

O čemu je Piggy Bank projekt?

Cilj projekta je podizanje trenutne niske razine financijske pismenosti u ugroženim zajednicama.

Što je već učinjeno?

Pokrenuta nova platforma za e-učenje!

Platforma za učenje putem interneta projekta Piggy Bank uspješno je pokrenuta u travnju 2021. godine. Portal je namijenjen edukatorima i članovima obitelji, od male djece do roditelja, baka i djedova koji joj mogu besplatno pristupiti sa svojih računala, tableta ili pametnih telefona. Portal će omogućiti nastavnicima da odaberu odgovarajuće materijale za svoje ciljne skupine u skladu s njihovom dobi i razinom znanja, kao i da prate napredak učenika putem dostupnih alata.

<https://piggybankproject.eu/elearning/>

Učenici se samo trebaju prijaviti na platformu da bi uživali u stripovima, escape room i web quest izazovima ili treningu programa razvijenima tijekom učenja o različitim financijskim aspektima, poput toga kako bolje upravljati novcem, kako učinkovito izraditi proračun, kako prepoznati financijske zamke, kako bolje upravljati dugovima, zajmovima itd.

Projektne materijali dostupni na svim jezicima partnera.

Različiti materijali za razvoj kompetencija financijske pismenosti obitelji spremni su na engleskom, hrvatskom, češkom, grčkom, portugalskom i španjolskom jeziku putem online platforme:



Stripovi (IO1)

Za djecu u dobi od 6 do 12 godina starosti pripremljeno je ukupno 12 stripova (1 za svaki mjesec u godini). Roditelji mogu čitati ove stripove sa svojom djecom.



Escape Room izazovi (IO2)

12 mrežnih obrazovnih "Escape room" izazova za tinejdžere (između 13 i 18 godina). Mogu se koristiti u formalnom ili neformalnom obrazovanju (uključujući lekcije iz engleskog jezika).



Kidnapped by Aliens - Escape Room 1

Aliens have just kidnapped you. They captured many girls and boys of the same age.

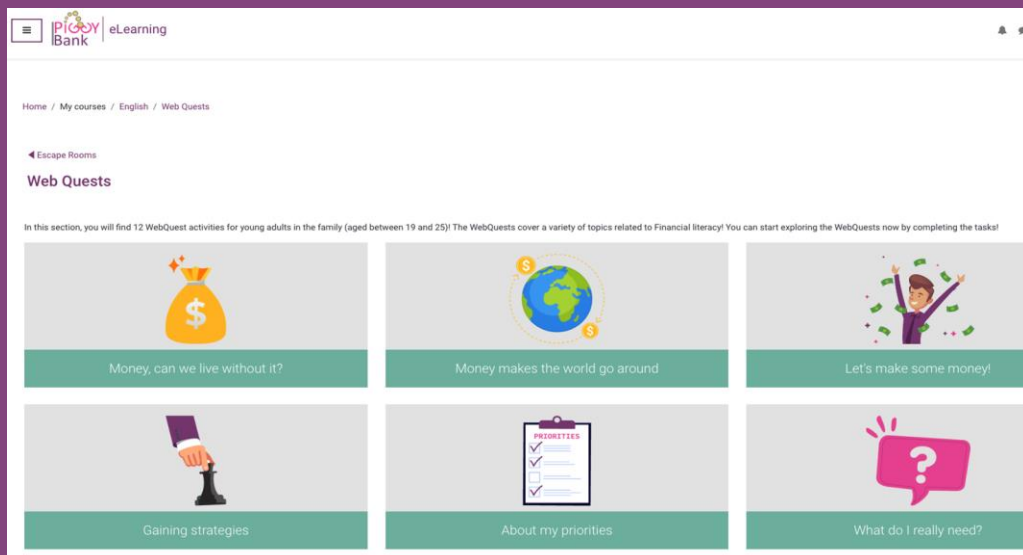
*Obligatorio



Aliens are only interested in the most capable, so they decided to subject all of you to 12 tests. They have chosen the tasks from everyday life in the area of finance and economics. The reason is that this area often decides about a person's success and failure, wealth and poverty, social status, power and influence on the planet Earth. Only those who solve the tests will survive. Others will be thrown into space from their spaceship. Your mission is to survive! Concentrate, mobilize your knowledge, experience and every cell of your brain! The first test is just about to start, and you want to survive!

