



Teacher Academy Project

TEACHING SUSTAINABILITY

WELCOME WEBINAR

,Sustainable Futures Education: Digitality, entrepreneurship, decoloniality and serious games at secondary level'

**4. March 2024
14:50-16:20 CET**

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**Co-funded by
the European Union**

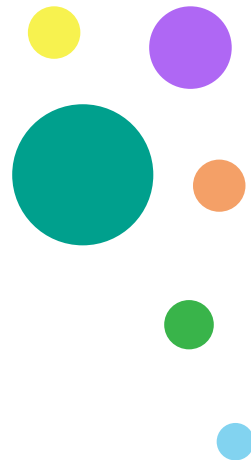
Welcome Webinar - Agenda

Welcome

Sustainability perspective

Education for sustainability?

Organisational info + Working Groups



Welcome

Introduce yourselves

Tell us about your current role

How is education for sustainability relevant to your work?

What do you hope to learn from this course?



Sustainability perspectives

Share your views on ...



Sustainability crises
Causes of crises
Solutions
Role/s of
education?

What makes them ,sustainability' crises?

Severe impacts – Threaten global ecosystems

Complex– Social, environmental, economic, political aspects

Complex – Dynamic and unpredictable

Complex - Local and global causes and impacts

Human - made

Potential for human solutions



Education for sustainability?

“Education systems often reproduce and perpetuate the very conditions that threaten our shared futures- whether discrimination and exclusion or unsustainable lifestyles”

“Education systems (...) have emphasised values of individual success, national competition and economic development, to the detriment of solidarity, understanding our interdependencies, and caring for each other and the planet”

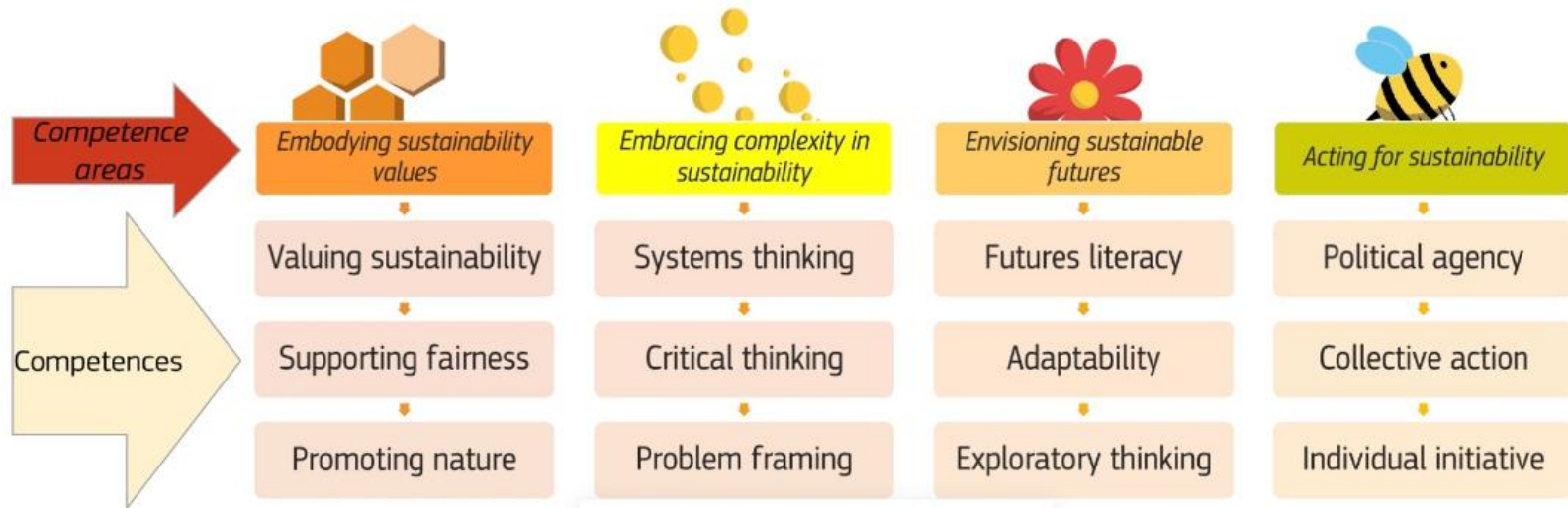
(UNESCO (2021) [report from the international commission of the futures of education](#) p.11)



<https://docs.google.com/document/d/1FTZVK6I98D9SHZbradW90uZzeXfKeIaqeuCYud0tat8/edit?usp=sharing>

Competence Framework

GreenComp at a glance



TAP-TS Consortium



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**POLITÉCNICO
DE SANTARÉM**



eummena



**THE KING'S
HOSPITAL
SCHOOL**



**TECHNISCHE
UNIVERSITÄT
DARMSTADT**



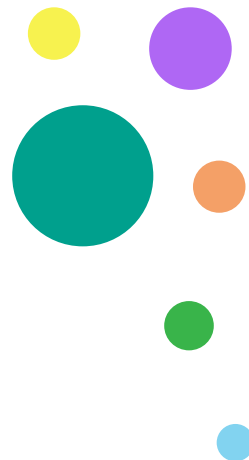
TAP-TS is funded by the European Union under grant agreement No. 101056248 within the framework of the ERASMUS+ teacher training colleges



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Learning and Teaching Packages (LTPs)



TAP-TS.EU



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WG 1 Sustainable Entrepreneurship Education

Sustainable entrepreneurship education (SEE) teaches young people **how** successfully **use** current **resources** to achieve sustainable growth **while not** **risking** future generations' ability to access **resources**.

