The Erasmus+ **Like Father Like Son** project aims to to equip parents and guardians with knowledge, skills and tools to support them and contribute in the prevention of bullying and children violence.

COORDINATOR

step by step
PARENTS' ASSOCIATION

PARTNERS

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Like father Like son

PARENTAL EDUCATION AND AUGMENTED REALITY TO PREVENT BULLYING AMONG CHILDREN

RATIONALE

Today's society shows progression and a slight openness to past taboo concepts, such as gender, sexual orientation, physical disability and mental illness, race and religion. Despite this, cases of suicidal behaviours of young people, because of mobbing in schools or cyberbullying online, are still a fact: the last Eurostat of 2016 showed that young people from 15 to 19 years old and young adults from 20 to 24 self-harmed to death, almost in the same percentage of young people dying for transport accidents.

AIMS AND OBJECTIVES

1. Designing an educational framework based on the lifelong learning needs of parents

2. Motivating parents towards digital literacy and conscious parental control of mobile applications and social networks used by their children.

3. Educating parents to transmit values of tolerance and non-discrimination of their sons and daughters so that they do not grow up as bullies or as victims.

TARGET GROUPS

- Parents and guardians of children (10-15 years old).
- Children between 10 and 15 years old.
- Public and private institutions sensitive to the tolerance of diversity, supporting parents and children in their healthy relationship, and entities that defends human rights.

RESULTS

- **Overview on Bullying**: an educational framework about using input from the direct target group of the project (parents of children between 10 and 15 years old), which will in turn reflect their needs in relation to the focus of the project.

- **Learning Material & AR Game:** a learning material will be developed to cover parents/guardians needs as identified through the "Overview on Bullying".

- **Guidelines:** development of practical guidelines on how to apply the theory from the learning material under "Learning Material & AR Game" result, into practice using the AR game developed.