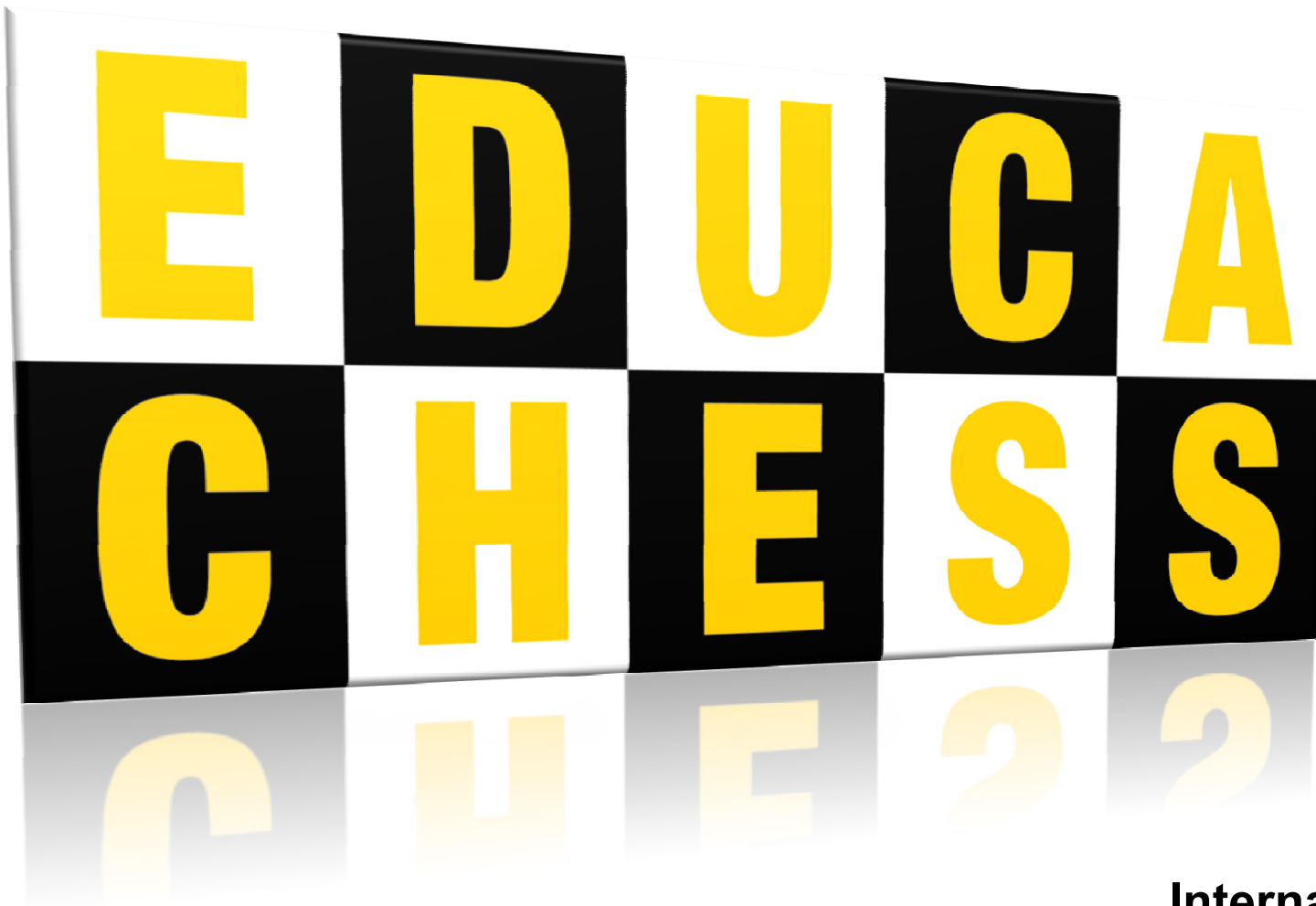


www.educachess.org



The project is

Educational

Sportive

Fun

Supportive
and caring

Non-profit making management

Free learning material

Cooperation

Internet

International awareness

Schools

Youth clubs

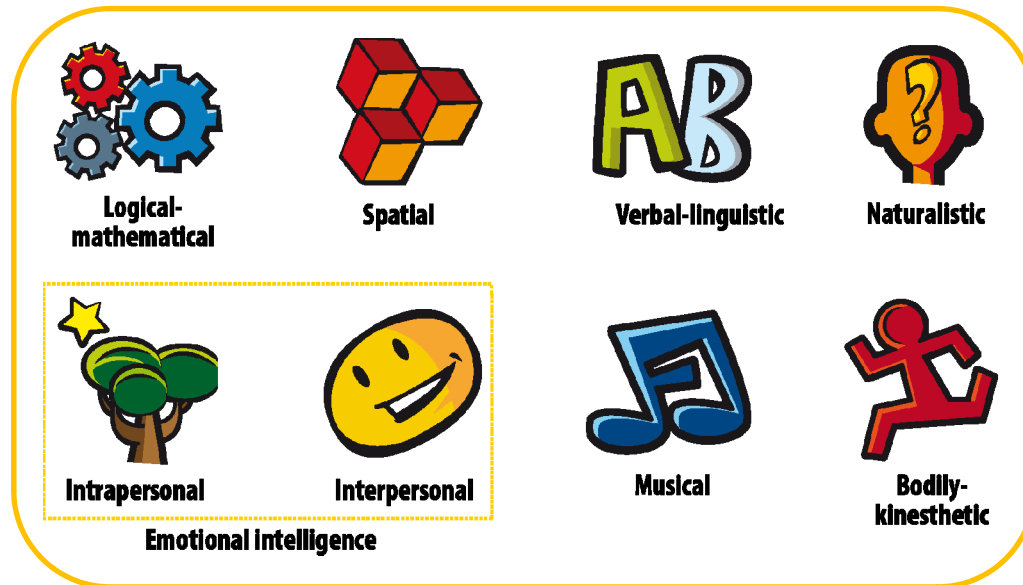
Mental health centres

Chess clubs



Educational Project: **Play and learn**

Based on the **multiple intelligences** model.



Teaches

The game of chess at an elementary level.

10% of the contents

Works on

Values

Emotional education

Creativity

Entrepreneurship

Communication

Culture for peace

Education for health

Ecology and sustainability
etc. (up to 11 topics).

90% of the contents

Benefits

Improves school performance.

Educates comprehensively.

Produces good citizenship.

Promotes cooperative work.

Eases language learning.

Strengthens

Intellectual abilities:

Perception

Memory

Calculus

Reasoning

Language

Spatial intelligence



Sportive Project : **Chess for everybody**



Promotes

Gender equality
Intergenerational relationships
Racial equality
Acquisition of regular mental gymnastics.

Teaches

The game of chess in an easy, progressive and educational way.

Awareness

Eases the introduction of chess in schools during school hours and/or extracurricular activities.

Benefits

Practicing chess strengthens 5 out of the 8 multiple intelligences.
Prevents neurodegenerative illnesses such as Alzheimer.
Recommendable for autism, ADHD disorders among others.



Playful Project: **Active mind**



Benefits

Maintenance of intellectual abilities.

Prevents neurodegenerative illnesses such as Alzheimer.

Improves the quality of life of the elderly.

Objectives

The acquisition of regular mental gymnastics.

Offers learning material to ease:

