



## About the Project

Bullying and cyberbullying continue to impact the safety, mental health, and academic success of students across Europe. SABE responds to this urgent challenge by promoting a safe, inclusive, and engaging school environment for learners aged 7–16. Through an interactive gamified learning platform, teacher training, and collaborative work with schools, SABE empowers students and educators to recognize, prevent, and respond to bullying effectively.

 **Co-funded by  
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SABE is a project motivated by the critical need to address the evolving and multifaceted nature of bullying in European schools. It adopts a holistic approach combining gamification and collaboration to foster safer, more inclusive learning environments.

**Join the movement and  
explore our gamified  
tools!**

 [sabe-anti-bullying.eu](https://sabe-anti-bullying.eu)

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**Strengthening  
Anti-Bullying  
Efforts:  
Addressing  
Violence in  
Schools around EU  
(SABE) Project**



**SABE:**



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## Project Results

### Teacher Curriculum

A comprehensive training curriculum for teachers, developed using findings from literature review and focus groups. The curriculum covers aspects such as: Understanding bullying; Intervention strategies; Fostering supportive school environments; Empowering students; Involving parents and the community; Addressing cyber-bullying;

### Bullying Scenarios

Scenarios for students aged 7-16 addressing different types of bullying, aimed at fostering empathy and inclusion. They are focused on various forms of bullying, from name-calling to cyberbullying. The aim is to promote empathy, inclusion, and active response to bullying incidents among students. The scenarios are grounded in real-life cases.

### Gamified Scenarios and Interactive Game

Interactive, age-appropriate games developed from bullying scenarios. The gamified scenarios are engaging and educative for students aged 7-16. There is also a Teacher Guide and a Students Guide for navigation of the scenarios.



## Project Partners



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