



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

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## NEWSLETTER 2

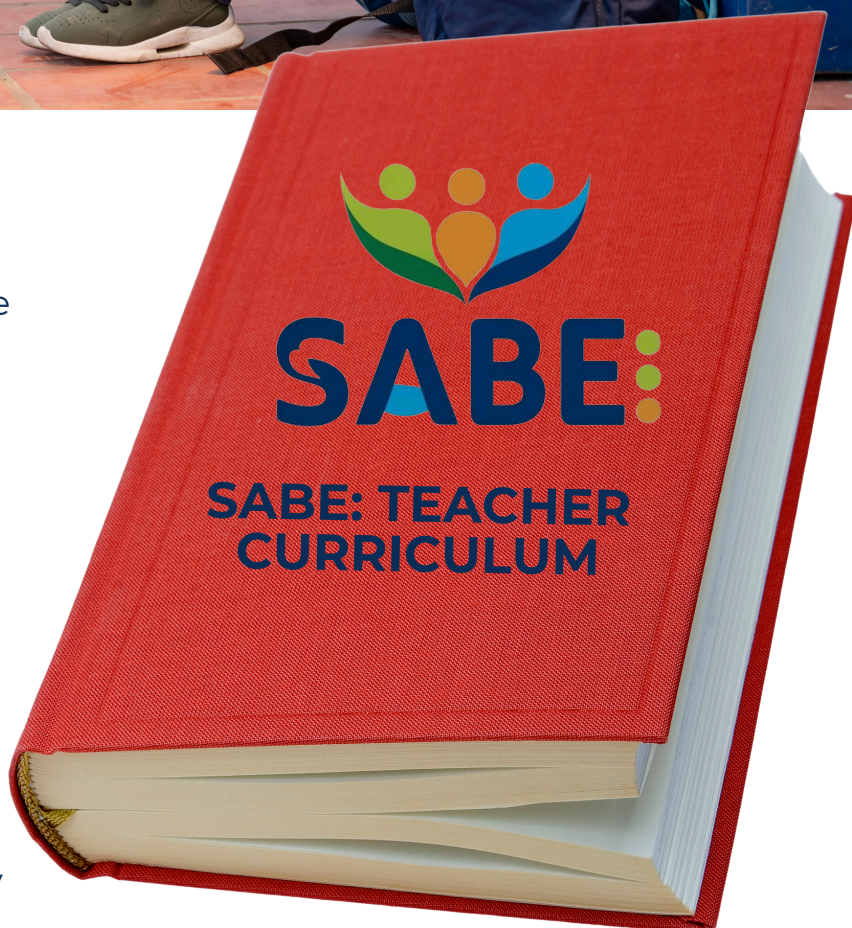


### FINALIZATION OF TEACHER CURRICULUM

We are happy to share that the Teacher Curriculum will be uploaded in the project website. The curriculum is essential for equipping teachers with the knowledge and skills to identify, understand, and prevent both bullying and cyber-bullying. Grounded in comprehensive research and focus group insights, it goes beyond existing handbooks by addressing root causes, promoting prevention, and engaging students as part of the solution. The curriculum strengthens teachers' capacity to create safer, more supportive school environments.

You can expect it very soon!

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## WORK ON GAMIFIED SCENARIOS AND INTERACTIVE GAME

We are actively developing Interactive, age-appropriate games developed from bullying scenarios. The gamified scenarios are engaging and educative for students aged 7-16. The interactive game includes different characters and levels of difficulty catering to various age groups.

## WORK ON BULLYING SCENARIOS

We are actively developing 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 cyber-bullying. The aim is to promote empathy, inclusion, and active response to bullying incidents among students. The scenarios are grounded in real-life cases taken from local context, ensuring relevance and relatability, and designed for easy adaptation into gamified formats for interactive student engagement. Their format allows for use within the classroom utilising various teaching techniques such as storytelling, role-playing, group discussions, creative writing etc.



## JOIN THE MOVEMENT!

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