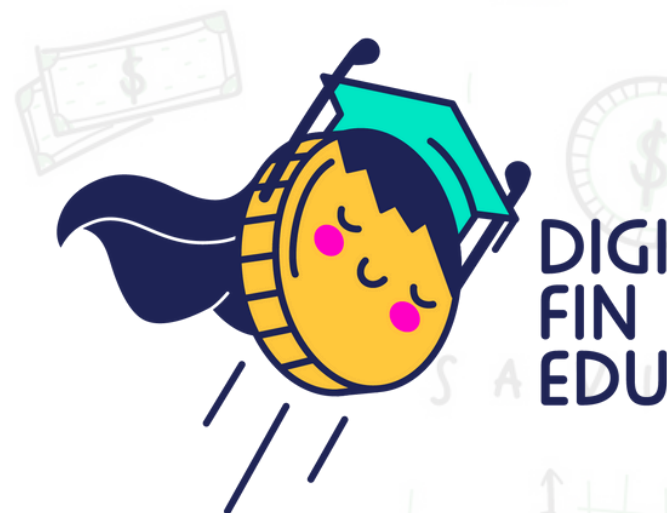


www.digifinedu.eu



DigiFinEdu

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 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*