- Recovery from a stroke.
- Stimulation of Alzheimer patients.

Presents

A series of activities and games to stimulate the mind.

Strengthens

Intellectual abilities:

Perception

Memory

Calculus

Reasoning

Language

Spatial intelligence

Teaches

The game of chess at a very elementary level.



Supportive Promotion of **charity and supportive work** from raising awareness in **schools**.



Donations

Directly from schools to charitable causes (Teaming idea).

Twinning

Between schools around the world: to cooperate, help and get to know each other.

Teaming competition

Easy tests based on the multimedia learning material of "Play and learn".

Agreements

Associations (beneficiaries):

- Down syndrome
- Mental disabilities
- Others

Collaborations:

- Foundations and NGOs
- Media (actors, sportspeople, musicians,...)

Funds

1 voluntary euro per student for the free use of all the learning material (PDFs and interactive multimedia).

Registration for the Teaming competition.

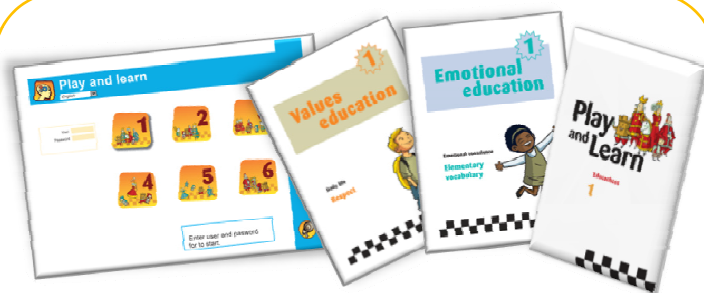
All the generated sales funds of the printed learning material.



Non-profit making management and international awareness

Free multilingual learning material

Play and learn



6 multimedia courses

528 dossiers

6 books

Chess for everybody



6 multimedia courses

6 books

Active mind



3 multimedia courses

54 dossiers

Cooperation



eTwinning methodology to develop the learning material: translating, updating, etc.

Initial funding to develop the learning material: grants, sponsors and crowdfunding.

Agreements



Characteristics

Format of the learning material: interactive multimedia, PDFs and printed material (dossiers and books).

Multimedia: HTML 5.

Internet access: computers, mobiles, tablets, etc.