



Empower the young with talking objects is a 3-year Erasmus+ funded project. It runs from 2024-2027.

Together with partners from Portugal, the Netherlands, and Belgium, we are developing activities for children aged 4-8 years and training for teachers on topics such as climate change and active citizenship.

Partner in the Spotlight

Go Wonder



Go Wonder designs, develops and produces unusual interactive and playful products for education and entertainment. We prefer tangible and tactile solutions that use sound, movement or light over screen based technologies .

Our world goes through a rapid process of digital transformation. In this process we often find that screens are the preferred agent to convey content. Don't get us wrong here: We do love technology! But we struggle with the 'flatness' of screens. They often lack the magic we strive for. So we push ourselves to create digital experiences that are as connected and interactive as screen based technology - but are also

magical, social and tactile. Technology to cuddle, sense, pet and befriend. Go Wonder!

To marvel and surprise. Actually, that's all we want. So together with various organizations we search for wondrous technical solutions that add that magical and tactile touch to education or entertainment.

Tellmies are our most known product. Various museums and libraries use Tellmies to educate, entertain and make their visitors feel welcome.

Centro Ciéncia Viva do Algarve



The Centro Ciéncia Viva do Algarve (CCVAlg) promotes interactive, hands-on learning experiences that encourage curiosity, critical thinking, and lifelong learning for audiences of all ages.

In a world facing rapid scientific, technological, and environmental change, CCVAlg believes that science must be experienced, questioned, and shared. The centre works to strengthen its role as a regional platform for scientific, cultural, and economic development, fostering closer connections between research, education, and society. Its vision is to inspire and mobilise citizens through science, empowering them to engage actively with contemporary challenges.

CCVAlg's mission is to promote active citizenship grounded in scientific knowledge. Through inclusive



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and collaborative initiatives, the centre seeks to surprise, inspire, and engage diverse audiences, encouraging creativity, curiosity, and informed participation in society.

CCVALg is actively involved in science communication and outreach initiatives such as temporary exhibitions, science fairs, science cafés, hands-on educational activities for schools, and outdoor learning experiences. Recent projects address key themes including sustainability, climate change, marine litter, underwater cultural heritage, and social inclusion.. Supported by a multidisciplinary team and a strong partnership network, the centre plays a key role in the effective transfer of scientific knowledge to both academic and general audiences.

Test the materials!

The first prototypes are ready and we are looking for families, schools and educators. Would you like to test the materials and visit the test museum for free? Please contact your local partner for more information.

Tellmies Tech

At this stage in the development of the Tellmies, our team has been working hard on creating a functional prototype to begin testing. From experience, we know that users both children and educators only truly understand what a Tellmie is once they can actually hold one. That's the moment when its possibilities, as well as its limitations, become clear.

Giving the Tellmies a voice. A key part of building the prototype was transforming our written scripts into audio. Because we're working with multiple languages and wanted to move quickly,

we chose to use artificial (AI-generated) voices for now. This also allowed us to experiment with different voice types, including male, female, child, and gender-neutral voices.

However, this approach also revealed some challenges. The Tellmie software works with separate audio blocks that connect in different ways depending on user interaction. While human voices naturally maintain consistent intonation across these blocks, artificial voices don't always do so as smoothly. Longer audio segments generally sounded fine, but transitions between blocks were sometimes noticeable at least to us as makers. Whether users experience this in the same way is something we'll learn more about during the evaluations.

Sometimes less is more. Another insight from turning text into audio was realizing that some content is simply too long. Finding the right balance between sharing knowledge and holding attention is challenging and exactly why thorough testing is so important.

What's next? We're looking forward to diving into the evaluation results and analyzing what we've learned from the prototype. Together, we'll use these insights to decide on the next steps toward producing the eight Tellmies planned for the next phase.

“Technology is so important in today's world. Engagement is greatly increased, and there are concrete things that you as a teacher can work with.”

JD from Mechelen



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International testing



From 26–28 December 2026, the consortium partners gathered in Faro, Portugal, to review project progress and, for the first time, jointly observe Tellmie being tested in two new English-language settings.

The testing included a family tour on climate change within the main exhibition at Centro Ciência Viva do Algarve, as well as a school workshop focused on water scarcity.

The workshop was delivered to a Grade 2 class from Vilamoura International School. Guided by Tellmie and supported by an educator, children explored climate change through hands-on activities centred on water conservation and reuse. Using recycled and reused materials, pupils designed and tested simple water-collection systems and shared everyday ways they save water at home.

Across both sessions, engagement and motivation were high. Tellmie's appearance, voice, and age-appropriate English proved especially effective in capturing children's attention. Physical interaction

with the creature encouraged participation, creativity, and collaborative problem-solving, highlighting Tellmie's strong potential as an engaging tool for introducing young children to complex topics such as climate change, sustainability, and citizenship.

Stakeholder engagement in Portugal

Engagement activities are progressing steadily! Several families have already been contacted individually, introduced to the project, and have confirmed their interest in participating across different project phases.

In parallel, local teachers and science centres have shown strong interest in getting involved. Some stakeholders have proactively reached out to the Centro Ciência Viva do Algarve to explore opportunities for collaboration and integration into future activities.

These early connections provide a strong foundation for future stakeholder workshops, supporting broader participation, co-creation, and long-term collaboration at both local and national levels.

Website Online

We're excited to share that the first phase of the *Empower the Young* website is now live! At www.empowertheyoung.com, you can explore the vision behind the project, follow our progress, and see how we're working together to empower young people to engage with today's global challenges. This is just the beginning. More content, stories, and opportunities to get involved are coming soon.

