TRALALERE

→ « **CREATING***

</> **DIGITAL** | Key stages 1-5 |

| K-12 | **LEARNING**

RESOURCES ;)

CATALOGUE
2025

"

Super fun, Tralalere courses are easy to use, varied and stimulate discussion with young people. The accompanying guides that are included are useful for preparation and detailed enough to bring the session to life.

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Esther Kupfer

MIDDLE SCHOOL TEACHER

KEY STAGE 3 TEACHER

Tralalere

Our resources

More information

Committed experts in the education

OF THE DIGITAL GENERATION

Over the last 25 years,

TRALALERE, a social impact company, has brought together a team of more than 40 people with a passion for education, with skills ranging from educational engineering to game design, as well as digital and audiovisual production.

Our mission:

to support educators in the transmission of skills, from the school curriculum to life skills, and awareness of major issues of the contemporary world. We draw on our intimate knowledge of young people's digital habits to create educational experiences that truly engage them in learning.
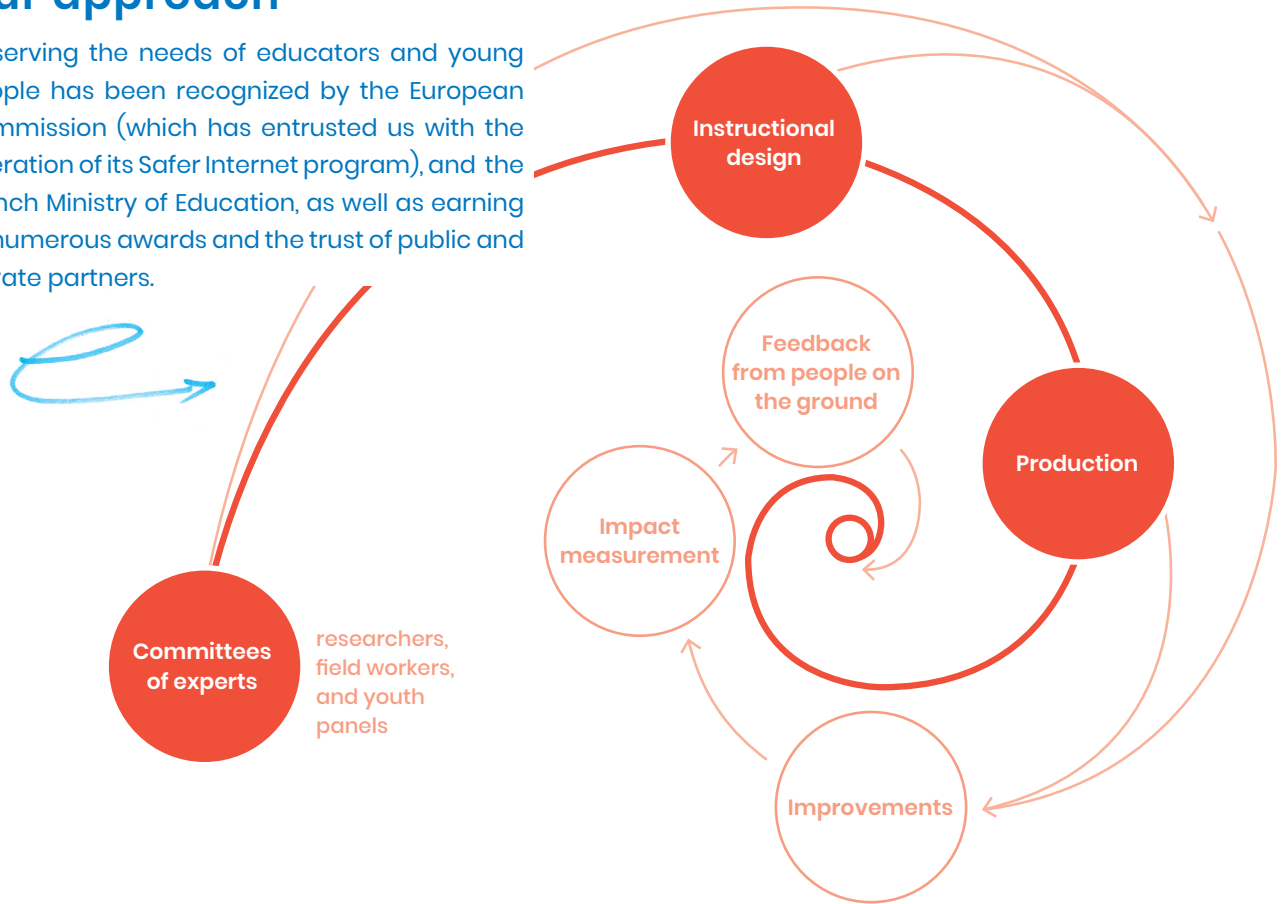
We also support educational staff with turnkey educational resources and suggestions for supplementary activities.

