



STOP EPIDEMIC GROWTH
THROUGH LEARNING

Welcome to the workshop!

Glance behind the scenes



Co-funded by the
Erasmus+ Programme
of the European Union

Background



STEP-UP Stop Epidemic Growth Through Learning:

- Erasmus+ project (2020 – 2023)
- Developed by partners in Portugal, Germany, Netherlands, Spain and Croatia
- Coordinated by SHINE 2Europe (Portugal).



Objectives



- Develop a toolkit with game, training materials and guidance
- Train, empower and support learners in dealing with emergencies caused by pandemics
- Offer guidelines and insights on communication, social, political and care measures



STEP_UP Game

Learning experience to:

- Stop the virus
- Balance social and health needs
- Transfer good practice

Toolkit for Facilitators

Advice and support:

- Methodology
- Curriculum
- Training materials
- Validation and certification tools

Social and Policy Intervention Manual

Measures and guidelines on:

- Early detection
- Early outbreak
- Pandemic stage
- Exit strategies

Virtual Library

Search functions for measures as regards:

- Results
- Themes
- Keywords
- Geographical coverage

STEP-UP game



- Educational and recreational game
- Play modes:
 - Chronologically
 - Per character
 - At random



- Meet the challenge to balance social and health needs!

Meet the characters of the game:





Have a great time playing the game!

<https://stepupgame.eu/>