SLOVENIA • •

#1 BLEND-IN PROJECT

game on the topic of intercultural dialogue & communication.

#2 THE INTERNATIONAL FESTIVAL YEAR PLAY WITH ME

The purpose is to enable active inclusion, social interaction in the central social event & to promote active participation amongst children and youngsters with special needs and their peers with

#3 YOUTH TRANSITION

#4 HEROES DRIVE IN PAJAMAS

GREECE • •



#1 BEYOND BORDERS

creative & fun activities accommodated to their needs.

#2 EN DYNAMEI ENSEMBLE

#3 COLOURFUL MELODY

#4 LEGO TEAM

ITALY •



#1 SWING

#2 INCLUSION BRIDGES

#3 SOUNDSCAPE



#4 BELIEVE IN EUROPE

SPANE •



#1 CROMOS DEL BARRI

#2 FACTOR 5

them more sustainable and more inclusive.

#3 PEACEBAG FOR EUROMED YOUTH

#4 PICTOGRAMS ON THE STREET

identification of spaces and areas.















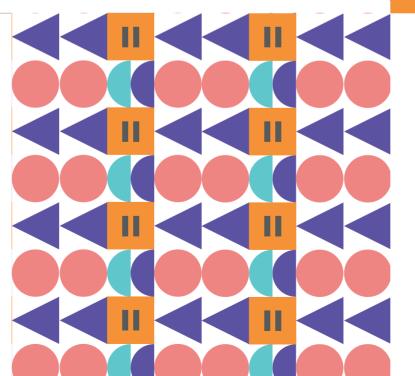














SHORT SUMMARY

In this maplet you will find short descriptions of 16 good practices on the topic of gamification and social inclusion, collected by the partners of Spread the Game. Make sure to scan the QR code and visit the website for a more in-depth reading!