



Application for the Development of a Green and Smart City

Newsletter 4 [December 2023]

PROJECT HIGHLIGHTS

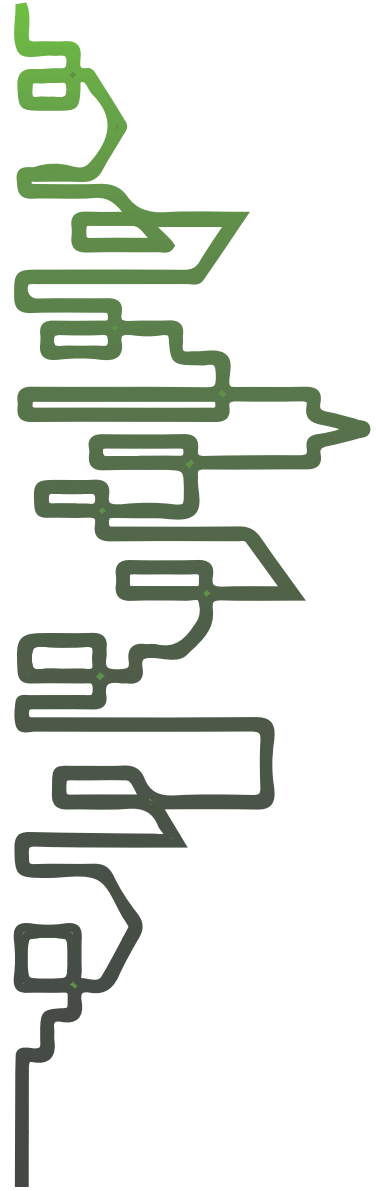
- Beta Version of the “Cities Going Green” Game Application
- 4th Transnational Project Meeting in Nicosia, Cyprus, organised by MMC Mediterranean Management Centre, on the 13th and 14th of November 2023
- Internal Pilot Testing of the Game App by the Partners

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, through which 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.

Main Results

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

4th (Final) Transnational Project Meeting in Nicosia, Cyprus



Partners' Visit to Apostolos Varnavas Primary School in Nicosia, Cyprus



Activities in progress

Implementing Innovation for a Greener Tomorrow

The journey of the project to this point has been marked by significant milestones, including the successful development of a beta version of the “Cities Going Green” App by OMEGATECH. This version has been meticulously designed to incorporate IoT (Internet of Things) devices, enhancing interactive learning experiences for students.

Internal Pilot Testing of the Game App by the Partners

The partners had the unique opportunity to dive into the game, exploring its features and potential firsthand. This hands-on experience allowed to provide valuable feedback for adjustments, ensuring the app is both engaging and educational.

Pilot Testing of the Game App by Pupils in the Partner Countries and Finalisation

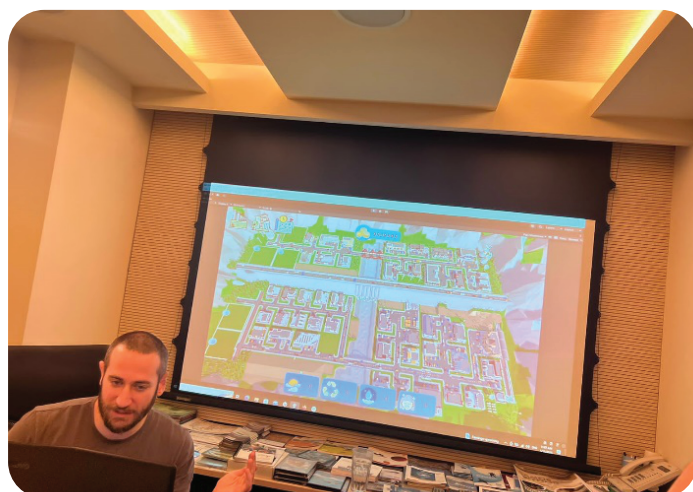
The next exciting phase of the project involves pilot testing of the game app by pupils in the partner countries, a critical step towards finalising the app. This process will allow the partners to gather insights and make necessary refinements, optimising the learning experience before the official launch.

4th Transnational Project Meeting in Nicosia, Cyprus

The project journey continued in Nicosia, where the partners held the 4th transnational meeting of the project. Hosted by MMC on the 13th and 14th of November, this meeting offered to partners another valuable opportunity to connect in person and share insights.

During the meeting, the partners were presented with the beta version of the game, which allowed for an in-depth review and discussion. This collaborative review process is vital for fine-tuning the app and making sure it meets its educational and engagement objectives.

The meeting also featured an enriching workshop and a visit to the project partner Apostolos Varnavas Primary School in Nicosia.



Multiplier Events in the Partner Countries

The completion of the pilot testing sessions and the finalisation of the “Cities Going Green” App will be followed by multiplier events in the partner countries, in order for the partners to promote the app and the teachers that participated in the pilot testing sessions to share their experience with using the app in the classroom.

Next steps...

- Pilot testing of the game app by the pupils in the partner countries
- Finalisation of the game app
- Implementation of multiplier events in the partner countries

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 **MMC** Mediterranean Management Centre



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