

ERASMUS+ PARTNER IDENTIFICATION

A. PARTNER ORGANISATION

PIC	914008691
ORGANIZATION ID	E10088996
VAT NR	997293811
Full legal name (National Language)	Challedu Αστική Μη Κερδοσκοπική Εταιρία
Full legal name (Latin characters)	Challedu
Acronym	Challedu
National ID (if applicable)	
Department (if applicable)	
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B. PROFILE

Type of Organisation	NGO
Is the partner organisation a public body?	No
Is the partner organisation a non-profit?	Yes

C. BACKGROUND AND EXPERIENCE

Please briefly present your organization.

CHALLEDU's mission is to empower communities and learners by creating impactful innovative educational solutions that raise awareness, inspire action for positive change and create a sustainable, inclusive and equitable world for all. We envision a more sustainable, inclusive, equal and just world where

everyone has the opportunity to learn, grow, and become active contributors to a better future in the community and worldwide.

Our key values are:

Creativity-Innovation-Sustainability: We embrace creativity, cutting-edge technologies, including game-based learning, in alignment with 17 Sustainable development goals (SDGs) to transform education and create long-term, positive, and impactful solutions that promote environmental protection, social justice, and human rights

Collaboration- Inclusion: We are committed to fostering inclusion, equity and accessibility, ensuring that everyone has the opportunity to learn, grow, and thrive

Education - Empowerment :We believe in the transformative power of education to empower individuals and communities by providing them with the knowledge, skills, and confidence to take control of their futures, contribute to their communities, and drive positive change in society

The focus areas of our projects are:

Gender Equality & Mainstreaming; We promote gender equality through non-formal education and game-based learning, ensuring equal opportunities for all

Inclusion & Diversity; We foster inclusive education and co-creation methodologies for diverse groups, including people with disabilities, NEETs, Seniors, people with health problems (eg. dementia), to meet their needs and aspirations

Environment & Green Skills; We equip individuals & communities with green skills and environmental awareness through interactive learning promoting 17SDGs

Personal & Professional Development; Through non-formal approaches and game-based learning we empower individuals, from students to professionals, to develop skills for growth and success

STEAM & ICT; We engage students, with these topics and a focus on gender equality, fostering their skills to thrive in a technology-driven world

Intergenerational Learning; Through cross-sectoral approaches, we encourage collaboration between generations, fostering mutual understanding and shared knowledge

Digital & Media Literacy; We empower learners to develop critical thinking and innovation- digital skills, enabling safe and critical digital engagement

Entrepreneurship & Quality Employment; We empower young people, NEETs, and adults, including the disadvantaged ones, to develop entrepreneurial skills or/and access quality employment

Active Citizenship; We provide inclusive educational opportunities for diverse groups promoting democratic participation

Human Rights & EU Values and History; We emphasise on promoting human rights and EU values, fostering dignity, equality, and respect for all

Mental Health & Wellbeing; We create supportive environments to foster resilience and wellbeing

Culture; We celebrate and preserve cultural heritage while fostering creativity and intercultural dialogue, empowering diverse communities to connect, express, and thrive.

OUR ACTIVITIES include:

-research and development of methodologies of formal, non-formal education and informal education to tackle social, educational and environmental problems

-development of tools for synchronous and asynchronous learning for making education more effective, entertaining and motivating

-raise awareness, inspire and motivate individuals and communities supporting the 17SDGs through advocacy campaigns, events, festivals, workshops, dialogs, seminars, etc and diverse channels online and offline

We have 9 full time & 1 part time employees. We engage 2-5 interns and 2-3 volunteers. We cooperate with leading Universities, research centres, cultural institutions, SMEs, foundations, ministries, municipalities and regional directorates, and NGOs (local & EU).

During the last 8 years we have engaged in our activities more than 2000 people who are facing difficulties, 8000 young people and students and 2000 trainers/educators/other professionals.

