Teacher Academy Project
TEACHING SUSTAINABILITY

PITCH TIME

ONLINE WORKSHOP

TEACHING SUSTAINABILITY WITH SERIOUS GAMES

24 September 2024
5 pm CEST

DESIGN & MODERATION
Arjana Blazic
Bart Verswijvel
Conor Galvin

OUR AGENDA FOR TODAY

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- A game a day…
- Breakout time
- Pitch time
- Some pedagogical comments
- Evaluation

A GAME A DAY...

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Flash cards

Quizlet

A GAME A DAY...

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Flash cards

Quizlet

to play

A GAME A DAY…

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Flash cards

Quizlet

ludere

A GAME A DAY…

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LUDERE	LUDERE	LUDERE
SWIM PLAY DANSE	EAT RUN JUMP	DRINK WIN KICK
Player A	Player B	Player C

A GAME A DAY…

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LUDERE	LUDERE	LUDERE
SWIM	EAT	DRINK
PLAY	RUN	WIN
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A GAME A DAY…

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LUDERE	LUDERE	LUDERE
SWIM	EAT	DRINK
PLAY	RUN	WIN
DANSE	JUMP	KICK
Player A	Player B	Player C

https://quizlet.com/live

MEETING HALL

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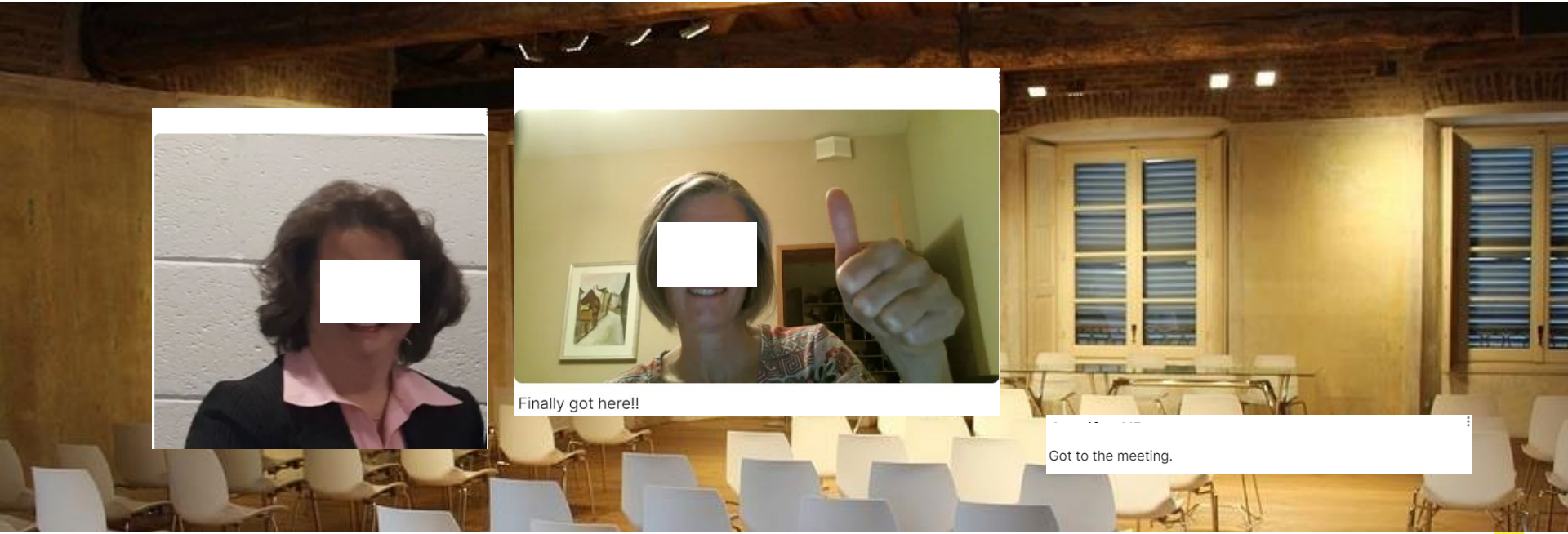

BREAKOUT TIME

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TEAMWORK in Breakout Rooms

Discuss about the decision to be taken on the island. **(What and why?)**

Prepare a **pitch** with your team members (**of max. 60 sec.)**

BREAKOUT TIME

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→ Use 1 slide with your **names**, **key thoughts** and **final conclusion**

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ROOM NUMBER is SLIDE NUMBER

PITCH TIME

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60 seconds

REFLEXTION TIME

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Give your comments on the pitches.

