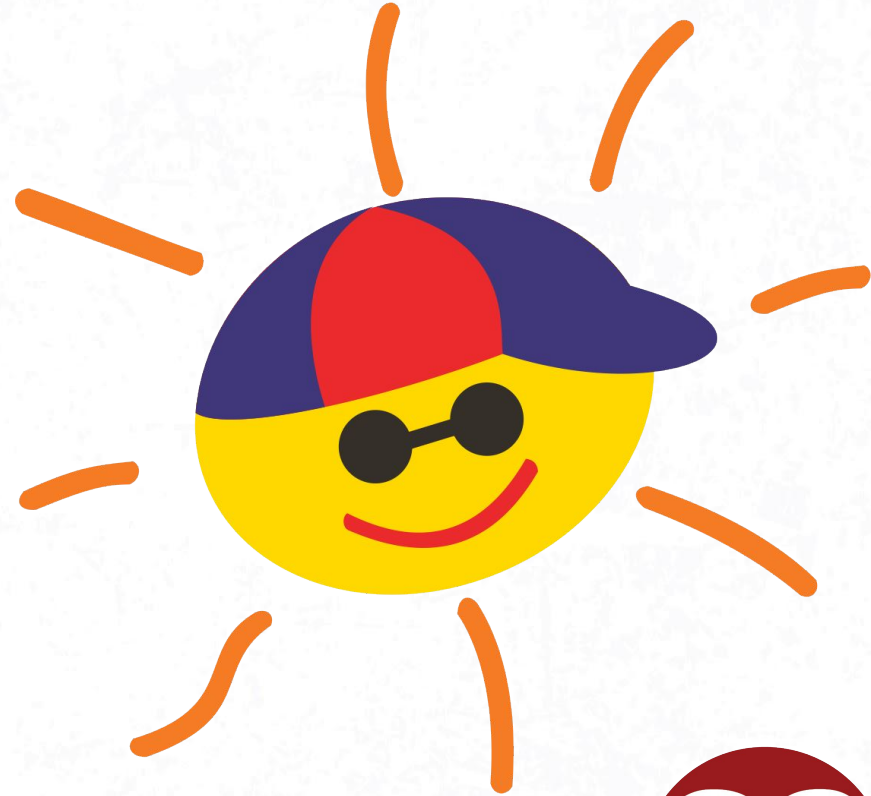


Passatempo Educativo!

Passatempo Educativo is a non-governmental, non-profit organization that has been developing educational, cultural, and environmental preservation projects for 20 years. We are qualified as an OSCIP (civil social organization of public interest), a title given by the Ministry of Justice of the Brazilian government.



About us



Mission

"To contribute to the creation of conditions and opportunities that enable the educational and socio-cultural development of needy children and youth, generating social transformation."



View

"Serious and responsible work, seeking that needy children and young people reach their full potential, transforming them into ethical, upright and morally correct citizens."



Values

"Ethics, transparency, accountability, responsibility, integrity, commitment, respect for diversity, autonomy, and solidarity."



SUSTAINABLE DEVELOPMENT GOALS

Passatempo Educativo develops its projects based on the UN Sustainable Development Goals. We are part of the group of organizations that follow the "2030 Agenda for Sustainable Development".

We seek integrated and responsible growth, uniting social development and environmental commitment. In January of 2021, we joined the UN Global Compact.



Our Projects



Our projects aim to provide continuity in the teaching-learning process through practical situations with activities at schools, companies, excursions, environmental studies, monitored visits, workshops, lectures, directed games and gymkhanas, projects to encourage reading, and didactic support for parents and teachers, as well as the elaboration of complementary pedagogical material.

Recreatur



This project has been developed for over 10 years for young people from public schools in the Jaraguá's neighborhood (São Paulo-SP), Campos do Jordão (SP), and Cotia (SP). It aims at enhancing the potential of the social subjects in dialogue with their localities, by highlighting their identities and expressions. Training is offered in two main areas of expertise of Passatempo Educativo: "Leisure and Monitoring" and "Tourism and Educational Recreation".