What are the activities and experience of the organisation in the areas relevant for this project? What are the skills and/or expertise of key persons involved in this project? Please explain how the organisation brings an essential added value to the project.

Challedu has participated in more than 37 Erasmus+ projects and coordinated 7 Erasmus+ projects. We have also coordinated 2 Active Citizens Funds projects and 1 CERV project.

All the members of Challedu have experience with European Projects. Our team consists of project managers, educators, researchers, game-designers, graphic designers, developers, trainers, and experts in different fields.

Challedu has a lot of experience in research and development of new methodologies and tools of formal, non-formal education and informal education for synchronous and asynchronous learning. It has also experience in raising awareness, inspiring and motivating individuals and communities towards positive change tackling social and environmental issues.

Description of our school Erasmus+ projects:

EU@SCHOOLS - A KA201 program aiming to empower teachers and students through game-based tools focused on the concepts, principles, history, and institutions of Europe. Its outcomes encompass an e-learning platform with educational materials covering various related topics, 8 serious games (including escape rooms and board games), and readily available lesson plans

ECCE LUDUS - A project aims to support the continuous professional development of secondary school teachers and educators by increasing the international training opportunities on digital innovative STEAM-oriented edutainment practices. Its result will include an ECCE LUDUS methodology and online training course for teachers and educators the ECCE LUDUS Edutainment Tool and the EU HUB of Edutainment for School

FEMALES): A KA201 program aiming to empower girls to pursue STEM careers. Its outcomes comprise a Methodological Guide intended to offer women role models and combat stereotypes, an e-Learning platform designed to assist teachers in understanding the roles of women in STEM, and a collection of Role Model Educational Tools encompassing card games, an augmented reality application, e-books centered around role models, as well as a compilation of inspiring videos, books, and movies.

-Digit4Equality: The KA201 program is devoted to promoting equal participation of both girls and boys in sciences and STEM fields through the application of game-based methods and a digital toolbox. This initiative has produced noteworthy outcomes, including a Methodological Guide outlining the crucial competences students need to counter gender stereotypes and participate in STEM careers. Additionally, the DIGI4EQUALITY Educational toolkit features an e-learning platform and a digital serious game.

-FEMSTEAM Mysteries; A KA201 program aiming to develop a digital mystery game and toolbox to promote equal participation in STEAM fields. Throughout the project's duration, partners have crafted multiple educational resources, including two guides on Role-model education for promoting gender equality in STEAM and Game-based education for promoting gender equality in STEAM. The outcomes also encompass a digital serious game and a Teacher Professional Development Program focused on advancing gender equality in STEAM.

-ABI GAMES: Co Creation Festival for designing games for children with autism and inclusion workshops in collaboration with the Special Kindergarten of Chalkida. This project was implemented within the framework of the "Simeia stirixis" program, co-financed by John S. Latsis Foundation, the TIMA Foundation, the Hellenic Hope Foundation, the Captain Vassilis and Carmen Konstantakopoulos Foundation, the A. G. Leventis Foundation, and the Bodossaki Foundation. Professional game designers, specialised educators, psychologists, occupational therapists, parents of children with autism, and students designed 12 games that empower children's skills and aid in their inclusion within society.

-Farewell Anatolia: Digital mystery game based on the book 'Farewell Anatolia' by Dido Sotiriou, focusing on the life of the main character Axioti and incorporating his perspective as described in his books, along with real historical facts. This project was sponsored by the Greek Ministry of Culture and Sports.

-Aeolia: Digital mystery game based on the books 'Land of Aeolia' and 'Serenity' by Ilias Venezis under the donation and sponsorship of the Ministry of Culture and Sports. Aiming to develop the youth reading culture.

-Ta stekia: "Ta Stekia" is a project funded by the Greek Ministry of Culture and is aiming the creation of a digital game that will be based on the artistic venues and the artistic work of contemporary Greek artists of the 20th and 21st century. This innovative and original digital game, will be addressed in a modern way to students, young people, young women and adults and will relate to the culture and history of the 20th and 21st century in Greece with references to the past and the present.

