# G-PRO Newsletter No. 1: the project is under way

The G-PRO partners met in Lisbon for the kick-off meeting and set the course for a project that brings green and digital skills to older adults through play.

## Welcome to G-PRO

Welcome to the first newsletter of **G-PRO – Green Prompt: Promoting Healthy & Sustainable Ageing Through AI and Interactive Learning**, a small-scale partnership in adult education co-funded by the Erasmus+ programme of the European Union.

G-PRO helps older adults build two sets of skills that matter more every year: **green skills** for everyday life at home, and **AI skills** to use digital assistants confidently and critically. The project does this in a way that is social, practical and fun: through a board game played around a table, supported by trained adult educators.

## The kick-off meeting in Portugal

The partners came together in **Lisbon, Portugal, on 5 December 2025** for the project's kick-off meeting, hosted by the coordinator, Associação de Melhoramentos e Bem Estar Social de Pias (AMBESP). The programme closed with a cultural walk through the centre of Lisbon.

During the meeting the partners:

- confirmed the project's objectives, results and work plan;
- agreed on roles and responsibilities, and reviewed the budget, the Erasmus+ financial rules and the reporting deadlines;
- agreed how the team communicates, shares documents and reports progress;
- reviewed the quality assurance and risk management approach;
- planned the focus groups with seniors and adult educators in each country;
- discussed the dissemination strategy and the project's visual identity.

## What G-PRO creates

- **A board game** that combines real-life sustainability challenges with AI prompt exercises. Players collect the letters G, P, R and O: Green literacy, Prompt intelligence, Real-world reasoning and Own it.
- **A digital version of the game** that educators use in sessions with seniors.



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- **An AI & Sustainability Handbook** for seniors, written in plain language.
- **Training for adult educators** and workshops for senior learners in Portugal, Estonia and Poland.

All results are free open educational resources.

## Ask, Evaluate, Decide

At the heart of G-PRO is a simple method for using AI wisely. **Ask** the AI a clear, specific question. **Evaluate** the answer together: is it accurate, is it right for you, what is missing? Then **decide** for yourself. The AI helps; people decide.

## Next steps

After the kick-off, the next step was to hold focus groups with senior learners and adult educators in each country. What participants say about AI, sustainability and learning informs the game, the handbook and the training.

## Meet the partners

- **Associação de Melhoramentos e Bem Estar Social de Pias** (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 the Podkarpackie region.

## Stay in touch

Visit the project website at g-pro.elnlab.eu for news, events and free resources.

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