- National semifinalist for the Itaú Unicef Award.



Books in Action



In human development, reading incites critical sense, contributes to creativity, and improves writing and vocabulary. This project brings the incentive for reading to become a pleasurable habit. We have a wide collection of titles from the renowned Editora Moderna.

This is a project awarded by the Australian Embassy.

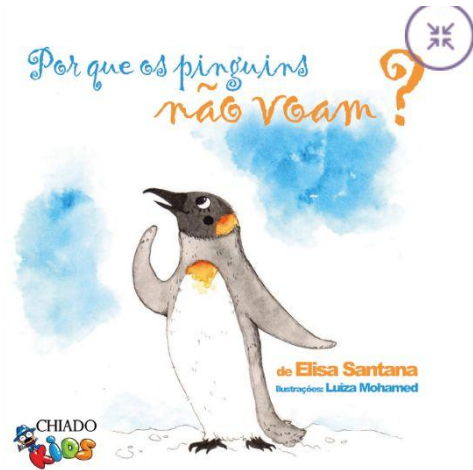


Books in Action Online

The Books in Action Online Project is carried out in partnership with Bamboleio, a children's literature application that is a digital library with more than 300 books, which promotes a campaign to increase access to reading for children in situations of social vulnerability.

The project is dedicated to increasing interest in literature from an early age, encouraging precisely the enchantment of adults for reading picture books.

The 2019 Brazil Reading Portraits Survey, whose results came out last year, confirms that teachers of both sexes and mothers are the ones who most influence the creation of reading habit and taste. In early childhood, when children still cannot decode words by themselves, it is the affection and beauty of stories that bring them closer to reading. This is why the project offers, in addition to full access to the books, Reading Tips, a material for adults to be inspired in reading mediation with children..



Bamboleio

Books in Action Online



In any case, it is not easy to reach adulthood with the reading habit conquered. Only 52% of Brazilians recognize themselves as recurrent readers, and this number is lower than in the last survey, four years ago. The only age group that had an increase in readers was between 5 and 10 years old, and this is perhaps a hope for us to act even more in favor of forming readers from childhood.

Accessible for smartphones and tablets, Bamboleio has more than 300 books carefully chosen for children, 45 publishing partners, and support material for educators about the works, a literature that is not available in the big bookstores, because the main partners are small and independent publishers



Books in Action Online

Its differential is the care for early childhood, through a curatorship that contemplates the values of Beauty, Imagination, Affection, and Play, in books of high literary quality.

Students in situations of social vulnerability that stand out in public schools all over Brazil, have free access to the platform and fortnightly participate in online meetings with our team that develops a special program about the books of the month.

All scheduling is done remotely, following the WHO recommendations for the prevention of COVID-19



Jogoteca of all times and cultures



How about learning history and geography with a collection of games? There are 50 board games from different places around the world, where you can take everyone on a trip around the world, making it possible to learn more about different cultures.

Accessible Culture

Making monitored educational visits to cultural itineraries accessible to the public with disabilities, with personalized preparation selected according to the profile of the group of visitors, the theme of the event, and the accessibility of the place. We work with inclusion activities at APAE, for example, with experiences in theater and music.



Card Games

Games based on playing cards, originating in China in the tenth century B.C. and introduced in Europe in the sixteenth century, from where the cards known in Brazil originated. A wide repertory of mathematical games is brought in, in order to potentiate logical and mathematical reasoning from the playfulness of the game.

Theater and Puppetry

Important artistic language that contributes to human development in the field of social interactions, development of creativity and imagination. Our plays stimulate cognition and curiosity, enable the creation and construction of knowledge, and guarantee lots of laughs all at once! The play "Pirates of Good" has already run in public schools in Cotia (SP) and even in Bahia, in partnership with the NGOs Projeto Tamar and Instituto Baleia Jubarte



Sudoku and Tangram

Different ways of designing a puzzle, Sudoku is a number puzzle of North American origin and Tangram is an ancient Chinese geometric puzzle. Both games work to develop logical thinking, focus, and patience.