Create value for the society and our planet



Sustainable Entrepreneurship Education
Workshop



Eszter Csepe-Bannert



What potential does Sustainable Entrepreneurship Education offer for teaching?



How does SEE prepare students for future sustainable actions?



How can SEE be implemented within the current curriculum?

Webinar:
11. March 2024
14:00 – 15:30 CET



Working Group 2: Sustainability and Digitality

The climate crisis makes it necessary for us to change our way of life as quickly as possible.

There is a **need for transformation**.



Digitalisation is fundamentally changing the **possible pathways** of our future development.



How can we use the **transformative power** of digitalisation to ensure a sustainable world?



So: In what kind of future do we want to live in? We need to **actively shape** the digital transformation.



Working Group 2: Sustainability and Digitality

In this working group, we look at the relationship between digitality and sustainability: How can digitalisation be put at the service of sustainability? How do digital technologies affect the environment? How helpful are they in tackling the climate crisis? What social inequalities result from digital infrastructures?

Learning objectives

- Identify connections between sustainability and digitality
- Recognise the effects of your own media use
- Identify ways to teach the topic in educational settings



Working Group 2 Webinar

March 11th 15:00 to 16:30 CET

<https://phwien-ac-at.zoom.us/j/3058859721>



WG 3

Decoloniality and Sustainable Futures Education

In this working group, participants explore research-based understandings of education and decoloniality in relation to education for sustainable futures, exchange critical reflections with colleagues from across Europe, and develop action strategies for their own contexts of practice.

Learning objectives

- Critically consider connections between coloniality/decoloniality and sustainability/unsustainability
- Explore how decoloniality in education supports educational equity and transformation
- Develop and test practical strategies for decoloniality in your context

Working Group 3 Webinar:
11th March 14.50-16.20 CET





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WG 4 Teaching Sustainability & Resilience through Games and Simulations

In this session, we will explore the engaging world of platform games and simulations designed for both individual and multiplayer use. The participants will be introduced to the fundamentals of the platform games and simulations, learn how to use available resources for in-class activities that support the gameplay and gain insights into how they can seamlessly incorporate games into their curriculum. The participants will explore the potentials of gaming as an educational tool for disaster risk reduction and resilience. They will be provided with practical insights and resources to enhance their teaching methods and engage students in interactive learning experiences.



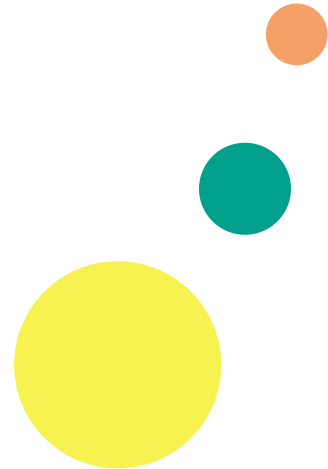
Monday 11th March
15:15 - 16:45
(CET)





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STEAM for Sustainability & Environmental Education



LEARNING OBJECTIVES:



Recognize the interconnectedness of science, technology, engineering, arts, and mathematics in addressing sustainability challenges.



Identify environmental education contexts and active learning methodology to address sustainability.

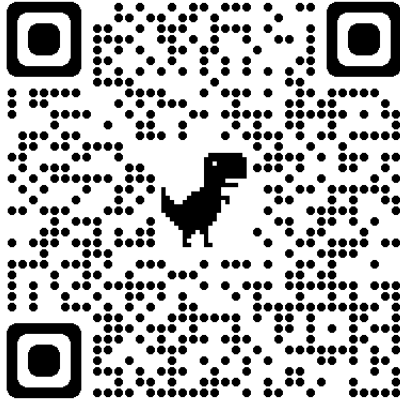


Cultivate teamwork and collaboration skills by working on interdisciplinary activities or projects related to environmental education.

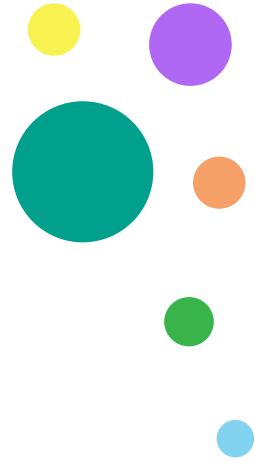


Acquire skills to foster their students to design sustainable STEAM solutions and explore new ideas that contribute to a more sustainable future.

**Please, choose your
preference for a Working
Group**



Let's have a look at the programme





Thank you for your participation.



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