

**CHANGEMAKERS IS A PROJECT FOR CHILDREN, TEACHERS, PARENTS AND FOR ALL THAT HOLD AN INTEREST ON THE FUTURE OF LEARNING AND THE ROLE OF DESIGN THINKING ON CHILDREN DEVELOPMENT.**



**NURTURING THE DESIGN THINKING MINDSET OF CHILDREN THROUGH GAMING**

**CHANGE**  
*makers*

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*5 different european countries promoted by 6 organisations*

**THE PROJECT'S MAIN GOAL IS TO CREATE AN INNOVATIVE COMPUTER LEARNING GAME FOR DESIGN THINKING EDUCATION OF CHILDREN BETWEEN 6 AND 10 YEARS OLD TO BE USED IN FORMAL, NON-FORMAL AND INFORMAL EDUCATION SETTINGS, AND THAT WILL BE AVAILABLE COMPLETELY FREE EUROPE WIDE.**

**FOLD THIS AND CUT THIS UNTIL YOU HAVE A HOUSE**