



STOP child
abuse
Through
effective
training and
augmented
reality



Summary

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1. Consortium



step by step

PARENTS' ASSOCIATION



- Parents' Association "Step by Step" (**Croatia**)
- European Digital Learning Network (**Italy**)
- KENTRO MERIMNAS OIKOGENEIAS KAI PAIDIOU (**Greece**)
- UNIVERSIDAD DE VALLADOLID (**Spain**)
- ASOCIACION DESES 3 (**Spain**)
- CCS DIGITAL EDUCATION LIMITED (**Ireland**)
- A & A Emphasys Interactive Solutions Ltd
(**Cyprus**)


2. Project description



STOP is a Strategic Partnership for Innovation in the field of Youth (KA2 Erasmus+)

AIM: STOP aims to fight against child abuse through a professional and complete training course to promote empowerment and autonomy.

HOW: STOP wants to develop an innovative approach to reach youth centers, youth workers and volunteers that are working with young people aged 9-18 years




THROUGH the **development of new competences and skills** for YOUTH WORKERS regarding sex education, youth manipulation and violence **with the support of the AUGMENTED REALITY GAME** which will engage young people in a more intuitive and immersive way.

2. Project description



TARGET GROUPS

- **DIRECT – YOUTH WORKERS**
 - INDIRECT – CHILDREN AGED 9 TO 18 and their FAMILIES
 - STAKEHOLDERS – NGOs working with youth, local authorities, university of pedagogy and psychology, training centers and international (EU and non-EU) networks dealing with violence and exploitation
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3. Main Project Activities

- **Training plan** development with a participatory methodology
- Learning material and **AUGMENTED REALITY GAME** development
- Short term joining staff training event – ***SUMMER SCHOOL to train youth workers** regarding the project topics (*autumn online training)
- **Development of guidelines** after pilot testing collecting feedback from youth workers about non-formal activities to best deliver the project results to children in youth centers.

4. Intellectual Outputs



IO1 THE CHILD PROTECTOR YOUTH WORKERS

- methodological framework (guidelines) for implementation of tools and materials
 - **Activity 1** METHODOLOGICAL FRAMEWORK AND TOOLS
 - A1.1** Questionnaires to collect feedback from the TGs (Target Groups) and brainstorming methodology
 - A1.2** Table to collect the case studies, desk research and relevant information
 - **A2** COLLECTION OF FEEDBACK
 - **A3** TRAINING PLAN
 - A3.1** Learning Outcomes and Syllabus
 - A3.2** Training plan model definition
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IO1 THE CHILD PROTECTOR YOUTH WORKERS

- desk research + collection of data from professionals working with youth (*focus groups*), and parents (*interviews*)




- synthesis, analysis



- definition of **modules, topics and sub-topics** of the training course




IO2 THE STOP LEARNING MATERIAL AND AUGMENTED REALITY GAME

- **A1** AUGMENTED REALITY DESIGN
 - **A2** DEVELOPMENT OF THE **TRAINING MATERIAL**
 - **A3** ADAPTATION TO DISTANT LEARNING AND AR CONTENT DEVELOPMENT
 - **A4** TRAINING COURSE - online training (Zoom, October 2021)
 - **A5** ADJUSTMENT AND FINAL TUNING of materials
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IO3 GUIDELINES FOR THE APPLICATION OF STOP MODEL

- how to implement sexual abuse prevention informal activities with children 9-18 y.o. in an engaging and not harmful way
 - **A1** METHODOLOGY
 - **A2** PILOT TESTING
 - A2.1** Internal pilot test in partner organizations
 - A2.2** An external pilot test with the YOUTH WORKERS
 - **A3** GUIDELINES FOR THE APPLICATION OF STOP MODEL
 - A3.1** Collection of feedback
 - A3.2** GUIDELINES
- 



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