Piggy Bank WebQuest izazovi (IO3)

12 WebQuest izazova za mlade odrasle u obitelji (u dobi između 19 i 25 godina starosti). WebQuest-ovi pokrivaju razne teme povezane s financijskom pismenošću.



Priručnik za stručno usavršavanje (IO5)

Ovaj trening program predstavljen je kao priručnik za trenere i sadrži detaljne informacije o tome kako pružiti kvalitetnu obuku edukatorima u zajednici i za odrasle, kako bi mogli podržati provedbu PIGGY Bank obiteljskih materijala za učenje među obiteljima.

Content	Min	Equipment	Additional Information
Workshop Opening <ul style="list-style-type: none">As this is the first session, the trainer will introduce themselves, give a brief introduction to the training and answer questions that participants usually have at the beginning of the training.	30	Room with chairs arranged in a semi-circle.	<ul style="list-style-type: none">Participants will understand the structure of the training and its learning outcomes.
Ice-breaker - Speed Dating Circle <ul style="list-style-type: none">As this is the first face-to-face session of the In-service Training Programme, the trainer asks all participants to introduce themselves within the ice-breaker activity.The participant group is asked to divide into two groups and to form two circles, with one circle inside the other circle.Those in the inner circle are asked to turn to face their partner in the outer circle. This is an adaptation to a 'speed-dating ice-breaker' where participants are given 30 seconds each to introduce themselves to their partner.The trainer watches the time and after 1 minute the trainer asks participants in the inner circle to take one step left and make the introductions again with their new partner.	30	Training room with enough space for this activity.	<ul style="list-style-type: none">Participants will engage in the ice-breaker activity and get to know each other.

Program indukcijskog treninga (IO4)

Ovaj program obuke uključuje osam poludnevni radionica za roditelje tematski povezanim s financijskom pismenošću i roditeljima koji postaju obiteljski edukatori. Dostupni su nastavni planovi za sve radionice koji sadrže detaljne informacije o tome kako ih prenijeti roditeljima, prijedloge obrazovnih aktivnosti i još mnogo toga.

ACTIVITY 1
Opening of the workshop; introduction of participants and trainer
30 min

As a trainer, you should introduce yourself to participants at the beginning of the first workshop. You can mention your teaching experience and your relation to the topic of financial literacy. It is also a good idea to unwind the atmosphere with some cheerful stories that is related to the topic you are addressing or some personal experience story. You can also reveal something personal, like your favourite proverb, movies or books, to help participants get to know you better. At the beginning of the first workshop, the participants usually feel a little insecure. They, therefore, need to know what to expect. Introducing the brief workshop time schedule is, therefore, another appropriate step. During introducing the schedule, you can answer any questions that the participants can have about the workshop, as well as you can add another information, such as refreshment possibilities, etc.

Tip! The workshop schedule (agenda) can be provided to the participants before the start of the workshop so that they know what to expect. For example, you can give the agenda to them when they arrive in the classroom or email it to them a few days in advance.

Tip! Some trainers set specific rules of classroom behaviour at the beginning of the first training day. For example, rules on not using mobile phones during education, rules on using first names or surnames during discussions within learning activities, etc.

Your task, as a trainer during this opening activity, is to allow participants to get to know each other. It is also useful to identify the level of experience and skills of participants and to discover their expectations and needs. What do they expect to learn during the Piggy Bank workshop series, and what are their motivation and needs?

If you want to attract the attention of all participants, actively involve them. You can start by asking participants to answer the following questions:

- What is your name, and where are you from?
- Why did you decide to attend this workshop?
- What would you like to learn during the workshops?

At the end of this initial activity, as a trainer, you should thank the participants for the information, and you can promise them to take into account their preferences during the workshop. And of course, you have to keep your promise.

Tip! Identifying participants' internal expectations is crucial. If the workshop does not match the participants' wishes and expectations, the participants will not be actively involved in the education process and will be disappointed at the end.

Pratite nas!

Pratite nas na Facebooku i pomozite nam proširiti informacije o projektu

Dijelite Piggy Bank materijale i vijesti s obiteljima, edukatorima i ostalim relevantnim dionicima.