-LovABLE: A KA210 project that aims to promote the inclusion of disabled children in the important pedagogical education about human anatomy, human rights and self-awareness, healthy emotional relations and responsibilities, consent, hygiene, privacy, safety, sexuality along its development and issues of disability. Although sex education is becoming a part of the curriculum in most schools in the EU, less has been done for adapting and considering related issues for disabled children especially in early-childhood.

Description of our youth Erasmus+ projects:

-AgroEduGames: A KA205 project focusing on enhancing the agro-entrepreneurial skills of young people through game-based methods and educational tools. Its outcomes include a guide promoting game-based learning in agro-entrepreneurship for youth, a module featuring instructions on using Escape Rooms/Break-out Boxes for Agro-Entrepreneurship as learning materials, incorporating 5 ready-to-use escape rooms. Additionally, the project produces a serious card game to cultivate youths' competences in agro-entrepreneurship and a guide outlining recommendations for utilising the mentioned educational materials.

- Agricharisma: A KA205 program with the goal of inspiring and empowering young individuals to engage actively in the agricultural economy. Throughout the project's duration, project partners developed a digital platform comprising two courses: one concentrating on basic skills and personality traits of a robust founding team, and the other emphasizing the cultivation of social skills essential for agro-entrepreneurship

through innovative practical activities. Additionally, the partners designed a digital serious game and produced a guide offering various lesson plans for educators.

-Anti-Rumour: a KA220 project focusing on raising awareness about fake news and hidden discourses while involving young people in political discussions through youth organisations. Its results contain a Guidebook for identifying conspiracy theories and addressing fake news, a digital toolkit with tools for detecting disinformation, a serious game for media literacy, and a learning module with four lessons covering diverse thematic areas.

-ATOM: A KA210 program aiming to promote social inclusion and diversity of young people through the VIBES approach, an interactive and innovative methodology. During the project's lifetime, partners will create a Booklet for Youth workers as well as communities supporting youth workers and young people.

-CodER: A KA220 program focuses on creating escape rooms with programming challenges to boost young learners' interest in fundamental programming concepts. The project delivers a Digital Learning Platform, a Guide for using escape rooms in education, a Handbook of scenarios with programming puzzles, and a Digital Escape Room Creation Platform for customised experiences.

-FLYie: A KA205 project with the aim of empowering women in entrepreneurship through Role-model education. Its outcomes include a Methodological guide for the FLYie project, as well as two guides – one focusing on Role-model education to promote gender equality in business and entrepreneurship, and a second guide on Game-based education and activities for fostering gender equality. The FLYie project also introduces a serious card game that promotes contemporary women role models in *κάτι λείπει?*

-HERSTORY: A KA220 program aimed at empowering women facing additional difficulties in the field of entrepreneurship. Its outcomes encompass a range of educational materials, including a Methodological Guide and Podcasts that explain the importance of positive representation in entrepreneurship. Additionally, the program introduces a board game designed to promote visibility for refugee and migrant women as well as LGBTQI+ entrepreneurs, highlighting the role of women in underrepresented communities. Furthermore, the program offers a training module to enhance the skills of Youth Workers in guiding potential entrepreneurs to overcome challenges linked to their socio-economic backgrounds.

-Inspire: A KA205 ERASMUS+ project that aims to empower young people with entrepreneurial skills by helping them discover their role in social entrepreneurship. Its results include a guide setting the methodology of the project, two learning training guides for career development, psychometric methods, and social entrepreneurship. The project also features an innovative psychometric Serious Game that engages young individuals in finding SDG-focused solutions and simulates activities within a social enterprise.

