# THE PROJECT



#### **OUR GOALS**

The project includes the development, implementation and evaluation of a SEL based program with an inclusive approach using digital methods, called SEL4@II, to strengthen European youths' socio-emotional skills, wellbeing and inclusive school contexts by promoting openness, inclusion and diversity.



#### **EDUCATIONAL INNOVATION**

Following a co-creation approach and including especially students with fewer opportunities, their preferences and opinions will be included in the design of the serious game. SEL4@II will be programmed as a webbased online platform that will be available in English, Finnish, German, Italian and Spanish. In addition, digital teaching materials will be developed, which include a teacher's manual and video tutorials to facilitate implementation by teachers.

#### **SOURCE PARTNERS**









#### **ASSOCIATED PARTNERS**

University of Jyväskyla University of Eastern Finland

## **CONTACT US**



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## YOU CAN FIND US



https://ews.uni-greifswald.de/forschung/sel4all



ON X @sel4all



ON INSTAGRAM

@sel4allproject

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Erasmus+ Enriching lives, opening minds.



## SEL4@LL



Promoting well-being among
European adolescents an inclusive
and digital programme to strengthen
socioemotional competencies

### **ABOUT US** AND OUR MISSION

#### **BACKGROUND**

Socio-emotional skills (SES) are critical in determining how effectively individuals adjust to their surroundings, contributing to well-being, creativity, and inclusion by encouraging diverse perspectives, supportive and collaborative atmosphere where all students feel valued, engaged and live up to their potential.

#### **OUR RESPONSIBILITY**

Educational institutions should support adolescents in their socio-emotional development by embedding practical strategies (programs, interventions, projects) directly into the curriculum.

#### **TARGET GROUPS**

Our target groups are elementary and lower secondary school students.

#### WHY?

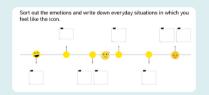
To foster students' personal development, their responsible and creative contribution to a global and democratic society.

#### INSIGHT INTO GAME DESIGN





#### **INSIGHT INTO TEACHING MATERIAL**















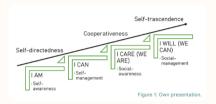
Conflict resolution. Read the following

scenario and write a solution from the

perspective of an icon and then from



## SOCIAL-EMOTIONAL **EDUCATION:** THE MODEL



The theoretical model of Social-Emotional Education, as articulated by Cefai et al., emphasize the cultivation of skills and dispositions that enable individuals to navigate their social and emotional environments effectively. The essence of these models lies in fostering holistic development, where students are empowered to build self-awareness, manage emotions, establish positive relationships, and make responsible decisions.

#### References:

Cefai, C., & Cavioni, V. (2014). Social and Emotional Education in Primary School: Integrating Theory and Research into Practice, Springer, Cloninger, C. R. (2004). Feeling Good: The Science of Well-being. Oxford University

#### **MULTI-DIMENSIONAL DEVELOPMENT**

