

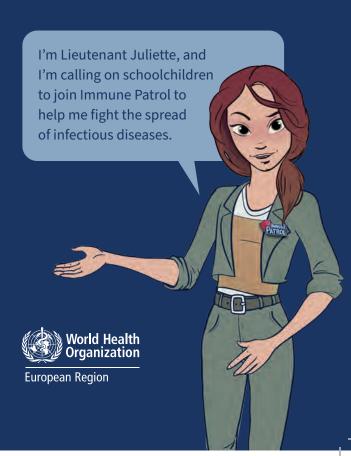
Immune Patrol is a digital game-based education package.

Created by the WHO Regional Office for Europe together with experts in immunology, vaccinology and education, it teaches children about the immune system and the role of vaccines in staying protected from many diseases. It also helps them learn how to critically assess the trustworthiness of online sources.





Fostering health literacy through children's education on immunization



Through six modules, 'Lieutenant Juliette' leads the 'Immune Patrol Academy' cadets on an exciting journey featuring online and offline games to increase and test their knowledge. Immune Patrol can be taught as part of several subjects, such as science, biology and health promotion. A teacher's guide and explanatory video are also provided.

Teachers and students do not need any prior knowledge to use and benefit from Immune Patrol.









Filling a knowledge gap

Teaching health topics in schools, especially at the critical age of 10-12, has a positive effect on health-related behaviours throughout life. Yet until the introduction of Immune Patrol, very little information on vaccines, immunization and source criticism related to these topics had been included in national school curricula. Immune Patrol aims to fill this gap, using an innovative way to educate, motivate and help children retain vital health information.

Immune Patrol has been successfully piloted and evaluated in four countries in the WHO European Region, with rollout planned in several more countries in 2024. Evidence from the pilot countries clearly shows significant learning outcomes, with children motivated to learn the new information while also developing critical thinking skills.

Game-based learning

Using games for education is proven to motivate and engage children, helping them to learn and retain information. It enhances problem-solving skills and can help students become more confident, independent and critical thinkers.