-Tourfriend: A KA205 project aimed at redesigning the tourist experience to be more inclusive for deaf individuals. The project's outcomes consist of a methodological guide that establishes the standards of the TOUR FR(I)END initiative, two training guides focusing on enhancing the basic skills of individuals working in the tourism industry, particularly in terms of language and dialogue, and teaching basic sign language phrases for use in various tourism-related settings such as hotels, airports, booking companies, and tourist offices. Additionally, a serious game designed to teach sign language for touristic venues has been developed.

-Youth for Youth: A KA205 project focused on promoting game-based methodologies for youth workers. Among its results, there is a guide that compiles state-of-the-art game-based practices specific to each partner country. Additionally, the project offers an online course presenting the theoretical framework of game design to inspire youth workers in utilizing these techniques. Furthermore, games are designed through game design events, and a toolkit for facilitators of game-based educational activities is provided.

-Developing skills for success through blended learning: A KA210 project aiming to develop a training programme based on non-formal work and digital tools to help young people develop skills related to personal development, career development and (social) entrepreneurship.

-CIRCLE-T: A KA220 project aiming to integrate sustainability and green skills in Youth theater through development of circular economy methodology into theatre design (Reduce, Reuse, Recycle)

Description of our adult education Erasmus+ projects:

BRIDGE:A KA204 program to create tabletop and digital games for people with dementia, capacity building seminars for professionals working in the health sector. Specifically, its outcomes comprise a methodological guide for organising co-creation workshops for individuals with dementia, the creation of 8 games tailored for them, and a MOOC designed for both formal and informal caregivers addressing dementia., game design sessions for pwD and instructions on how to use the games created.

-E4ALL:A KA204 project focusing on exchange of good practices in the field of intergenerational education with the goal is to empower educators to create and promote inclusive education for all ages. Its result comprises a collection of videos - knowledge pills and recommendations for effective intergenerational learning.

-GOLD:A KA204 project of exchange of good practices with the aim of improving the quality of life of seniors and their inclusion as active members in society, offering their knowledge and wisdom to the next generations. Its results include a guide on mapping of the status and needs of old people, a collection of good practices on social inclusion and health maintenance of old aged people inside and outside partner organisations and a collection of short Videos from partner organisations' experiences with projects concerning people of age 65+

-GRAND FRIEND: A KA204 project which aims to raise awareness on the benefits of Intergenerational Programs in Agricultural development; to promote active citizenship among the former generation of Agro-Entrepreneurs; to boost the new generation's engagement in the Agricultural sector; to address the new and previous generations' problems, and to find solutions through the involvement of Lifelong Learning Institutes / Trainers / Educators who focus on agriculture and other relevant stakeholders.

- HOPE:A KA227 program for the exchange of good practices, aiming to empower vulnerable populations (such as individuals with disabilities, the homeless, refugees, immigrants, etc.) in their art and entrepreneurship skills through interactive creation workshops.

- IGAME:A KA210 program of exchange of good practices in education through games to adults. More specifically, this project consists of a series of practical sessions, in different stages of needs analysis, design, creation, and finally designing more inclusive board games with educational objectives(serious board game).

-ID GAMES:a KA204 project that promotes social inclusion and skill development for individuals with ID through serious games. Its outcomes include a methodological guide for organizing games and workshops for individuals with ID, and 6 serious games (digital, physical, phygital). Lastly, an e-course for trainers, professionals, caregivers, and organisations working with individuals with ID for organising participatory game-creation workshops and effectively utilizing the serious games.

-Legends of Disability: An Active Citizens Fund program aiming to empower people with disabilities through role models. Throughout the project's duration, four game concepts originating from co-creation festivals were fully developed. Additional outcomes of the project include two comprehensive guides intended for trainers, caregivers, and educators working with People with Disabilities (PWD) encompassing various aspects, such as games, role models, career development activities, and strategies for advocacy.

-Mistirio sto Girokomeio: Intergenerational activities between senior residents of nursing homes and school students through the use of mystery games was the focus of this project, funded exclusively by the TIMA

Foundation. Specifically, Challedu developed a guide on co-creating escape room concepts with senior residents and facilitating game sessions. Additionally, four examples of ready-to-use escape games were created.

