THE PARTNERS

Three countries, one table

Associação de Melhoramentos e Bem Estar Social de Pias (AMBESP), Portugal (coordinator): active ageing, social inclusion and adult education in Ferreira do Zêzere.

RRINOVA OÜ, Estonia: game-based and digital learning tools.

Fundacja Edu Active, Poland: digital and sustainability training for older learners in Podkarpackie.

CONTACT

Get in touch

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Co-funded by the European Union

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Erasmus+ KA210-ADU
Project number 2025-1-PT01-KA210-ADU-000355316

G-PRO: Green Prompt

Promoting healthy and sustainable ageing through AI and interactive learning



AN ERASMUS+ PROJECT · DECEMBER 2025 – MARCH 2027

ABOUT THE PROJECT

Green and digital, together

Europe is going green and going digital. Older adults have a lifetime of experience to bring to both changes, yet they are often left out. Many seniors want to adopt eco-friendly habits but are unsure where to start or whom to trust. Many have never used an AI tool, and most learning resources are designed for younger people.

G-PRO brings these two worlds together in a way that is practical, social and fun. Seniors learn how to talk to AI tools, how to question their answers, and how to use them to make greener choices at home. They learn by playing a board game with friends, guided by trained educators.

OUR OBJECTIVES

Four goals

- **Sustainable habits:** help seniors adopt eco-friendly behaviours through interactive learning.
- **AI prompt skills:** help seniors communicate effectively and critically with AI tools.
- **Learning through play:** use games to support active ageing, memory and social connection.
- **Skilled educators:** train facilitators to teach AI and sustainability together.

G P R O

Collect G · P · R · O: Green literacy, Prompt intelligence, Real-world reasoning and Own it.

HOW IT WORKS

Ask. Evaluate. Decide.

Players roll, move around a flower-shaped board and draw cards about water, energy, nature, recycling, shopping and AI.

On AI cards they **ask** an AI assistant a specific question, **evaluate** the answer together and **decide** for themselves.

The group decides whether each answer is genuine, and every player can make a personal “Own It” commitment.

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