

The **GIAff4ID** (Games for Improving Affectivity in Youngsters with Intellectual Disabilities) project wants to **break stereotypes** around sexual education and affectivity of YPWID (Young People with Intellectual Disabilities), showing that gaining independence over choices regarding healthy sexual or sentimental relationships increases people with disabilities' participation and involvement in community life.

The project seeks to develop:

- game-based learning activities (**GBLA**) for YPWID to teach them about **sexuality, affectivity,**
- materials for **youth workers** to provide them with the right **tools** and a **stereotype-free mindset.**



The general objectives will be achieved through two **Work Packages (WP)**:

- **WP2**, which will result in a **Guidance Toolkit** for youth workers and caregivers on teaching Sexual Education to YPWID,
- **WP3**, that will develop a **Games' Compendium on Sexual Education** for Young Persons with Disabilities and Instructional Materials for youth workers and caregivers.



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