YOU CREATE
Digital Training

What is it?

A learning model based on the use of digital tools to enable students to learn in a different way, whether it is physical, distance learning (asynchronous or synchronous) or mixed learning

Pros:
- development of digital skills
- full-time access to materials
- personal learning
- saves time
- more resorces

Cons:
- less physical interaction
- technology/technical problems

How can you enroll?

Once you have received the link to the course, proceed to registration.
- Enter your username,
- enter your password and...

Voilà, you are logged in!

The GREATIVE training course promotes

GReen skills

&

cREATIVE skills to build resilient EU projects

How is it structured?

The digital course is divided into modules

Each module has a theme

Modules are divided into sections:
- Learning objectives
- Main curriculum (Introduction, theoretical part & activities)
- Final quiz
- Feedback & Evaluation
- Glossary
- Additional resources and bibliography

Let's find out the content of the modules one by one!

Module 1

Title:
Environmental issues mainly led by production, consumption, and resource disposal

Learning objectives:
By the end of this module, you will be able to:
- Describe the production-consumption-resource disposal chain
- Identify the main environmental issues promoted by the chain
- Expose and analyze different examples that follow the production-consumption-disposal chain
- Propose solutions to the challenges that this chain brings to the environment and the society

Module 2

Title:
The concept of circular economy and its main practices

Learning objectives:
By the end of this module, you will be able to:

- Explain what Circular Economy is.
- Discern the differences between linear and Circular Economy.
- Define the Circular Economy principles.
- Identify and give examples of Circular Economy practices.

Module 3

Learning objectives:
By the end of this module, you will be able to:

- To assess one's own creative skills;
- To acquire knowledge of environmental degradation, as well as reflect creatively on the roles and identities as citizens, consumers and environmental actors.
- To acquire a set of values for environmental protection.
- To learn methods of developing one's own creativity for new solutions to environmental issues.

Title:
A connection between creativity, circularity, and environmentalism

Module 4

Title:
EU projects

Learning objectives:
By the end of this module, you will be able to:

- Find, and choose a topic for an EU project
- Set the objectives and results of the project
- Choose and design your project activities for achieving the expected objectives/results
- Manage a whole project (deadlines, tasks & responsibilities, meetings, budgeting, promotion, etc.) using work packages and GANTT charts

Module 5

Title:
The context of the COVID-19 pandemic, its impact on EU projects, and its positive and negative environmental impacts

Learning objectives:
By the end of this module, you will be able to:

- Have a grasp of the main context of the pandemic, in this case, COVID-19, and its impacts on humanity
- Learn about the impact of COVID-19 on the execution of the EU projects (positive and negative aspects)
- Talk about the positive and negative environmental impact of such a pandemic on the national and global levels.

Module 6

Title:
A workshop with activities to develop creative skills & new ideas to foster circularity within EU projects

Learning objectives:
By the end of this module, you will be able to:

- name different circular practices that are already implemented in EU-projects.
- take advantage of creative skills, find connections between different ideas and use those to solve problems.
- successfully work toward a common goal with others.
- incorporate circularity into an EU-project.

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https://youcreateprojec t.eu/moodle/my/

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introduce yourself,

and let us know what you think in the <u>forum</u>!