Museums of the World

A passport to get to know the great museums of the world, artistic movements, artists and their works, and the importance of knowledge and appreciation of art and different social realities. Mediated by our educators, this trip broadens this experience in depth.



Museum at School

How about turning the school space into a large art gallery? Working the concepts of curatorship and valuing artistic expressions that interact and have meaning with the social subjects? Here the possibility of valuing the space and the knowledge is constituted as an expressive source of knowledge construction.

Cooperative Games

Competition is inherent to human nature. In the Cooperative Games Project, the important thing is to participate. We stimulate Cooperation, acting together, associating, forming a union of people who are stimulated in the search for solutions to problems and challenges together, offering the opportunity for everyone to play and participate, respecting the capacity of each one, without eliminating participants.





-- School of Professions

The constant demands society makes on young people who have just graduated from high school can cause feelings of anguish, insecurity, and indecision about their future. However, with this project, and the execution of a vocational test that dialogues with the juvenile universe, the various opportunities are shown, encouraging them not to give up on their dreams



Education in Brazil during the Pandemic

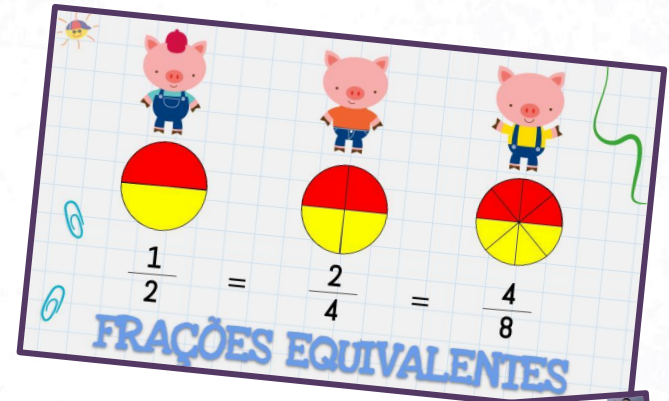
In 2020, The Interactive Reinforcement Project emerged from the need to support teachers, students, and guardians during the Covid19 pandemic with the suspension of in-person classes and the consolidation of remote teaching as a methodology throughout the educational network.

The target audience of this initiative are students from elementary school, and the project's mission is to positively impact learning, knowledge, and education, encouraging students in a playful way. The work was conceived based on the difficulties many public school students were experiencing with the new class format. The project is an online initiative, innovative and totally free, which uses the pedagogical material of the classes to create games and playful learning methods, using active teaching methodologies.



Education in Brazil during the Pandemic

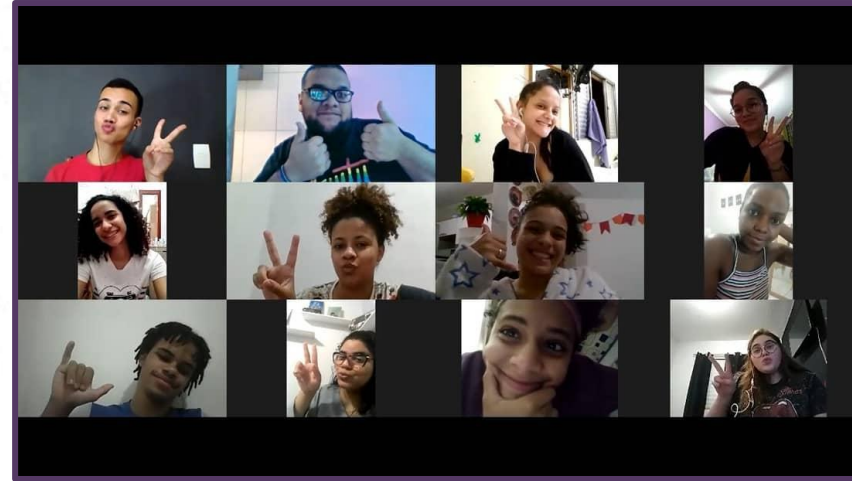
A project fully integrated with the schools and their teachers. Every week, the educators indicate the contents covered in each class of their school, suggesting a theme within the school subjects - such as Portuguese, Mathematics, Science, History, Geography - to conduct the meeting. With the subject in hand, the Passatempo team develops the activities and organizes the online meetings, which last an average of 50 minutes. In addition to the activities with each class, there are also inter-school competitions and gymkhanas, where students are separated into teams and earn points by meeting the challenges proposed in games such as the "Knowledge Auction" and the "Little Great Geniuses War", among other programming.



