



**SUPERmodels  
ONBOARD**

A STRATEGIC PARTNERSHIP FUNDED BY

ERASMUS+ : YOUTH

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# WHAT'S BEHIND

During 24 months, 3 youth field partners from Belgium (French Speaking Community), Serbia and Portugal are cooperating closely to develop 2 innovative intellectual outputs based upon a common identified need for a more effective education towards sex equality. Even though our 3 realities -socially, economically, culturally- are very different, this aspect is an ongoing shared concern. Sex equality is still far from being a reality in each of our realities, either in a rural or (sub)urban context. The current available educational tools are not sufficient, neither effective in our nowadays contexts. The project aims to develop innovative non-formal learning methods on the topics of sex stereotyping and discrimination, using gamification mixed with new-age multimedia, which may take place in an organized context or independently in everyday life.

Our educational package consists of a pedagogical board game and 3 educational comics with elements of augmented reality with which youth workers and young people will be equipped with the needed knowledge and understanding how to stand up for SUPERmodels (S stands for Solidarity, U for Unity, P for Participation, E for Empowerment and R for Responsibility) in a constructive way, hereby tackling sex-based discrimination, stereotyping and violence and use of multimedia for developing digital competences. All this is designed to change perceptions, opinions, and trigger players in real-life actions.

In the testing phase, we noticed that it is fundamental in all our 3 realities to let women and girls have their voice once they are too often excluded from decision-making. The education system needs to be more sex-sensitive, including and ensuring textbooks which promote positive stereotypes.

# IN PROGRESS

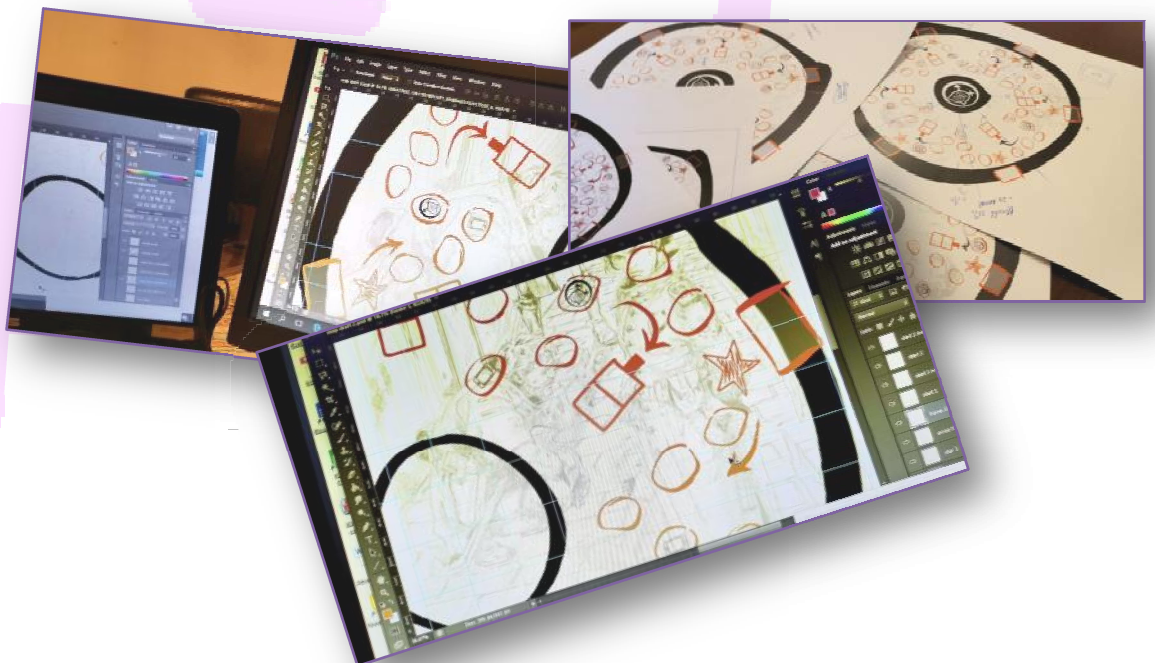
# SUPER WHAT?

The title of the project is “Supermodels on BoARd”, aiming to provide images and role models, recognized by the young people for discussion, from their local, national, European, and global contexts which expand their dreams. Much unpaid work by women and girls provide the foundation for the global economy and inside this project, we wish to highlight also that more. An effective way to overcome many systematic barriers to a woman and girl’s success is increased participation by them in local, regional, and national legislation as empowered change agents. One of the realities we also address through discussions is that when women “trespass” in spaces that were previously completely male-dominated there is often a penalty. In education and in the workplace that backlash often takes the form of sexual harassment, mobbing, humiliation, violence.

## THE BOARD GAME

We’re very happy to have entered in the phase of design and layout of the educational boardgame! Following the principles of ‘Design Thinking’, also the results of this phase are tested with various groups, and the feedback is further shaping the final result. If you have suggestions, feel free to contribute.