Teaching & learning through serious games: some closing thoughts & comments…

SOME PEDAGOGICAL COMMENTS…

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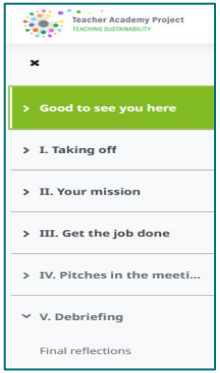
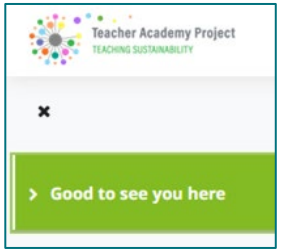


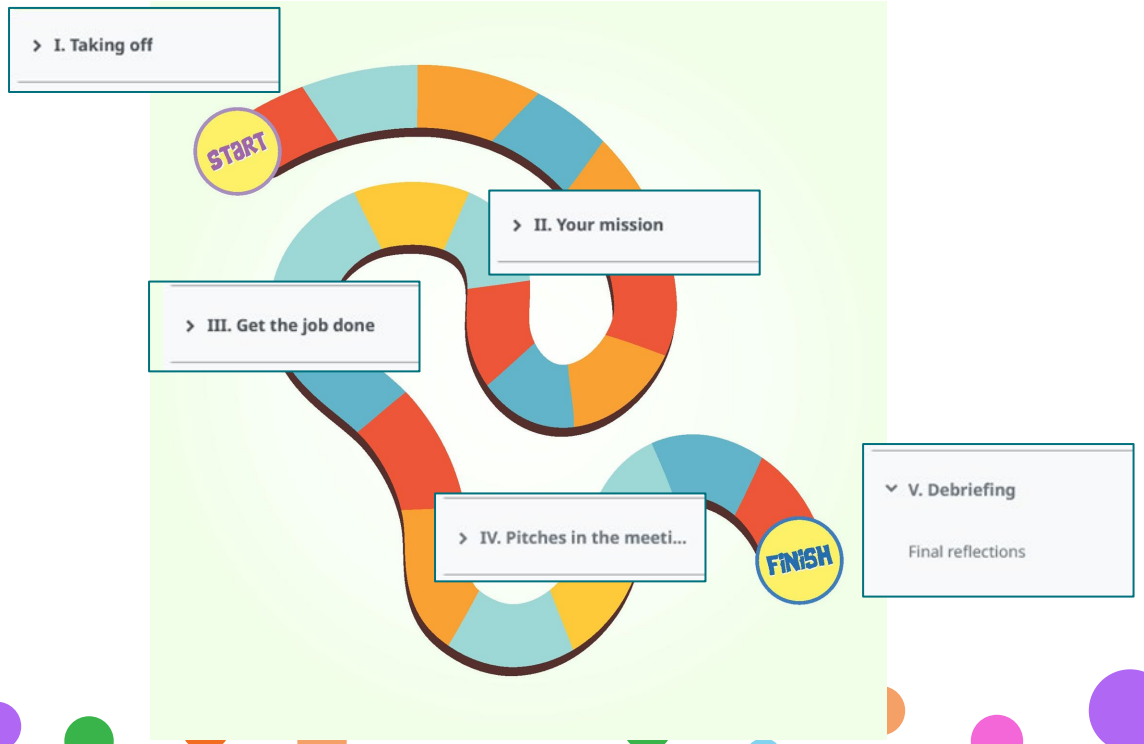
STRUCTURE

INFORMATION / CONTENT

ACTIVITY

‘OUTCOME’





REASONS TO KEEP GOING…

A SENSE OF THE JOURNEY

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Games within the game

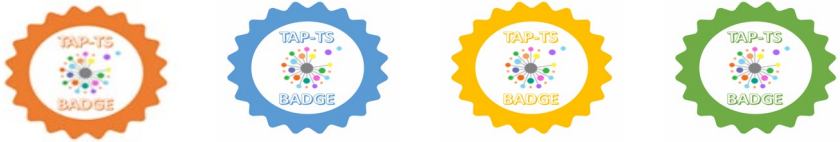
genially

Quizlet

Blooket

🛠️ TEACHING & LEARNING NOTE

These simple game frames motivate and add content / information to the learning process.
A variety of games can me made and played simply using these and similar free apps and platforms.