Recreatur Network Course

For teachers and educators, the "Recreatur Network Course" is offered, a professional training and qualification for the development of skills and knowledge of technological tools for remote teaching, with the application of active methodologies and gamification. Thinking that hybrid teaching and the adoption of the use of technology will permeate education from now on.

Facing the impacts of the pandemic in education, through the development of new skills, enabling professional growth and adaptation to new job and work opportunities



Reforço Interativo

Last year, the project reached 21 schools in the Southeast and Northeast regions, with 3,500 students. This year, we will expand to the North and Midwest regions.

In late 2020, the proposal was recognized by the Australian Embassy as "best educational project in response to the impacts of Covid-19."

The Project was theme and subject of the Jovem Pan News team, in Jornal da Manhã (Morning News), which produced a report about a citizenship class.

Watch the video:



Awards



Citation of Recognition - Australian Embassy

Recognition date: dec. 2020

Issuing agency of recognition: Australian Embassy

Reforço Interativo project won in the education category as the best project in response to the impacts of COVID-19 in Brazil.



Citation of Recognition - Mattel

Acknowledgement date: nov.2012

Awarding Body: Mattel Industry

The Playroom of all times and cultures was awarded by the toy industry Mattel. The award enabled the assembly of toy libraries in two shelters that serve children and adolescents from 0-17 years old.





Awards

Citation of Recognition - Australian Embassy

Recognition date: dec. 2014

Issuing agency of recognition: Australian Embassy

Author of the Books in Action Project - Winner of the Award among the more than 700 projects enrolled in the DAP2014 Edition of the Australian Embassy Call for Proposals project to encourage culture through literature.

In 2015 the project was visited by members of the Australian Embassy



Title of Recognition: Itau Unicef Award

Recognition date: Dec. 2011

Body issuing recognition: Itau Unicef

Recreatur Cultural Routes Project was a regional finalist for the 2011 Itau Unicef Award. Selected among 2041 projects.





Awards

Title of Recognition: Albertina Brasil Award

Recognition date: nov 2011

Body issuing recognition: Ministry of Culture

The Accessible Culture Project was among the 5 finalists of the

Award promoted by the Ministry of Culture for cultural projects focused on accessibility to culture.

Accessible Culture enables people with disabilities to have monitored visits to museums, cultural spaces, theaters and musicals in an accessible way, with pre-event preparatory workshops that address the central idea of the external activities.

Title of Recognition: 2008 Generosity Award

Recognition date: Dec. 2008

Organ that issues the acknowledgement: Época Magazine - Editora Globo

Annual award given by Época magazine, published by Editora Globo, which, with the support of companies such as General Motors and Boticário, awards people who develop social and cultural projects.

Ten people were selected and had their stories and projects featured in the magazine.

Under the title "From the dream of ice cream to the dream of bringing joy to many children" my story and my work at Passatempo Educativo was published on 12/11/2008.

Thanks

Do you have any questions?

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Donates



1-Donations through the Paypal website.

2 - Enter the email:

passatempo@passatempoeducativo.org.br