

The SGAG products have been prepared to offer a concrete support to teachers and any education professional supporting young people from 13 to 19 years of age personal development.

The SGAG e-Course and Game have been designed to be used by VET students, apprentices and young people in general.



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REPLACE THE TEXT IN THIS BOX  
WITH YOUR LOGO AND YOUR  
CONTACT INFORMATION



**SGAG**  
SKILL  
GENERATOR  
ASSESSMENT  
GAME

Replace this text with the details of your multiplier events or whatever you are telling the world :-)



**SGAG PROJECT** will help young people deal with today varied and unpredictable career paths and help them to be better equipped for society in general. Soft skills can help young people in enhancing productivity and performance in their lives, at school or at the workplace.

**STUDENTS** – They have to understand the importance of transversal skills in everyday life, and particularly in a work situation. The SGAG game and eCourse will support them in experimenting those skills and understanding them in a fun and safe environment.

**TEACHERS** – The platform provide a place where to find ready to use materials and a methodology to better support them in their daily activities. As the eCourse and the game are online, they can just address the students there, as the platform contains an already organized path students can follow by them self, lifting the teachers in the task of controlling and monitoring the activities.

### General aim of the SGAG products

The SGAG products have been prepared to help young people acquiring skills so that they can perform better once employed, and to offer teachers and trainers an easy way to deliver the contents in class.

- Offer information and details on selected soft skills
- Raise awareness on the relevance of soft skills in today labour market and society
- Offer educators, teachers and other professionals in the education/training sector an easy and ready to use e-learning course and a game
- Offer learners a new and innovative way to learn and practice soft skills
- Offer learners a safe environment where to test and analyse the different skills acquired.

**SGAG e-Course** is a modular course, ready to use either as class activities support thus illustrated by a teacher during a class or used for students' individual study.

**SGAG Game** is a virtual space where learners can test and experiment soft skills. The game form has been selected to offer young people a more engaging experience.

**Evaluation** is embedded in the game; it works as a scoring system and offers some simple feedback based on the points gained during the simulation.

**Teachers' Manual** offers an overview on the 25 soft skills described in the e-Course and tested in the game. It illustrates also the benefit of soft skills training, and their relevance in relation to everyday life or work situation.