As a social impact company, TRALALERE is involved in the dissemination and monitoring of the impact of its programs.

TRALALERE works hand-in-hand with teachers, subject-expert committees, and players in the field of education, to create experiences that promote active learning in young people. Our resources encourage curiosity, critical thinking and openness to the world through a variety of pedagogical methods which we have tested across a diverse range of audiences.

Our approach

to serving the needs of educators and young people has been recognized by the European Commission (which has entrusted us with the operation of its Safer Internet program), and the French Ministry of Education, as well as earning us numerous awards and the trust of public and private partners.
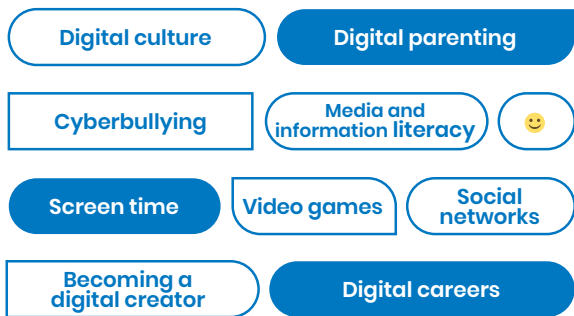
Instructional design

Feedback from people on the ground

Production

Impact measurement

Committees of experts

researchers, field workers, and youth panels

Improvements

USING OUR EXPERTISE IN

the digital habits of young people,

TO:

Our technology aims to serve educators... and not the other way around !

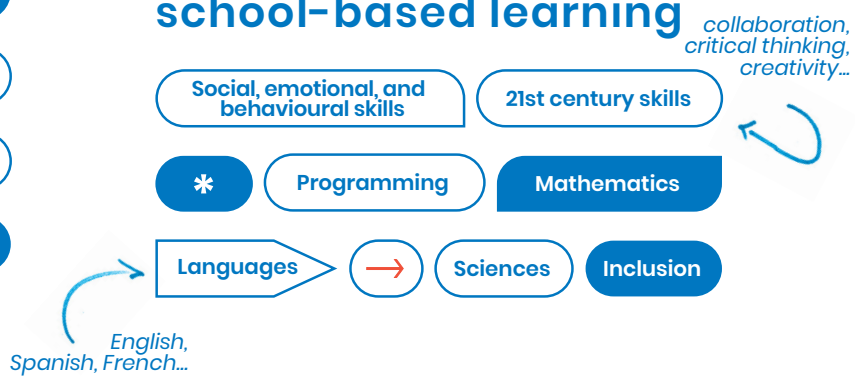## Raise awareness about the use of digital media

TRALALERE is the French coordinator of the European Commission's Safer Internet program, and operates its Internet Without Fear awareness program. Within this framework, TRALALERE offers hundreds of resources to young people, along with their families and educators, to help them gain a better mastery of their digital lives.

| Digital culture | Digital parenting |

| Cyberbullying | Media and information literacy | 🙂 |

| Screen time | Video games | Social networks |

| Becoming a digital creator | Digital careers |

Raise awareness about major social issues of the 21st century

| Sustainable development | Citizenship and social cohesion |

| Gender equality | ↗ | Discrimination |

| Relationship skills | Disability | Inclusion |

Supplement and enhance school-based learning

collaboration, critical thinking, creativity...

| Social, emotional, and behavioural skills | 21st century skills |

| * | Programming | Mathematics |

| Languages → | Sciences | Inclusion |

English, Spanish, French...

TRALALERE ALSO OFFERS YOU :

Dynamic workshop materials and dedicated online educational spaces for your teachers and educational mediators to use, in school or extracurricular settings, remotely or in person.

Turnkey projects in line with national education programs, to be implemented in schools throughout the year.