-Pragress: A KA204 project offering methods and tools for caregivers to manage and prevent challenging and aggressive behavior of care recipients in both home and community settings. The results achieved during the project's duration include a baseline study of critical parameters shaping the context of aggressive behavior, an e-learning platform along with guidelines on its utilization as a learning resource, a guide featuring evaluation and teaching scenarios, and a guide on the sustainable utilization of the outcomes.

-Periegesis: A KA227 program aiming to enhance the sign language proficiency of cultural venue staff to foster inclusivity for Deaf and Hard of Hearing (DHH) individuals. Its outcomes encompass a comprehensive guide outlining the project's theoretical framework, a thesaurus of essential phrases and dialogues for utilization, a "Video Directory for Museum Staff" aiding in learning the basics of National Sign Language, lesson plans for DHH inclusion in museums, and a Digital Serious Game.

-SART: SUSTAINABILITY AS THE ART OF RESILIENCE: A KA210 ERASMUS+ program, the project "Sustainability as the art of resilience" aims to promote sustainability and the 'art' of resilience. The project focuses on the cognitive learning objectives in relation to recovery and resilience in the cultural and creative sectors as well as the educational one. The objectives of the project are to share good practices around themes such as: a) Knowledge of practising resilience during widespread crises such as pandemic, b) Methods to strengthen workers' skills on sustainability, art and resilience, c) Techniques to promote sustainability in the workplace.

-Small Buddies: an Active Citizens Fund program on establishing a sustainable connection between small NGOs and companies engaged in Corporate Social Responsibility (CSR) initiatives. Among its results, one can identify a preliminary network of organisations acting as intermediaries to support and elevate their roles. Additionally, partners created guidelines and tools to enhance transparency, organisational capacity, and technical knowledge for small organisations, tailored to their capacities and requirements.

-Time to speak: Development of the game "Change the plot" for understanding if you are a victim of gender based violence or abuse. The game was developed under the Active citizens funds project Time to talk coordinated by Kyries tis Dramas.

-IDeA: A KA210 project aims to promote the inclusion of adult people with Intellectual Disabilities (pwID) by providing them high quality learning opportunities in artwork and art-crafts. This will be reached by upskilling the pathway and accessibility of their participation in society and economy by empowering both their art-skills, soft-skills and social media skills, and for art-work related social entrepreneurship by promoting their art-work products.

-poIDcast buddies: A KA210 project aims to promote inclusion of adult people with intellectual disability and development of their green and digital skills under an innovative methodology of pairing podcasting with young volunteers.

-ESCAPERS: A KA220 project driven by a set of ambitious objectives aimed at fostering intergenerational connections, promoting social inclusion for seniors, and contributing to the preservation of European cultural heritage. Throughout the project's lifecycle, the following tangible outcomes will be achieved: 'ESCAPERS Methodological Guide', 5 unique 'ESCAPERS Games' fostering intergenerational learning and social inclusion, a guide on setting up and managing 'ESCAPERS Local Labs' for community engagement.

Description of our VET education Erasmus+ projects:

-CURATE-D: The KA220 initiative aims to create game-based tools for cultural spaces, enhancing accessibility for persons living with dementia and their caregivers. The project will produce a CURATE-D Methodological guide focused on identifying the needs of curators and dementia caregivers to develop inclusive activities.

Additionally, partners will assemble a collection of learning materials, including two guides providing training materials for cultural venue staff and professional caregivers, as well as an educational serious game.

-Careers for carers: A KA220 project that addresses the challenges in recruiting personnel for the personal services sector, specifically focusing on healthy ageing. The primary objectives of CforC are to attract and train young individuals for careers in elderly care, offering valuable insights and employment guidance.

-Coopcities: ERASMUS+ program aiming to empower and educate people in municipalities and public services to manage crises similar to pandemic, earthquake etc.

