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HEALTHCRAFT

Building Healthy Habits in Primary School Children
through Minecraft – HealthCraft

HEALTHCRAFT NEWSLETTER #2 CRAFT

HEALTHCRAFT @ RESEARCHER'S NIGHT ATHENS

HealthCraft Project at Researcher's Night in Athens On Friday, September 27th, the Erasmus+ HealthCraft Project was presented at Researcher's Night at the National Technical University of Athens. The event brought together researchers, educators, and students from across Athens to explore innovative educational initiatives. HealthCraft showcased its work in promoting healthy habits through digital learning, engaging with the academic and local community.



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ΧΑΡΟΚΟΠΕΙΟ ΠΑΝΕΠΙΣΤΗΜΙΟ
HAROKOPIO UNIVERSITY



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DIGITAL TOOLS FOR HEALTHY LIVING

Interactive digital tools have revolutionized health education for young children. Through engaging apps, gamified platforms, and animated lessons, students have been introduced to fun and effective ways to develop lifelong healthy habits. The HealthCraft Project has contributed to this shift by developing a Video Training Library, Minecraft Education Worlds, and a Teacher’s Toolkit, helping integrate digital innovation into primary education.



TARGET AUDIENCE

- Primary School Children Aged: 8–10 years & 10–12 years
- Teachers & Education Providers
- Parents & Care Givers
- Healthcare Professionals
- Youth & Community Organisation
- Children’s Clubs & Associations

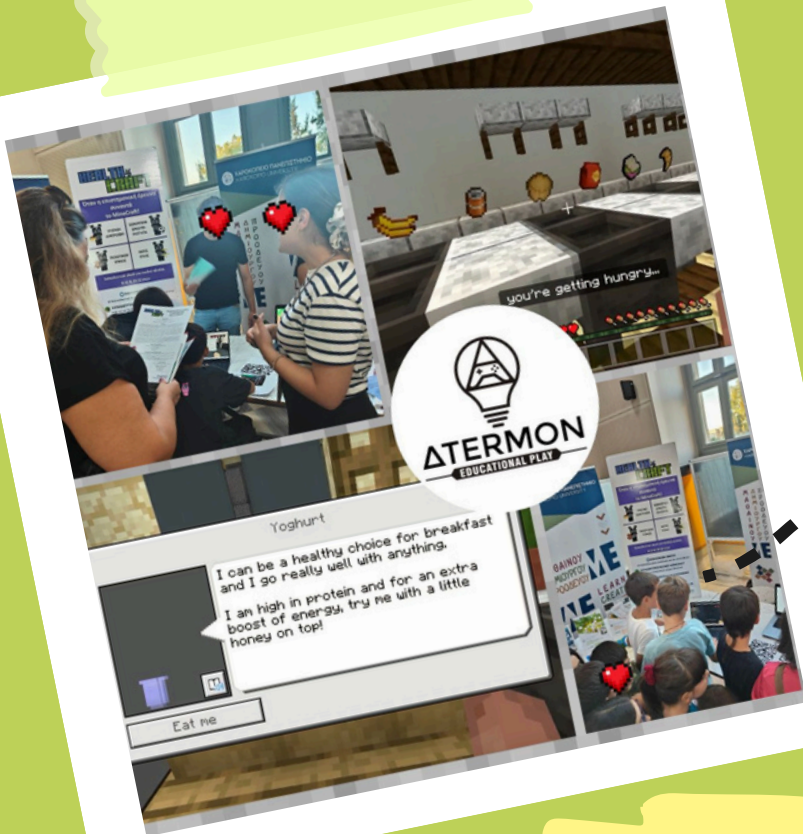


PARTNERS COLLABORATE IN ARGOS

The 3rd HealthCraft Project meeting took place in Argos, Greece, bringing together partners from leading educational institutions. Collaborating with Harokopio University, Learning Seed, Scoil Cholmcille, ATERMON B.V., and Atlantic Technological University, the project team worked on developing an innovative learning tool that harnesses the power of Minecraft to teach children about health and well-being. The discussions and outcomes of this meeting marked an important step forward in the project's development.



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A GAME FOR BETTER HABITS

At this year's Researcher's Night in Athens, ATERMON B.V. successfully showcased the new HealthCraft Minecraft game—a digital learning tool designed to educate children on healthy eating, physical activity, and mental well-being through interactive gameplay. Attendees engaged with the game and experienced firsthand how gamified education can foster positive habits in a fun and engaging way.

KEEP CONNECTED:

<https://healthcraft.erasmusplus.website/>



HealthCraft Project



healthcraft.project

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