

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



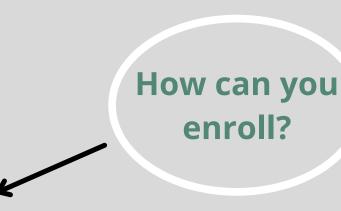
Pros:

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



Cons:

- less physical interaction
- technology/technical problems



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

The digital course is divided into modules

How is it structured?

Each module has a theme

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

Modules are divided into sections:

- Learning objectives
- Main curriculum (Introduction, theoretical part & activities)
- Final quiz
- Feedback & Evaluation
- Glossary
- Additional resources and bibliography

Module

Learning objectives:

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

- Describe the production-consumptionresource 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

Title:

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



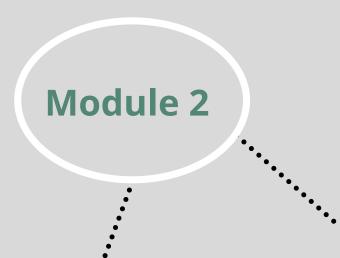














Title:

The concept of circular economy and its main practices

Learning objectives:

By the end of this module, you will be able

- 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.

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



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



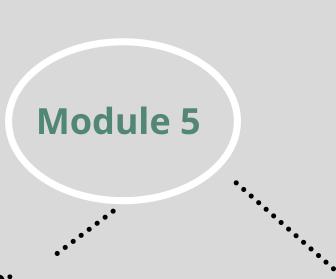














Title:

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

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.

Title:

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















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and let us know what you think in the forum!