-MOMentum: A KA220 program aimed at empowering recently become mothers in entrepreneurship through role models and modern tools. Its outcomes comprise a guide on a game-based methodology rooted in role model-based approaches, a collection of role model-based educational tools, a toolkit for entrepreneurship education, and a digital educational app.

-Mumpreneurship: A KA202 program with the goal of empowering mothers - entrepreneurship through innovative educational materials. Specifically, the project's results include a toolkit for role-model education to promote social inclusion of mothers in entrepreneurship, combat stereotypes through real-life role models and related activities, a training toolkit for advocacy and self-advocacy events, an entrepreneurship education toolkit, and a gamified digital app.

-UpGameIn: A KA210 project aiming to develop a toolkit for game industry and VET educators on green, inclusive and accessibility strategies and tools to make the industry more sustainable.

-Simply4Emotions: A KA220 project is to cultivate transformative learning experiences for health professionals, educators, and individuals. At the core of this project is the development of a digital-physical simulation game focused on emotional self-regulation.

BIOs of the KEY persons of our team

Asimina Brouzou is Lead Project Manager. She has studied Architecture in National Technical University of Athens and she holds a MSc in Advanced Sustainable Design from University of Edinburgh. She is co-founder of CHALLEDU and coordinates all the sectors of the organisation from the generation of an idea, to the fundraising, implementation of national and Erasmus+ projects, training, facilitation of workshops, development of games, engagement of volunteers.

Konstantina Vasiliki Iakovou is Head of Operational Excellence and Quality. She studied Architecture at Aristotle University of Thessaloniki. She holds a MSc in Strategic Product Design from International Hellenic University and is a PhD candidate in the field of inclusive spatial design in Aristotle University of Thessaloniki. She is managing/has managed more than 20 European projects and organises or facilitates training and events.

Maria Mouka is an EU projects member, having studied Occupational Therapy and awarded a Master's degree with distinction in Technologies of Learning and Communication from the European University Cyprus. She has 20 years experience in NGOs, as well as extended research experience.

Maria Christina Efstratiou studied History and Archaeology at the National and Kapodistrian University of Athens, holds a master's degree in "Museum Studies" from the National and Kapodistrian University of Athens and the University of West Attica, and has been certificated at Museum Education by the Hellenic Children's Museum and Digital and Social Media Marketing by Knowcrunch. At CHALLEDU, she works as an Impact and Communication Facilitator on projects related to education and inclusion.

Anna Birbilopoulou studied Social Anthropology at Panteion University of Social and Political Sciences and is a postgraduate student in the Master's Program "Education and Human Rights" at the National and

Kapodistrian University of Athens. At CHALLEDU, she works as a project facilitator on projects related to and specializing in gender equality, empowerment, inclusion, and intersectionality.

Christoforos Vasileiou is a Game-designer - developer. He has designed over 50 games from board and card games to digital games.

Christina Pollatou is a Graphic designer, with a background in Graphic Design and Visual Communication. She specializes in creating 2D artwork for games and animations, as well as producing visual content for educational and promotional purposes.

Other members of staff, volunteers, and members of Challedu will take part in the projects if it gets the approval. They will be selected based on their skills and availability.

How many years of experience does the organisation have working in the field of this application?

10

Would you like to make any comments or add any information to the summary of your organisation's past participation?

The organisation is very experienced in European projects.

The following projects were coordinated by CHALLEDU and have received the title of good practice by Greek National agencies.

