
CLIMATE CHANGE DESERVES TO be in the CURRICULA (C.C.D.C)



The general objective of the project

Integrate environment and climate change into school subjects whether it is in the curricula or not to expose the students to environment and climate change in all the classes and enable behavioral changes in their preferences, consumption habits and lifestyles to combat against climate change.

The specific objectives of the project

Boost our teachers' professional competences on digital-game based learning and latent learning, and how to create and manage digital games that will provide conscious learning of the outcomes in their curricula and subconscious learning of environment and climate change.

THE TARGET GROUP

- teachers / staff
- students

Project budget:

60.000,00 €

Partners:

TURKEY

HOCA AHMED YESEVI ANADOLU LISESI

GREECE

GymnasioL. T. Halkis "Socratis Fanurakis"

PORTUGAL

Escola SecundariaPenafiel

ROMANIA

Universitatea Din Pitesti

CROATIA

Zdravi grad

TRANSNATIONAL ACTIVITIES

1st Meeting in Turkey;

*9.-12. May 2022 (4 days)
*8 staff(2 from each)and 30 students
online(10 from each partner school)
*The aims are to get to know each
other,learn about environment and
climate change in detail via a seminar,
exchange information to what
extent the partner countries have
caused climate change, share the good
practices that are implemented in the
partner organisations.



2nd Meeting in Portugal;

*26.-30. September 2022(5 days)
*8 staff(2 from each) and 30 students
online(1 day)
*The aim is to train the teachers on
digital game-based learning and create
digital games on environment and
climate change as a warm up for the
teachers.



3rd Meeting in Greece;

*24.-28. April 2022(5 days)
*8 staff(2 from each+physical)+ 4
staff(1 from each+online)+ online
visitors(10 teachers)
*The aim is to train the teachers on
latent learning,how to produce
digital games that provide conscious
learning of the curriculum outcome
and subconscious learning of
environment and climate change,
teachers' production of such digital
games.



4rd Meeting in Croatia;

*18.-22. September 2022(5 days)

*12 students(4 from each+physical)+
18 students(6 from each+online)

*The aim is to make the students
create digital games on an outcome of
a subject by using the stimuli on
climate change which they will be
instructed about.



LOCAL+ONLINE+OFFLINE ACTIVITIES

- Dissemination activities in the partner organisations
- eTwinning project with the partners, then enlarging it with other schools beyond the partnership
- Surveys to learn what school subjects include environment and climate change in their curricular and to what extent
- Calculating and reporting the carbon footprint in the partner organisations (at the beginning and end of the project process)
- Webinar/Seminar/Workshop to share the project results

TANGIBLE RESULTS

* e-book on 'Environment and Climate Change in the Partner Countries and Organisations' (*It will include to what extent the partner countries have caused climate change, the good practices taken in there for fighting against climate change, a video on climate change*)

* a teacher's handbook on how to integrate environment and climate change into their curriculum. (It will include digital game-based learning, how to produce digital games on environment and climate change, sample games (10 games), statistics on what school subjects consist of environment and climate change, the latent learning in classrooms, how to produce digital games that will focus on any learning outcomes from any curriculum consciously and environment & climate change subconsciously (10 games), students' creating digital games on their learning outcomes by using stimuli for environment and climate change (10 games), suggestions on how to enrich such games by combining other learning environments and tools and an orienteering game as a sample)

* *Assessment tests and reports including carbon footprint of the participants*

* *Project website*

* *Social media group*

* *Twinspace*

* *Project intro video*

* *e-brochure*

* *Logo*