



Application for the Development of a Green and Smart City

Newsletter 1 [October 2022]

PROJECT HIGHLIGHTS

Kick off meeting in Poland, organized by Stowarzyszenie na rzecz innowacji i edukacji on the 6th and 7th October 2022

Cities Going Green – At a glance...

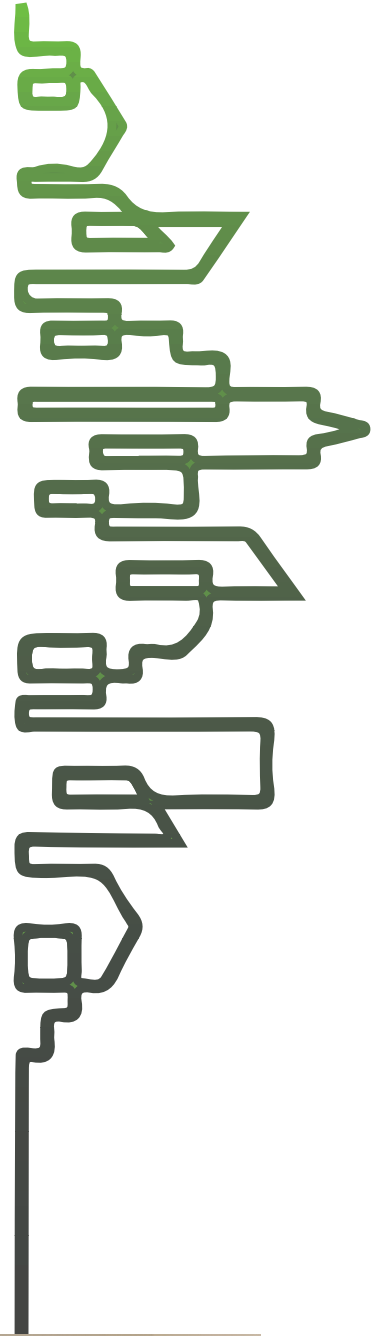
Environmental sustainability is constantly under threat. One of the most effective ways to address this threat, is to teach the importance of an active stance toward **environmental protection** to children at a young age.

The aim of the **Cities Going Green** project is to raise awareness on environmental protection to pupils at the ages of 10-12, through **environmental education, STEM education** and **gamification**.

Education is a fundamental tool when it comes to the fight against climate change. Knowledge regarding climate change helps young people **understand and tackle the consequences of global warming** and encourages **behavioral change**.

Through the project, pupils will learn more about **circular economy**, as well as practices and tools that can promote the protection of **natural resources** and **ecosystems**. **Cities Going Green** aims to bring together environmental education on the importance of being green, and demonstrating sincere interest in the environment. In addition, the value of gamification and STEM education as educational tools is signified.

The project aims at the development of a **gaming app**, available for PC/laptops and mobile devices, where pupils will have the opportunity to build their own "Green Cities".



The main project objectives are:

1. To cultivate environmental consciousness to pupils, along with other transversal skills and competences.
2. To develop a theoretical framework upon which the cultivation of environmental consciousness to primary school pupils of age 10-12 will be based.
3. To engage pupils with STEM education and to develop key skills of pupils through STEM.
4. To design a state-of-the-art game that will combine Environmental Education, Gamification and STEM Education.
5. To develop an assessment tool that will be used prior and after the game to measure the skills gained through the game regarding the environmental consciousness.

The main project outputs will be the following:

1. Aggregate Report on Desk Research and Field Research (Focus Groups) on Green Practices
2. Theoretical Framework of the “Cities Going Green” App
3. Learning Outcomes for each Level of the “Cities Going Green” App
4. Game Design: Composition of Building Blocks, Topics, Decision Points, Rules and Points System
5. “Cities Going Green” App

1st Transnational Meeting in Radom, Poland



Activities in progress

At the current stage of the project, the partnership has developed **the theoretical framework** for the **Cities Going Green application**. The first output was delivered on the basis of describing the following 7 main topics: Circular Economy, Air Quality, Green energy, Buildings, Water Quality, Public Transportation and Quality of Life. For each one of the topics, best practices which have been implemented in European countries were presented. In total, we received more than 35 best practices applied in EU countries. The experiences gained from their implementation will be integrated in the Cities Going Green application. The good practices were identified through desk research by the partners of the project.

The second method for the identification of good practices and tools toward environmental sustainability was a round of focus groups. During these focus groups, teachers, pupils and external experts contributed on exchange of best practices on how EU cities can become greener (and transfer these practices in the game). The main reason for the implementation of the first two focus groups was to identify the level of knowledge of pupils and teachers on the topic, the characteristics around the age group of pupils at the age of 10-12 and the engagement of the teachers on the topic and the project. The idea of gathering the experts view on the topic, was to identify the most recent threats and solutions regarding environmental sustainability and help the consortium produce an updated version of a game, relevant to the local but also the EU and global current environmental issues.

The activities for the first Project Result of Cities Going Green also included a Brainstorming Workshop. During the Brainstorming Workshop, the partnership prepared the composition of the learning outcomes for each difficulty level of the game, thus making the complexity of decisions and the options provided in each case more difficult. This activity finalized the set of actions related to the theory which is going to be used as a foundation for the development of the game.

Based on all the conclusions gathered from all previous activities, the consortium tried to develop the relevant theoretical framework during the meeting in Poland. The finalisation of the learning outcomes was also part of the meeting's agenda.



Next steps...

The most difficult and important part for the project's realisation is on its way, that is to say the development of the second output which is the Design of the gamification system. The aim of this activity is the development of the templates needed for the composition of the building blocks, decisions, theory and the rules of the game. Each template will be the guide for the end product of this Project Result.

This is a very important activity, as its results will set the context for the game as a whole. The results will be presented and discussed during the second Transnational project Meeting at Tallinn University in Estonia on 23-24 January 2023!

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