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NEWSLETTER I - What's PATCH-WORLD

PATCH-WORLD is a project funded with the help of the European Commission, in the framework of the Lifelong Learning Programme

The project will last two years from 2007 to 2009 and its aim is to develop a learning community of children and parents, by involving them all together in a learning path: children teach their parents how to use ICT tools, while parents single out some contents based on their knowledge. In this way parents and children will realize together multimedia e-learning paths, mutually enriching their knowledge and acquiring new strategic competences.

The learning path will be organized through an On-Line Learning Game that will involve the users on the community activities. In the first step children become teachers and the parents students. Purpose of the game will be sharing ICT competences to "deal with" the tools and features of the game.

In the second phase there will be switch of roles: parents teach the children how to learn, working as facilitators. They will be asked to give their best concerning general knowledge such as history, sports and geography, through their experiences, memories and feelings.

The development of this on-line learning process will allow the players play in a neutral path giving them the possibility to leave their roles of real life.

The game will be developed at national and European level and the prizes will be in terms of:

knowledge ✎ the game is based on reciprocal learning of the players;

relationships ✎ one of the objects is to make parents and children play, learn, discuss and face together the situation;

concrete gifts ✎ prizes for the first three winners of the European Competition have already been selected.

Why it has been called PATCH-World

The name **Patch-World** comes firstly from the idea of a *Patchwork* or "pieced work" which is a form of needlework that involves sewing together pieces of fabric into a larger design. What is important is the fact that in a patchwork the result given by the group of patches placed together is different from the simple sum of the contents. *So the importance of working together, of choosing the right patch at the right moment and to see only at the end which is the real result of the common work.*

But Patch has also another important meaning: unlike applications such as word processors, patches play a unique role in computer games, that almost always require *patches* to fix compatibility problems after their initial release.

After those definitions, we thought that Patch was definitely a key word for our project, together with World, which is in our case an on-line environment where the players will have the opportunity to meet, to play, to challenge and to build up a common work.

If you're interested in joining, giving suggestions, receive information or take an active part... in our project please contact us to the following e-mail address europogetti@montesca.it

PATCH-WORLD

Parents and **C**hildren **W**orking,
Organizing and **L**earning
together

135285-LLP-1-2007-1-IT-KA3-KA3MP-CMP



PATCH WORLD

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PATCH-WORLD TEAM

