



IFLY-SLOW

<https://www.iflyslow.com/>

FINANCIAL LITERACY FOR THE DIGITAL ECONOMY

The IFLY-SLOW project aims to increase the financial resilience of adults by supporting the development of high quality learning content in a digital format.

Financial literacy among adults is relevant for dealing with impact of shrinking public and private welfare systems, shifting demographics, including the ageing of the population in Europe, and the increased sophistication and expansion of financial services in European Union.

LEARNING VIA APPS

Gamification allows a blended approach by combining learning via apps with financial literacy teaching in a more effective and dynamic way.

CHECK OUR OPEN RESOURCES

In IFLY-SLOW project, you will find:

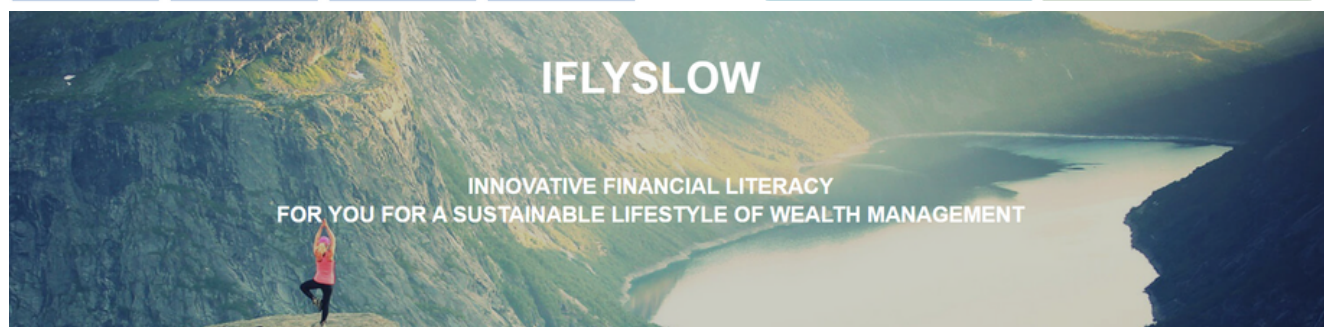
- An Online Digital Database for Financial Education in a digital economy, full of tools, apps, projects, good practices that will inspire you.
- A Theoretical Framework, Pedagogical Basis and Training Curriculum for Financial Education in a digital economy to facilitate the application of this topic to education professionals.
- A Digital Training Platform for learning via apps so adults can go deeply into their financial skills in a funny and engaging way.
- The iFlySlow Pedagogical Handbook with learning tips and advices on how to teach financial literacy for the digital environment.

PROJECTS RESULTS

The main project results of the IFLY-SLOW project will be a validated and evidence-based Open Source Digital Toolkit for Financial Education for adults comprising:

<p>Database</p> <p>Online Digital Database for financial education in a digital economy</p> <p>CLICK HERE</p>	<p>Curriculum</p> <p>Theoretical framework, pedagogical basis and training curriculum for financial education in a digital economy</p> <p>CLICK HERE</p>	<p>Digital Platform</p> <p>Digital training platform for learning via apps for financial education in a digital economy</p> <p>CLICK HERE</p>	<p>Handbook</p> <p>IFLY-SLOW pedagogical handbook</p> <p>CLICK HERE</p>
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<p>Training KIT for Trainers</p> <p>CLICK HERE</p>	<p>Training KIT for Trainees</p> <p>CLICK HERE</p>
<p>VIDEO 1</p> <p>To find out more about the project, watch this video!</p>	<p>VIDEO 2</p> <p>Check out the game-based learning Journey!</p>





The final meeting of the project was held on 27 September. Partners met in Valladolid (Spain) to finalise the details of the project products, which are now finalised and available on the web for all as open educational resources.

PROJECT MEETINGS

DIGITAL PLATFORM



The digital platform for learning via APPs is composed of different elements to make the experience of gamification and immersion in financial literacy through topics such as the new skills it brings, planning and budgeting, understanding digital commerce or consumer protection and wealth management complete and useful.



EXAMINATION POSSIBILITY

In addition to a fully personalised learning process for the learner in terms of time, a random examination is offered on everything learnt in which, if the learners overcome the challenge of the APPs offered, they can obtain a certificate in which trainers verify their improvement.



ALSO FOR TRAINERS

Concerning trainers, you will also find material for you such as the Training Plan and the Pedagogical Handbook aimed at guiding you in the application of financial literacy content in educational programmes, whether face-to-face, online or with a blended approach.