

NOT A WASTE OF TIME : LABORATORY OF INNOVATIVE AND ARTISTIC METHODS TO PROMOTE ECOLOGY WITH YOUNG PEOPLE

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PREAMBULE

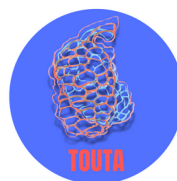
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The content of this booklet was created by the participants of the Training Course "Not A Waste Of Time" and relies on the information they gathered through the sessions, during workshops, discussions and on the internet.



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HISTORY OF OUR PROJECT



TO.U.T.A France and Youth Association Droni organised a one week training course for youth workers between 24 of September and 1st of October 2024 in Bakuriani, Georgia on the topic of the environment and especially the waste management through artistic methods and outdoor activities. The aim of this project was to equip our 26 participants with new tools and innovative techniques in order to raise awareness among young people on the topics of waste and protection of the environment, with a special focus on art and outdoor education.

During the week, they took part in different workshops and one outdoors learning activities.

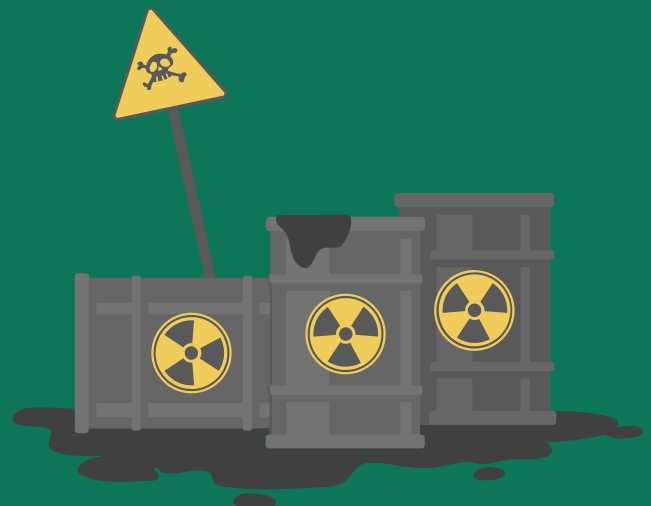
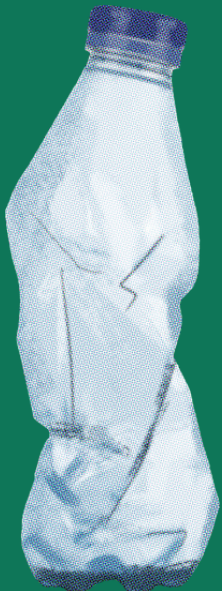
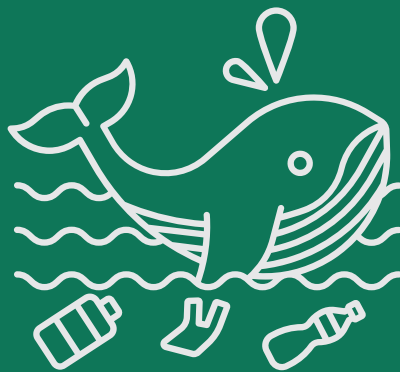
This booklet is the result of their participation to this training course and aspires to spread the set of skills and knowledge we acquire during this week. It gathers general information and strategies to raise awareness about the protection of the environment through art and outdoor activities.



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IMPACT OF WASTE IN OUR DIFFERENT COUNTRIES

The participants got together in their national groups to discuss the impact of waste in their countries. Afterwards, every group held a presentation about it. Their visual presentation was made thanks to reused waste. The outcome is that all countries are severely impacted by poor waste management. For example, **Azerbaijan** faces several challenges in keeping the Caspian Sea a clean source of water, **Bulgaria** suffers from collecting other countries' wastes, while **Poland**'s rivers are colonised with micro plastics.



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IMPACT OF WASTE IN OUR DIFFERENT COUNTRIES



Presentation of the impact of waste in their respective countries by the different national teams

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THE 5 R'S

The 5 R's—Refuse, Reduce, Reuse, Recycle, and Rot—are essential for protecting our environment. The first step is to **refuse** single-use plastics and unnecessary items whenever possible. Next, we should **reduce** our consumption by choosing durable, long-lasting products. When waste is unavoidable, we can **reuse** clean materials in creative ways, such as turning old fabric into bags or wallets. If an item can no longer be reused, **recycling** helps transform it into something new, reducing the need for raw materials. Lastly, **rotting** organic waste through composting allows it to return to nature and nourish the soil.

By following these five principles, we can significantly reduce our environmental impact and move towards a more sustainable future.



Participants have created a common graphic facilitation about the 5R



GAMIFICATION

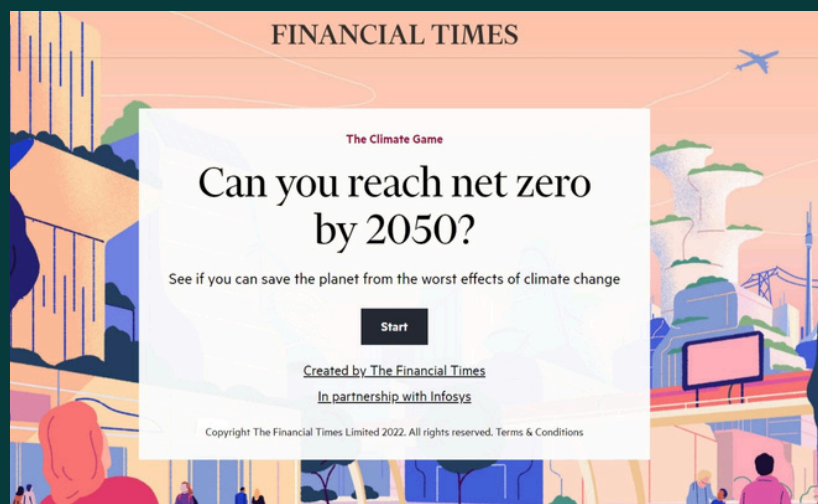
Gamification is process that integrates game like elements into non-game contexts. To enhance user engagement, motivation, and overall experience. It is a form of non formal education that makes learning more enjoyable.



