



Economic and Consumer Literacy in European Schools

Multiplier Event

ESTONIA – NATIONAL REPORT

Project number: 2020-1-BG01-KA201-079100



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1. Description

On the 17th and 25th of March 2022, Kuressaare Nooruse School (previous Kuressaare Gymnasium) had the pleasure to organize two National Event in Kuressaare (Estonia). It was two face-to-face meeting with 20 and 10 participants and Kuressaare Nooruse School staff members. We also had the opportunity to present the project to five foreign guests from Turkey, Portugal and Lithuania who visited us as part of another project. They were very interested in the topic. The event targeted all project target groups and was a one-day event. It lasted 5 hours according to the previously prepared agenda.

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The main aim of this local mini conference was to bring together the target groups to better promote the project and ensure their participation in the sustainability of the project. Participants have been able to exchange ideas and experiences on the ECOLES project topics and its results. This event has been an opportunity to increase awareness around the project and the created outputs, therefore significantly contributing to increasing the impact of the project.

The multiplier event included the following topics:

- Presentation of the ECOLES project;
- Presentation of the results of the survey (IO1);
- Presentation of the educational material and Guidelines for trainers/teachers (IO2);
- Presentation of the ECOLES virtual consumer manager game (IO3);
- Presentation of direct target groups and experiences within the project.

With the registration of participants came the welcoming speech from Kuressaare Nooruse School representative, by Margit Düüna, followed by an introduction to the project (the aim, objectives, and consortium). The supplementary presentation was viewed with the use of a projector.

Afterwards Kuressaare Nooruse School presented the results of the survey (IO1), educational material and Guidelines for trainers/teachers (IO2) and ECOLES virtual consumer manager game (IO3). This was followed by a discussion that engaged all meeting participants. Before the summary of the event, organized was a short Q&A session, so participants could receive direct feedback from the hosts. At the end of the meeting, questionnaires were distributed



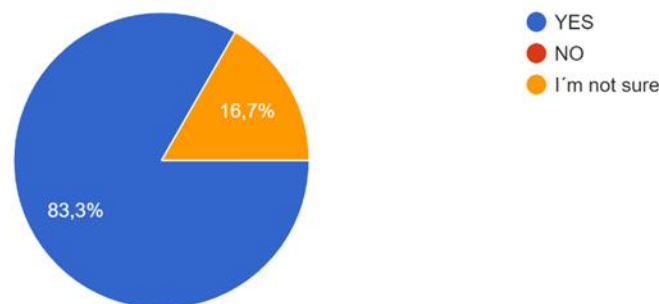
to participants, a brief summary of which is included in the section: ‘Conclusions including feedback from evaluation questionnaires.

2. Conclusions including feedback from evaluation questionnaires

The two Multiplier Events in Estonia, Kuressaare was very successful. The participants were very interested in the project and the results. During the meeting, they willingly took part in discussions and expressed their opinions. They showed great interest in the ECOLES virtual consumer manager game and asked many questions.

25 participants (83,3% of participants) answered that all modules were useful and five (5) participants (16,7%) weren’t sure about this topic.

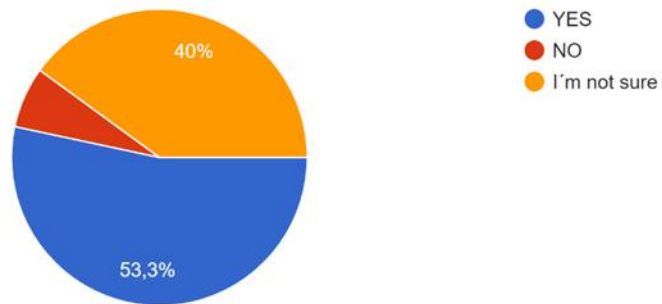
All modules were useful:
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16 participants were sure that they learned new information about the young consumers. Two of participants answered, that they didn’t learned new information about the young consumers and 12 (40%) of participants weren’t sure about this topic.



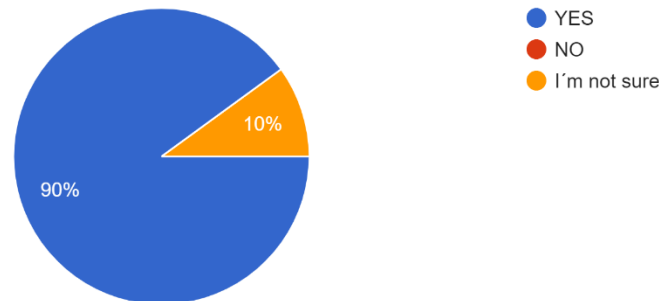
I learned new information about the young consumers:
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27 participants of Multiplier Events were agree, that the ECOLES virtual consumer game is appropriate for 7-18 years old students and three (3) participants weren't agree with it.

The ECOLES virtual consumer game is appropriate for 7-18 years old students:

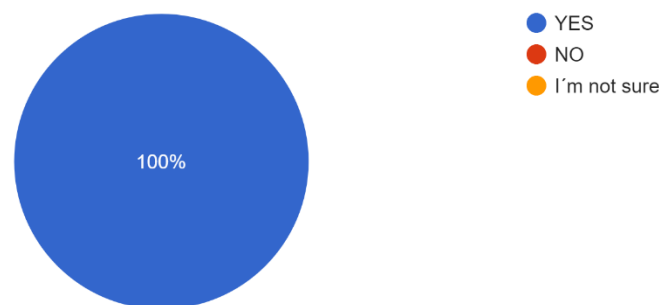
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All 30 participants were agree, that the ECOLES virtual consumer game can be used in different curriculums.

The ECOLES virtual consumer game can be used in different curriculums:

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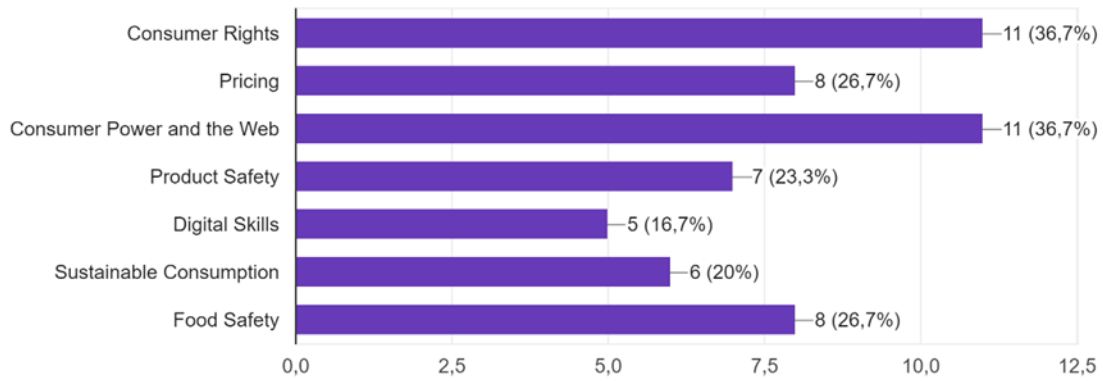


The most favourite modules were Consumer Rights - 11 answers and Consumer Power and Web - 11 answers. It was followed by Pricing - 8 answers, Food Safety - 8 answers, Product Safety - 7 answers, Sustainable Consumption - 6 answers and Digital Skills - 5 answers.



Which was your favourite module?

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3. Photos



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