

Our Team

Partners from 4 different countries combine forces to effectively implement the project.

FUNDACJA WYMIANY KULTUROWEJ TO TU TO TAM - Poland



www.facebook.com/fundacjatosutotam

INITIATIVA CETATENILOR SENIORI -Romania



www.facebook.com/groups/InitiativaCetatenilorSeniori

OUT OF THE ORDINARY
Greece



<https://www.o3.gr>

bMECTE
Sweden



<http://www.bmecte.eu/>

Cotact Information

Magdalena Pardel –Trefler -Poland
magdapardel@gmail.com

Viorica Alexandru - Romania
valex2do@yahoo.com

Anastasia Grimoura – Greece
info@o3.gr

Neil Bell – Sweden
neil@bmecte.eu

For more information about the D- Path project:

<http://dpatherasmusplus.wixsite.com/home>

e
and

Instagram
<https://instagram.com/dpath2>

The content of this publication is the sole responsibility of the `D-Path` partners and does not necessarily reflect the opinion of the European Union.



Co-funded by the
Erasmus+ Programme
of the European Union

D-PATH

2021-2-PL01-KA210-
ADU-000050279



Project Purpose

D-PATH is an inclusive, educational, health promoting project for 3 target groups: diabetes and metabolic disease sufferers , related families and educators. Our objective is to research needs of these groups to help the first two become socially included in the society.

Good practice

On the state-of-the-art of e-learning tools, games, trainings and activities that support target groups:

- board game;
- training plans ;
- dietary and physical health tips;
- useful tools to promote respect for health, social and psychological conditions in view of diabetics' healthy lifestyle.

Activities

- an overall research and needs assessment for the board game, training sessions and support activities ;
- the development of a needs based board game and training sessions ;
- awareness raising on nutrition and metabolic diseases;
- dissemination and promotion of the D-Path activities and results;
- Mobilities to Poland and Romania

Target groups

- People with diabetes especially type 1 at risk of social exclusion;
- families of the main target group;
- educators/trainers;
- adult workers and learners.



Expected results

- A research report in the field of dealing with diabetes and metabolic diseases (Coordinator)
- A board game to understand the needs, problems and solutions, opportunities and risks for those affected by diabetes and metabolic diseases. (Sweden)
- Raising awareness games with Lego + robotics to show chemical reactions in the human body in relation to nutrition. (Greece)
- A Blog to offer the opportunity to diabetics to share problems and solutions for daily life. (Romania)