

**KidLe "Developing an Intercultural Game as a Pedagogic Tool for the Inclusion of Pupils with Migrant Backgrounds in New Learning Environments" is a new Erasmus+ Project, under Cooperation partnerships in school education action.**

**The aim of the project is to support the inclusion of migrant children in new school environments through playing board games with an intercultural approach. The project will develop five such games and integrate them into a gaming pack, which will also be digital and multilingual. Furthermore, the game development process will involve co-creation, with parents and children (migrant/local) and teachers in each country designing the games.**

## KICK OFF MEETING

**On the 15th and 16th of January, the KidLe Project consortium convened for its inaugural meeting, hosted in Lisbon by Iscte, the coordinating institution for KidLe.**

**During the meeting, consortium members had the invaluable opportunity to review the project's overarching strategy, gain a comprehensive understanding of the various work packages and project activities, and familiarize themselves with the consortium and its members.**



# FIRST STEPS IN THE CO-CREATION OF INTERCULTURAL BOARD GAMES

As part of Working Package 2, the project team is working on the co-creation of 5 intercultural board games. The overall objective of Work Package 2 is to formulate the basic principles for the co-creation of intercultural games that will develop language, intercultural, and communicative skills, focusing on "learning my educational environment".

As first steps, we will engage parents and teachers through two focus groups, which will allow us to assess the main needs of our target groups and provide key information for the development of the games.

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