



>>> NEWSLETTER I <<<

QRiosity Park: A QR-BASED TREASURE HUNT TO DISCOVER ECO-KNOWLEDGE IN URBAN PARK

Project no. 2024-1-EL01-KA220-SCH-000244241



DISCOVER QRiosity Park: A NEW WAY TO LEARN AND CONNECT WITH NATURE

PROJECT SUMMARY

QRiosity Park aims to revolutionize urban green spaces, engaging educators and students through an innovative mobile app, fostering environmental education and active learning. The project seeks to address the challenges of digitalized childhoods, lack of exposure to nature, and promote sustainability. It aims to empower students, enhance teacher competencies, and create a lasting impact on education by integrating the outdoors into the learning experience.

GO1. To identify the pre-requisite conditions, potential barriers, and best practices for effective utilisation of urban green spaces as outdoor classrooms

GO2. To improve teachers' competences in utilising UGSs and interactive digital tools as educational tools for fostering environmental values

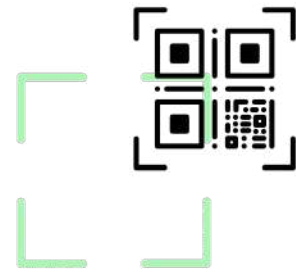
GO3. To promote critical thinking and active citizenship in school children on environmental issues

OBJECTIVES

QRiosity Park targets the following key groups:

- Educators: Primary and secondary teachers gaining training and tools for environmental education.
- Students: Urban students engaging in outdoor learning through a gamified app.
- Organisations and Authorities: Environmental, educational, and tech entities adopting project outcomes.
- Local Communities: Municipalities and businesses supporting grassroots environmental education.
- Policymakers: Influencing education policies at local, regional, and EU levels.

TARGET GROUPS



QRiosity Park will produce:

- **Gamified Mobile App:** Encourages outdoor learning through interactive treasure hunts.
- **Educator Resources:** Handbook and toolkit for teaching with urban green spaces.
- **Pilot Testing:** Ensures effectiveness and lasting educational impact.
- **Promotes Sustainability:** Embeds eco-consciousness in education.

RESULTS

PARTNERSHIP

THE PROJECT CONSORTIUM CONSISTS OF 5 PARTNER INSTITUTIONS FROM FOUR COUNTRIES

- 18th Primary School of Rhodes (Greece)
- PNEVMA LLC (Bulgaria)
- FONDACIJA AGRO CENTAR ZA EDUKACIJA (FACE) (North Macedonia)
- Infinitivity Design Labs (France)
- INNOVATION BEE (Greece)

- Transnational "Train-the-Trainers" Session: A training session in France (December 2025) for three teachers and one project manager from each partner country. Multiplier Events: Final
- events in partner countries, including Bulgaria, Greece, North Macedonia, and France, to disseminate project outcomes (July–October 2026).
- Final Transnational Meeting: Held in Bulgaria (October 2026) for project partners to conclude and assess project implementation

FUTURE EVENTS AND TRAININGS

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