

Project fiche

<p>TITLE OF THE PROJECT</p>	<p>KIDS 4 PARENTS KEY INTRODUCTION THROUGH DIGITAL SUPPORT TO PARENTS</p>
<p>Funding programme Indicate the selected funding programme and call and the priorities the project wants to address</p>	<p>ERASMUS + KA2 - ADUAS</p>
<p>Objectives General and specific objectives of the project</p>	<p><u>GOAL</u> : TO PROVIDE SUPPORT FOR PARENTS IN WAITING FOR FIRST CHILD TO RISE UP THEIR CHILDREN THROUGH DIGITAL GAMES</p> <ul style="list-style-type: none"> • Stimulate the cooperation and exchange of experience among parents through a virtual network • Provide local expert support mapping • Identify collect the identify the challenges and issues that target group face based on desk research and practical experience
<p>Target groups Who will use and or benefit from the outputs?</p>	<p>COUPLES WAITING FOR FIRST CHILD that don't know how to manage the education and bringing their child up and they are afraid to tackle this new challenge</p>

* To raise awareness of ~~new parents~~ ^{benefits of being parents} of the benefit of being parents among the target group and build their confidence through a digital game.

Summary of the project
Short overview of the project

The idea was born from the need of adults, to overcome their fears and frustration for not ~~to be~~ being prepared to become parents and cope the challenge to bring their children up in a proper manner -

The digital game is a tool that can provide future parents with tips, information, calls for actions, and virtual role situations that will help them to ~~experience~~ deal with real ~~kind~~ problems they may face -

Through this game the future parents will ~~become~~ become more confident with their future role, they will feel supported by a network of people with some challenge and situations. ~~through experience~~

This project will create a self environment among ~~peer~~ peers where they can share ~~and~~ and exchange helps and support each other -