The Financial Times' climate change game, often referred to as "The Climate Game," is an interactive simulation designed to engage players in understanding the complexities of climate change and the financial decisions involved in combating it.

Key features: Scenario- Based challenges, Economic impacts, Collaboration & Competition, Real-Time Feedback.

[Link to the Financial Times' climate change game](#)



Financial Times' climate change game home page

PLAY

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GAMIFICATION

The “GO GOALS!” board game is developed by the United Nations and aims to help children understand the Sustainable Development Goals, how they impact their lives and what they can do every day to help and achieve the 17 goals by 2030. It involves many elements related to the climate change and sustainability.

[Link to the “GO GOALS” board game](#)



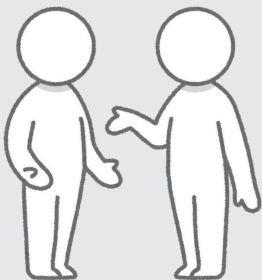
Participants are trying the “GO GOALS” board game

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OUTDOOR ACTIVITIES

The walkie-talkie game combines movement and discussion, fostering creativity, active listening, and group cohesion. Walking in an open environment creates a relaxed atmosphere, making conversations more natural and inspiring fresh ideas.

In outdoor education, this activity enhances learning by engaging multiple senses, improving focus, and making discussions more dynamic. The connection with nature also reduces stress and stimulates creativity. It is particularly effective for reflection, problem-solving, and language learning, as participants associate ideas with their surroundings. By stepping away from traditional settings, they gain new perspectives and engage more fully in the learning process.



Walkie-talkie session

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OUTDOOR ACTIVITIES

The Garden of Learning invites participants to find an element in nature that symbolizes what they have learned or gained. This visual and metaphorical approach helps reinforce personal reflections and takeaways.

In outdoor education, connecting learning to natural objects enhances memory, encourages mindfulness, and deepens engagement. Nature provides rich, varied symbols, making reflections more personal and meaningful. This method fosters creativity, emotional connection, and a lasting impression of the learning experience.



Participants have created garden of learning combining natural elements and waste.

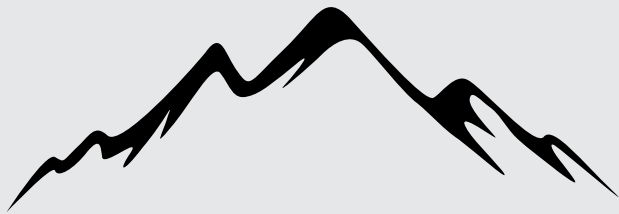
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OUTDOOR ACTIVITIES

A hike strengthens participants' connection to nature, fostering awareness and appreciation of the environment. Walking outdoors encourages mindfulness, helping individuals reflect on their surroundings and their relationship with nature.

In outdoor education, hiking enhances well-being, reduces stress, and promotes deep, focused thinking. The physical movement supports cognitive engagement, making learning more immersive and meaningful. It also encourages sustainability awareness by fostering a direct, personal experience with nature.

A silent walk deepens this experience by eliminating distractions, allowing participants to observe their surroundings more attentively and engage in self-reflection. Additionally, integrating a reflection on waste—such as observing litter along the path or discussing environmental impact—raises awareness of human influence on nature and encourages responsible behavior.



During the hike participants took part in activities such as silent walk, walkie-talkie and reflexion about waste

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MOSAICS FROM WASTE

Creating the mosaics required patience, precision, and creativity. Participants had to carefully cut and glue various materials, experimenting with different combinations to achieve the desired effect. This hands-on process demanded focus and problem-solving, as they figured out how to best use each piece.

Beyond the artistic challenge, this activity also raised awareness about waste production. By working with discarded materials, participants experienced firsthand how everyday waste can be repurposed instead of thrown away. This process encouraged a shift in perspective, highlighting the potential of upcycling and the importance of reducing waste. Through creativity and resourcefulness, they transformed what was once considered trash into something meaningful and valuable.



Our mosaic from waste workshop

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SCARECROWS MAKING

Creating scarecrows out of waste was both a creative and meaningful challenge. Participants had to assemble discarded materials, figuring out how to give them a new purpose while ensuring the structures were sturdy and effective. This hands-on process encouraged problem-solving, teamwork, and resourcefulness as they experimented with different ways to repurpose waste.

Beyond the artistic and environmental aspects, the project had a social impact. Once completed, the scarecrows were donated to local farmers and gardeners, making the effort even more rewarding. This not only gave the waste a second life but also strengthened the connection between participants and the local community. The initiative highlighted the importance of sustainability while fostering a spirit of collaboration and generosity.



The scarecrows made by the participants

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INFORMATION REGARDING THIS
PROJECT OR OTHER MOBILITIES OF
YOUTH WORKERS**

CONTACT.TOUTA@GMAIL.COM

MARION@DRONI.ORG



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