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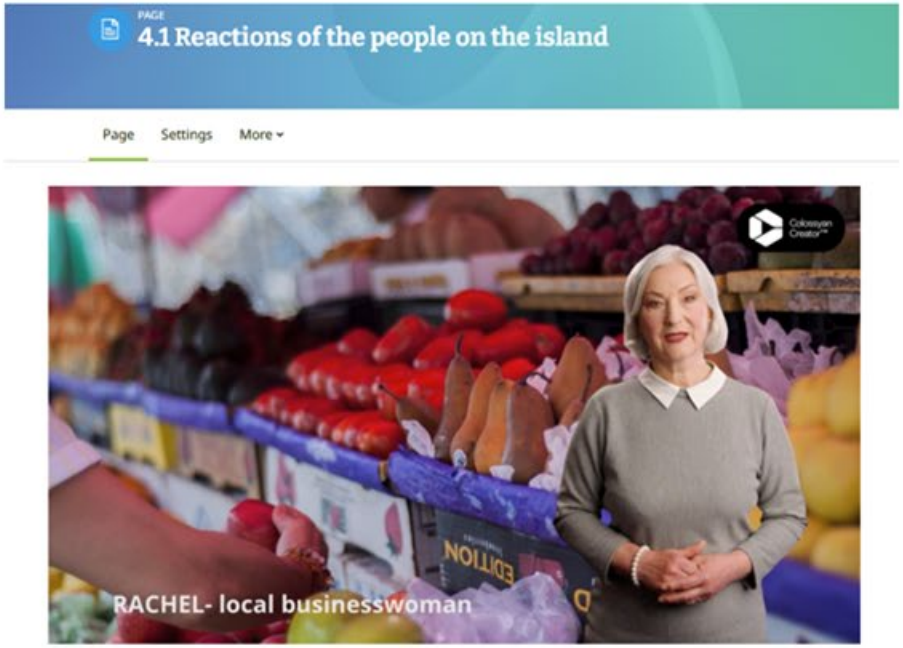

🛠 TEACHING & LEARNING NOTE

- *This activity and others in the game was built using Colossyan Creator - a platform hosted at https://app.colossyan.com .*
  Colossyan allows users to build AI powered videos in '...a simple and stress-free' manner. Uses real actors and a menu-driven text based input to '...create videos in less than 5 minutes.'

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2. Apply to the case

In the next page you can take part in a forum and apply the pillars of sustainability to the case of the holiday resort.

REPLY to at least 2 topics and share your view on how the pillar(s) connect to the case of the holiday resort.

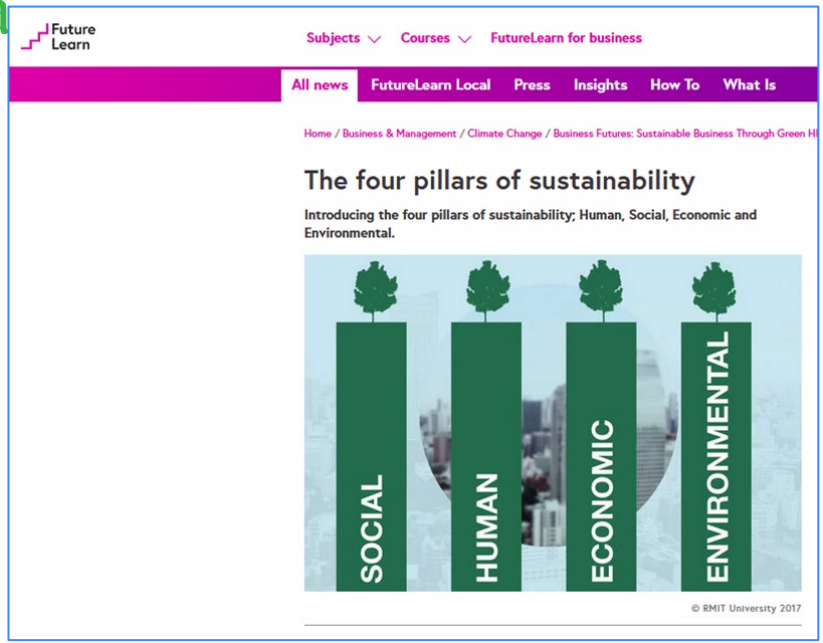
1. Human sustainability
How does the case of the holiday resort, according to you, connect to Human sustainability? Share your view.
Human sustainability aims to maintain and improve the human capital in society. Investments in the health and education systems, access to services, nutrition, knowledge and skills are all programs under the umbrella of human sustainability. Natural resources and spaces available are limited and there is a need to balance continual growth with improvements to health and achieving economic well-being for everyone.

