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SHIELD



Newsletter 5

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Learn. Play. Act for a Healthier, Greener Future!

“Launch Change - One Catapult at a Time!”

Have you ever thought that learning about sustainability and health could be as fun as playing a game?

Welcome to the SHIELD Game, an innovative, game-based learning experience developed under the Erasmus+ Project “SHIELD – Strategies and Interactive Learning for Energy and Health Optimisation.”

In this interactive digital adventure, players use a virtual catapult to break through wooden walls, but behind every wall lies a hidden question about the world we live in. Each successful launch uncovers new knowledge about the connection between energy use, climate change, and our physical and mental health.

The game encourages reflection through action: each wall you break symbolizes breaking down the barriers of ignorance, misinformation, and inaction. With every challenge you complete, you’ll discover how daily habits, from how we travel to how we consume energy, can shape not only our environment but also our personal well-being.

Through its creative design and dynamic visuals, the SHIELD Game transforms learning into a mission for positive change. It invites young people, students, and curious minds to play, learn, and act for a healthier planet and a healthier self.

Key features:

- Engaging game-based challenges combining fun and learning
- Educational questions designed by experts on energy, sustainability, and health
- Opportunities to reflect, share, and take real-world action

 Are you ready to launch your catapult and uncover the truth behind sustainability?

Play, explore, and be part of the SHIELD movement for change:

<https://education-shield.netlify.app/>



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