

1st Online article

SELSMINE



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Article 1st: SELsMINE Project Presentation

It is a pleasure to present the launch of the **SELsMINE** project, a two-year initiative within the Erasmus+ program that aims to improve the *social-emotional learning (SEL) skills of high school students through a collaborative gaming environment in Minecraft.*

Social-emotional skills not only improve academic performance, but also increase empathy, reduce depression and stress during difficult times of social isolation, and are highly effective in addressing initiatives such as anti-bullying, diversity and inclusion, and special education.

This project arises in a context of crisis, where the COVID-19 pandemic has affected more than 1.6 billion children and youth in 161 countries due to school closures. This represents nearly 80% of enrolled students worldwide. The late start of the school year or the complete interruption of the school year disrupts the lives of many children, their parents, and teachers.

The main objective of the **SELsMINE** project is to raise awareness of the challenges imposed by the COVID-19 crisis, in terms of children's social and emotional well-being, through adequate attention to improving SEL skills as a necessary part of the school curriculum with sufficient time allocated in online teaching activities.

The project aims to reduce the negative impact of the COVID-19 pandemic on learning and education in the long term. With a dual focus, helping students and educators stay connected and engaged in creative and collaborative distance learning, and an effort to ensure that all children could maintain and develop their social-emotional skills.

Promoting SEL skills teaching and learning practices at the upper primary and lower secondary level to address the challenges imposed by the COVID-19 pandemic, such as school closures, physical distancing, and loss of familiar environments, are among the solutions proposed by the **SELsMINE** project.



In summary, the **SELsMINE** project is an exciting initiative that aims to address the social emotional challenges of high school students during the COVID-19 pandemic and improve their overall well-being. With the collaboration of the educators, parents, and students involved, it is expected to make great strides in the personal and academic development of participating students.

It is a project driven by six European partners: DANMAR Computers, Asserted Knowledge - AKNOW, ATERMON, Digicult, NART - National Association of Resource Teachers and the University of Valladolid - UVa.

For more information about the SELsMINE project, visit its official website:
<http://selsmine.erasmus.site/>