Online resources to equip places welcoming young people and to expand your community's online service offering.
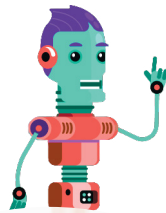
Year 2 to 13 **Grades 1-12** **Digital culture**

CITIZEN CODE
PROGRAMMING

Tralalere has developed Citizen Code as part of Internet Without Fear, its awareness program operated on behalf of the European Commission.

An accessible introduction to programming – for everyone

Whether you're a child, teenager, young adult, teacher, or parent, Citizen Code makes it easy and fun to explore the world of digital technology and programming, no matter your experience level.

What comes to mind when you hear Python? A snake? The spark of a budding programmer?

Through our interactive activities, you'll discover the fascinating scope of the digital world – and who knows? You might even uncover your future career!

Three educational pathways

Citizen Code Junior *(Ages 7-11)*

—— Dive into 4 digital, ready-to-use and modular courses.

—— Explore major themes of digital culture like pixel art, data and computer programming.

Citizen Code Explorer *(Ages 11-15)*

—— Discover digital careers through hands-on workshops.

—— Learn the basics of computer programming using Blockly.

Citizen Code Python *(11 years and above)*

—— Solve over 100 fun and interactive coding challenges.

—— Learn to program in both Blockly and Python.

—— Master key concepts like loops, variables and conditions.

—— Showcase your skills with an Open Badge certification system.

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Liberté Égalité Fraternité

CANOPÉ
RÉSEAU DE FORMATION DES ENSEIGNANTS

BANQUE des TERRITOIRES

Commission européenne

Year 5 to 13 **Grades 4-12** **Digital awareness**

STOP VIOLENCE!

Take a stand against bullying

Cyber-violence now impacts more than one in two children. Its effects include absenteeism, school dropouts, and verbal or physical violence – issues that young people face daily. Bullying is not limited to a victim-offender relationship but thrives within a bully-victim-witness triangle.

Stop Violence! is a serious game designed to raise awareness among young people in a fun, innovative way while equipping them with practical tools to take action.

Two investigations to address harassment (For Secondary School Students)

Our pack offers turnkey resources for teachers and youth workers :

—— **Engaging scenarios** inspired by the real-life experiences of young people.

—— **A simple, field-ready tool** tailored to the needs of educators and facilitators.

—— **Active pedagogy** that empowers students to act and make a difference.

Through immersive gameplay set in a school environment, Stop Violence! tackles the realities of bullying. Players gain a deeper understanding by witnessing various situations of violence and accessing powerful testimonies from victims. The game encourages empathy and motivates players to become agents of change.

Tralalere has developed these resources as part of its national *Internet Without Fear* program, operated on behalf of the European Commission.

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unicef

Year 4 to 9 · **Grades 3-8** · **Escape game** · **Science** > **History**

SAPIENS

UNSTOPPABLE US

— Why do human beings control the world ?
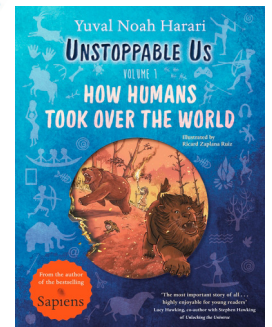
— How do they cooperate ?

— What is our impact on the environment ?

These are just some of the questions that students aged 9 to 12 will explore through the two investigations offered in the escape game Unstoppable Us, an interactive experience for the whole class.

As apprentice researchers, equipped with a logbook, students conduct the investigation collaboratively, learning about the scientific process in order to understand the history of mankind and to tackle global issues.

An experience co-produced with Yuval Noah Harari the author of Sapiens, to accompany his new children's book, *Sapiens, Unstoppable Us!*
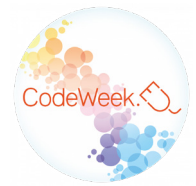
Yuval Noah Harari
UNSTOPPABLE US
VOLUME 1
HOW HUMANS TOOK OVER THE WORLD
Illustrated by Ricard Zaplana Ruiz

'The most important story of all... highly enjoyable for young readers'
Lucy Hawking, co-author with Stephen Hawking of Unlocking the Universe

From the author of the bestselling Sapiens

AWARDS RECOGNIZING
our commitment
for education

They trust us

unicef

Commission européenne

CodeWeek

AXA

CANAL+

amazon

Discord

RAABE, KLASSE SCHULE

Meta

orange™

SAMSUNG

SAPIENSHIP

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