



PRESS RELEASE #4

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The PlanBee project is coming to an end after two years of work. The aim of the project is to address the lack of information in the beekeeping sector and to promote beekeeping by developing a training game for adults. To this end, two outputs have been created during this time: **the Sustainable Beekeeping Training and Education Guide** and the **PLAN BEE Serious Game**.

So far in the project:

During the first year of the project, partners created 9 training modules on how to build and maintain a successful beekeeping business. All the training modules along with quizzes to test your knowledge are available in English, Greek and Spanish on the project website.

The PlanBEE training course

Find out more about beekeeping and how to become a successful beekeeper!

Bees & environmental sustainability

Reading material:

- Unit 1: Introduction to bees and environmental sustainability
- Unit 2: Hazards that threaten the viability of bees
- Unit 3: Good practices and sustainable techniques in beekeeping

Go to Module 1 - Quiz

Life history of bees

Reading material:

- Life history of bees

Go to Module 2 - Quiz

Honey bee health and diseases

Reading material:

- Honey bee health and diseases

composed of several mini-games which are related to each of the designed modules. In this way, the user can progress through each level until he/she completes them all and obtains the maximum score in each of them so that users can expand their knowledge and train a specific skill or competence.





Plan Bee



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The **last steps** taken by the partners in the project have been the multiplier events. Despite the restrictions of Covid19, the consortium has been able to present the project, the game, and training course in their countries: Spain, Greece, Cyprus and the United Kingdom. A large number of potential beekeepers has attended the events and most of them will use the project results in the future to create or grow their business.

Thanks to these events, it has been possible to get feedback and to interact and share opinions and experiences with external people. It was also a real way to show how the materials can continue to be used after the project is finished.



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