Meanwhile, we have started the production of the wooden playparts. Sustainable, hand handle and unique. All inside the community project ‘The Rural Centre of Non Formal Education’ in Vila da Marmeleira - Portugal.

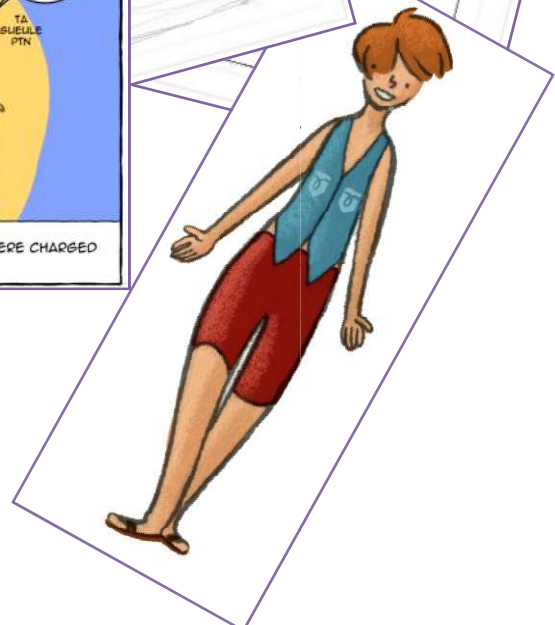
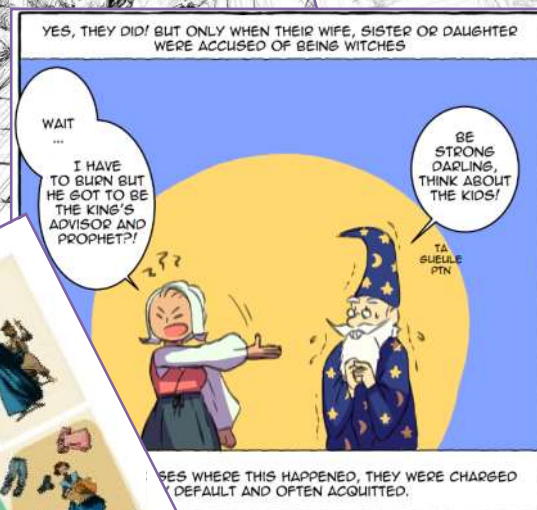


3 different young artists are involved to visualize 3 stories which tackle sex-equality in an exciting and engaging manner. Each of these comics will be spread in hardcopy, but can also simply be downloaded for free. Each engaging story has an educational guide at the very end, for those who wish to take sex-equality just that important step further.

The 3 artists are coming from 3 different cultural backgrounds bringing their own vision of the sex inequalities using sometimes fiction, sometimes humor and irony, sometimes tales but always for feeding our reflections on the topic.

Find below some of the first images, a work still in great progress. Embracing diversity, also in styles ☺

# 3 COMICS



# AND ... AUGMENTED REALITY!

Augmented Reality (=AR) has its own magic. It can change the way we interact with mobile apps and other visual graphic experiences. AR happens in real-time while you view it from your camera. This technique can enable participants to learn in a more interactive environment.

In youth work, AR can be used for a wide range of applications on different topics. This project uses AR apps to incorporate gamification into educational material. Through AR technology, educators can materialize a quiz concept to support young people, including those with fewer opportunities, to have fun and to be involved in the process of critical rethinking and to motivate debate on certain questions related to different aspects of sex (in)equality. An added value which will be available for the educational board game, as well as the 3 different comics!

THE INTERNATIONAL  
PARTNERSHIP

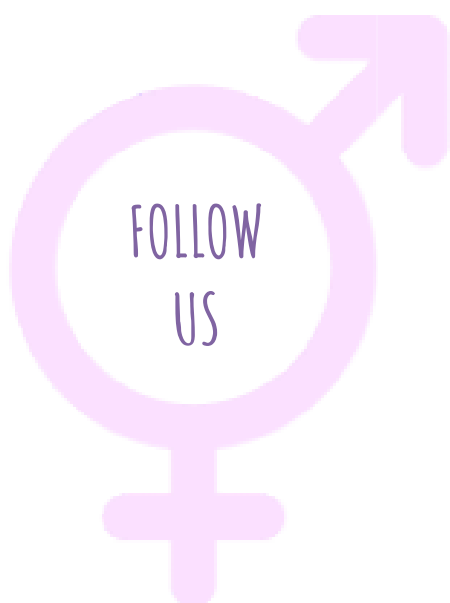


Terra Moveo (Belgium)

Produções Fixe (Portugal)



Udruzenje Svetlost (Serbia)



<https://supermodelsonboard.wixsite.com/europe>  
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