NEWSLETTER

April 2026 - September 2026

International Teachers' Workshop in Bratislava



What happens when you combine climate education, escape-room mechanics, and passionate teachers?
Hosted by Comenius University from **12–14 May**, our **International Teachers' Workshop** brought together **educators and European partners** to **reimagine how students learn about sustainability.**
Over three immersive days, participants stepped out of traditional roles, testing our new educational ecosystem, participating in inclusion and assessment workshops, and even taking a trip to a local escape room.
The energy in Bratislava made one thing clear: game-based learning is the future of environmental education, and our team is ready to hit the ground running for the project's next phase.



From the Workshop to Local Classrooms Pilot Training Begins in November!

Following our successful International Teachers' Workshop in Bratislava, we are *officially moving into our next big development phase*: **Pilot training is kicking off across all project areas!**
Educators in every partner country will now have the opportunity to **test and implement** the EcoMystery educational ecosystem in **real-world learning environments.** These local training sessions mark a crucial step forward as we translate our shared milestone into practical classroom tools across Europe.
Beyond introducing teachers to the platform's core functionalities, **the pilot phase serves as a vital evaluation period**. Insights gathered from participating schools will directly inform the **final adjustments to the EcoMystery framework**, ensuring our game-based methodologies, assessment tools, and inclusive practices meet the diverse needs of classrooms.

Preparatory Sessions for the Pilot Training National Webinars



Until the end of the year, a **series of national webinars and workshops across all partner regions** will **prepare participating educators for the upcoming pilot trainings,** while bringing the insights from our Bratislava workshop to a broader teaching community.
These online sessions serve as a **complete briefing**: they provide teachers with the **practical knowledge, technical setup, and pedagogical context** needed to run activities locally, while **unpacking the materials** from Work Packages 2 and 3. Attendees will learn where to access EcoMystery resources and discover actionable strategies for integrating game-based climate education, directly into their classrooms.

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