2. Social sustainability
How does the case of the holiday resort, according to you, connect to Social sustainability? Share your view.
Social sustainability aims to preserve social capital by investing and creating services that constitute the framework of our society. The concept accommodates a larger view of the world in relation to communities, cultures and globalisation. It means to preserve future generations and to acknowledge that what we do can have an impact on others and on the world. Social sustainability focuses on maintaining and improving social quality with concepts such as cohesion, reciprocity and honesty and the importance of relationships amongst people.

3. Economic sustainability
How does the case of the holiday resort, according to you, connect to Economic sustainability? Share your view.
Economic sustainability aims to maintain the capital intact. If social sustainability focuses on improving social equality, economic sustainability aims to improve the standard of living. Maintaining high and stable levels of economic growth is one of the key objectives of sustainable development. Abandoning economic growth is not an option. But sustainable development is more than just economic growth. The quality of growth matters as well as the quantity.

4. Environmental sustainability
How does the case of the holiday resort, according to you, connect to Environmental sustainability? Share your view.
Environmental sustainability aims to improve human welfare through the protection of natural capital (e.g. land, air, water, minerals etc.). Initiatives and programs are defined environmentally sustainable when they ensure that the needs of the population are met without the risk of compromising the needs of future generations.

Next →



🛠 TEACHING & LEARNING NOTE

This was built using content from futurelearn platform hosted at www.futurelearn.com . Sites like this are an excellent source of verified and free materials. We also used sustainabletravel.org/steps-to-decarbonize-your-hotel

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Courses / Learning & Teaching Packages / Climate Crisis Resilience

Climate Crisis Resilience

Learning & Teaching Packages / Climate Crisis Resilience

Search courses

Climate Crisis Resilience

Climate Crisis Resilience: Content, Competencies & Approaches for Secondary School Teachers

This LTP focuses on teaching about the climate crisis and developing resilience through educational games. It centres on providing better understanding of the climate crisis and resilience on a personal and collective level. In the first unit, an introduction is given on how gamification can enhance teaching and learning about the climate crisis and about becoming resilient. Digital game-style elements are incorporated in the second unit in which an online platform is used to teach disaster risks and resilience. The third unit is designed as a team challenge with different competition levels; it is framed around an ecological controversy. Unit 4 is dedicated to the creation of a board game about climate crisis resilience and the pedagogical possibilities this offers.

Methodology

The LTP is focused on hands-on and digital educational resources for the development of primary school students' sustainability competences.

Author(s): Arjana Blazic, Bart Verswijvel (Eummena); Conor Galvin (University College Dublin)

Credits: @mbaumi Unsplash

Unit 2. Stop Disasters! Using The UNDRR Game as a Learning Tool for Disaster Risk Reduction & Resilience

Unit 2 introduces digital games as a way to teach sustainability. It focuses on the Stop Disasters! flood scenario, which takes place in a fictitious small village of a few hundred people in Eastern/Central Europe. The village is built on a large river which will flood after 20 minutes of game-play (in the Easy scenario) or when manually triggered by the player. The basic idea is that the player – or players working in teams – 'invest' a given sum of money in preparing the village for the expected flood. By repeating the scenario a number of times the player or team can learn to improve the outcomes for the village.

Click to see and download Unit 2 | Click to download Handouts for Unit 2

https://shorturl.at/meaJQ

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We want to hear from you!

End time: **27 September 2024**

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A reminder from

K&R Education

The Evaluation Team

Marie Kniest, Mats Westerberg, Annika Rickard

2024

A Reminder - Evaluation points for the Online 3

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1. Survey of the entire course at the final session, today - September 24 at 18.00 - 18:30 PM CEST.

2. Respond to a **questionnaire** about competence development (GreenComp), which will be sent out, today - September 24 at 18.00 - 18:30 PM CEST.

3. We invite **ALL** of You to participate in a **focus group** on October 2 at 12:00-13:00 PM CEST.

QUESTIONS?

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