- INSPIRE (strategic cooperation in youth education) which finished in February 2022 (2019-3-EL02-KA205-005215).
- ID-GAMES (strategic cooperation in adult education) which finished in August 2022 (2019-1-EL01-KA204-062517)
- I-GAME project (good practice project in adult education) which finished 2023 (2021-1-EL01-KA210-ADU-000035026)
- CURATE-D (cooperation project in VET education) which finished in 2024 (2022-1-EL01-KA220-VET-000085409)
- ESCAPERS (cooperation project in adult education) which finished in 2025 (2023-1-EL01-KA220-ADU-000153091)
- LovABLE (good practice in school education) which finished in 2025 (2023-2-EL01-KA210-SCH-000174526)

Other projects we have coordinated are GOLD project (2020-1-EL01-KA204-078895), and UpGameIn (2023-2-EL01-KA210-VET-000175235)

Currently we coordinate the following projects:

- MOMarCEt (2025-1-EL01-KA210-ADU-000352380).
- CAREdiZO (101191047 — CAREdiZO — CERV-2024-GE)
- EUthentic Detectives (101246498 – EUthentic Detectives – CREA-CROSS-2025-MEDIALITERACY)
- acaDEMia (within PLATO CERV program in Greece)
- CAREdís (within POWER CERV program in Greece)

We also participate in 1 Horizon project, 2 Creative Europe projects (cooperations), 1 Erasmus+ policy experimentation project.

Moreover our organization has been granted the Quality Label for European Solidarity Corps volunteering activities and Accreditation in Adult education.

Finally CHALLEDU has implemented (and still implements) many activities in national level projects eg. Legends of Disability, Playing together in the park, Farewell Anatolia, Aeolia, Mystery in Pagrati, Mystery in nursing home, Detective stories, Mystery in Farewell Anatolia, TA STEKIA, STA PARASKINIA, TO MINORE, TA AGRAFA etc.

D. LEGAL REPRESENTATIVE	
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D. PROJECTS			
European projects	Year	Project identification number	Applicant name

Erasmus +	2018	Bridge 2018-1-EL01-KA204-047892	Panhellenic Federation of Alzheimer Disease
Erasmus +	2019	FLYie - Female Legends; Youth innovative Entrepreneurship 2019-CY01-KA205-4E9927C0	C.I.P. CITIZENS IN POWER
Erasmus +	2019	ID GAMES Co-Create assistive games for people with Intellectual Disability to enhance their inclusion 2019-1-EL01-KA204-062517	Challedu
Erasmus +	2019	TOUR FR(I)END- Friendly Redesign of Inclusive Experiences N' Destinations for Deaf people 2019-3-FR02-KA205-016644	Les Apprimeurs
Erasmus +	2019	FEMALES 2019-1-TR01-KA201-074648	BAHCESEHIR UNIVERSITESI FOUNDATION
Erasmus +	2019	INSPIRE- Innovative Serious Play for Identifying your Role in a Social Entrepreneurship 2019-3-EL02-KA205-005215	Challedu
EEA Grants	2019	Legends of disability E-97	Challedu
EEA Grants	2019	SMALL BUDDIES E-95	Challedu
Erasmus +	2020	GOLD 2020-1-EL01-KA204-078895	Challedu
Erasmus +	2020	Digit for gender equality 2020-KA201-PL01-1-A0D53083	Szkola Podstawowa nr 2 w Proszowicach
Erasmus +	2020	Agro-edu games 2020-CY02-2-KA205-9A5300D7	CIP. CITIZENS IN POWER
Erasmus +	2020	Mumpreneurship 2020- SE01- 1-KA202-63F33A62	Internationella Kvinnoföreningen

Erasmus+	2020	Youth for Youth 2020-HU01-2-KA205-86787255	INNOVAFORM KOZHASZNU NONPROFIT KFT
Erasmus+	2020	E4All 2020-1-PL01-KA204-082020	FUNDACJA ALTERNATYWNYCH INICJATYW EDUKACYJNYCH
Erasmus+	2020	Pragress 2020-DE02-1-KA202-F496926F	Duale Hochschule Baden-Württemberg Stuttgart
Erasmus+	2020	FemSTEAM Mysteries 2020-CY01-1-KA201-4C46785 A	EUROPEAN UNIVERSITY CYPRUS
Erasmus +	2020	Agri-Charisma 2020-3-FR02-KA205-3A6E851 9	YuzuPulse
Erasmus +	2020	Periegesis 2020-1-FR01-KA227-78721F7 2	ASSOCIATION DE PATRONAGE DE L'INSTITUT REGIONAL DES JEUNES SOURDS ET DES JEUNES AVEUGLES DE MARSEILLE
Erasmus+	2021	Eu@schools 2021-1-IT02-KA220-SCH-0000 23927	Roma Tre University
Erasmus+	2021	HOPE 2020-1-MK01-KA227-ADU-09 4573	IN VIVO
Erasmus+	2021	CodER 2021-1-FRO2-KA220-YOU-000 028696	Digijeunes
Erasmus+	2021	MOMentum 2021-1-CZ01-KA220-VET-0000 33084	Institute for Regional Development
Erasmus+	2021	I-GAME 2021-1-EL01-KA210-ADU-000 035026	Challedu

Erasmus+	2021	Anti-Rumour 2021-2-DE04-KA220-YOU-000 048336	Stiftung Digitale Chancen
Erasmus+	2022	Sustainability as the art ... of resilience 2021-1-IT02-KA210-ADU-0000 34020	Ten For Sustainability
Erasmus +	2022	Entrepreneurial Herstory 2022-1-CY02-KA220-YOU-000 084991	CIP. CITIZENS IN POWER
Erasmus +	2022	CURATE-D 2022-1-EL01-KA220-VET-0000 85409	Challedu
Erasmus +	2022	GRANDFRIEND 2022-1-DE02-KA220-ADU-000 085106	L4Y Learning For Youth GmbH
Erasmus +	2022	ATOM 2022-3-IT03-KA210-YOU-0000 94011	TalentiX
Erasmus +	2023	CforC-Careers for Carers 2023-1-FR01-KA220-VET-0001 60047	EURASANTE
Erasmus +	2023	Developing skills for success through blended learning 2023-1-BG01-KA210-YOU-000 160811	Orenda Foundation
Erasmus+	2023	ECCE LUDUS 2023-1-IT02-KA220-SCH-0001 53599	Escape4Change
Erasmus+	2023	Simply4 Emotions 2023-1-DE02-KA220-VET-0001 57799	DUALE HOCHSCHULE BADEN-WÜRTTEMBERG STUTTGART
Erasmus+	2023	Escapers 2023-1-EL01-KA220-ADU-000 153091	Challedu

Erasmus+	2023	IDeA 2023-1-EL01-KA210-ADU-000 151981	PEKAMEA
Erasmus+	2023	LovABLE 2023-2-EL01-KA210-SCH-0001 74526	Challedu
Erasmus+	2023	polDcast Buddies 2023-2-EL01-KA210-ADU-000 174550	Best buddies Greece
Erasmus+	2023	UpGameIn 2023-2-EL01-KA210-VET-0001 75235	Challedu
Erasmus+	2024	Genes4All 2024-1-DK01-KA220-ADU-000 255402	Danish Alzheimer Association
Erasmus+	2024	CIRCLE-T	Gaete School Academy
CERV	2024	CAREdiZO 101191047 — CAREdiZO — CERV-2024-GE	Challedu
Erasmus Policy recommendations	2024	pICTureURpath 101195875	CING
Creative Europe - Media literacy	2024	EUthentic Detectives 101246498 — EUthentic Detectives	Challedu
Erasmus+	2025	MOMarCEt Project number: 2025-1-EL01-KA210-ADU-000352 380	Challedu

Erasmus+	2025	STEAMpreneurs	Be an ally
Creative Europe	2025	NARRATE-D	Frodizo
Creative Europe	2025	ARTherapy	Fundacja Inna Przestrzeń/The Other Space Foundation
PLATO	2025	acaDEMia-Empowering the active participation of people with dementia and neuropsychiatric disorders in democratic dialogue and self-advocacy for promotion and protection of their rights.	CHALLEDU
POWER	2024	CAREαίες- Ανοίγουμε κεραίες για να σταματήσουμε τη βία	CHALLEDU