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| *Programme: Erasmus+* |
| *Key Action 2: Cooperation Partnerships* |
| *Call: KA220 ADULT* |
| *Submission deadline: 23 March 2022, 12:00 midday Brussels Time* |
| *Project Title: Real World Education to foster environmental awareness* |
| *Project Acronym: WE* |
| *Project total duration: 24 Months* |
| *Estimated budget: 250 000 EUR* |

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| Background (Aims, objectives & needs.) | |
| Context of the project & Needs of the target groups addressed. | According to the Unesco definition, "environment is a complex set of physical, biological, social, cultural and political conditions surrounding a human being or an organism that ultimately determine its form and the nature of its survival" (Unesco, 2002). The accumulated side effects of human activities are numerous and are becoming increasingly threatening. Humans are the cause of environmental problems, as humans are in charge and can choose when to stop causing these problems and when to start solving them.  Environmental problems caused by human intervention have been and continue to be a major issue of global importance. In order to change the current situation, human awareness and behaviour towards the natural environment must also change. Human interest in nature and its protection must be increased.  People need more than ever the knowledge, skills and attitudes that will enable them to make informed decisions, act responsibly towards the environment and develop new ways of living together, while at the same time developing the capacity to understand and become environmentally aware. Environmental Awareness aims not only to make people aware of the natural environment and the ongoing problems, but also, to cultivate them the necessary knowledge, attitude and skills required to protect the environment and enhance its enrichment. Environmental education is an important and vital element of every citizen's education, and it should be enhanced as much as possible. Individuals and social groups can be guided to address environmental problems through environmental education and personal and social action.  In this direction, in September 2015, the United Nations adopted the Global Agenda for Sustainable Development and launched the 17 Sustainable Development Goals (SDGs) to be achieved by 2030, with the aim of building a more sustainable world. In addition, the EU put into place in December 2019 funding and systems to support all EU countries in their efforts to decarbonise. The European Green Deal is supporting countries to achieve a climate neutral European Union by 2050 (European Commission, 2019). In particular, the Deal recognises that pro-active re-skilling and upskilling are necessary to reap the benefits of the ecological transition.  Despite increases in investment based on the European Green Deal, one of the major limiting factors to transitioning to green growth over the past decade has been a lack of skills and training. Especially non formal green adult education is structurally  Underfunded in comparison to VET training, which is often connected to enhancing employability. Furthermore, research reports that there is a general shortage of qualified adult educators, equipped to teach green skills and sustainability in the adult learning community (Gavrilakis et. al, 2021).  The WE project, taking into consideration all the above and understanding that even though the need for environmental protection is imminent, people all around the world lack the knowledge and the skills required, in order actually to be a part of it, proposes the design of an innovative training curriculum, to foster real world education in environmental awareness, which will be provided through an innovative gamified app focused primarily on adults.  Through this app, adults aged 25-45 will have the opportunity to develop their knowledge and critical thinking on environmental issues in order to make decisions on both joint and individual actions, at local and international level, which will aim to improve their environmental behavior and the quality of life, without burdening future generations. |
| Objectives of the project / Intellectual Outputs | Project’s main objectives:   * Raise the environmental awareness of adults and encourage them to engage in environmentally responsible practices and operations. * Develop environmental awareness and consciousness. * Inform adults regarding the Sustainable Development Goals * Enhance competences and skills crucial for implementing ecological practices. * Increase adults learning motivation and engagement for environmental awareness. * Adopt innovative learning approaches embracing effective use of online learning. * Develop tools and e-learning material focused on environmental awareness.   The main target sector of the WE project will be adults, aged 25 to 45 years old, although all methodologies developed will be applicable to every other individual, that desires to increase their skills and competencies. This means, that the material developed in the frame of the project will be able to improve their knowledge and skills and make it easier for them to understand the need to act environmentally friendly, and how to implement it appropriately. |
| Work Packages | **WP1:  Survey on green learning opportunities in the adult education sector**  This result aims to emphasize and collect the ways, in which education systems in partner countries provide environmental education, and the learning opportunities, which adults can exploit. According to that, an understanding of adult environmental awareness in the context of the European Union will be carried out. Through a survey conducted by all partners individually, data will be collected on the skills required which will help the partnership to understand the skills that people need in order to be successful through environmental activities. At the end of the survey and depending on the results collected, we will have a complete picture of the current situation in each country involved in the project, all problems and gaps will be identified, which will be the basis for the work in WP2 and WP3.  **WP2:  The environmental awareness massive open online course (MOOC) for developing the most important skills and competences to foster sustainable development**  This result will develop a massive open online course (MOOC), that will educate adult education trainers and trainees on the field of Green and Sustainability. This MOOC will be compiled using data from the survey of WP1 that will be carried out by the consortium partner countries. This MOOC will include all the guidelines, methods, and tools related to fostering environmental awareness and consciousness, for promoting the involvement of adults in accordance with the Sustainable Development Goals. By using this MOOC both our project’s target groups will equip with the necessary skills and competencies to foster sustainable development, while at the same time will increase their opportunities for leading healthy lifestyles, in harmony with nature, and will helping them to behave in an environmentally responsible manner in their everyday life.  **WP3:  The “WE” gamified app and website for enhancing best practices and eco-friendly mindset**  In the frame of the project, a gamified app will be created. This app will be a mobile app, that will contain games and news about ecological issues in concrete areas of each partner's country.  In this app, the users will play and at the same time, they will be able to increase their environmental awareness, learn more about eco-friendly practices and construct an eco-friendly mindset. Through the game path, the player will own a character and the purpose of the game will be the implementation of eco-friendly practices, through making the right decisions regarding environmental activities, which are taking place in real life. New levels and features will be unlocked, according to the quality of decisions the player will make and depending on how environment-friendly the choices will be. By the completion of the game app, the user will gain useful knowledge, skills, and competencies regarding environmental awareness. Also, this app will contain a field with updates that will inform the user about the environmental actions that will take place in his city (such as cleaning beaches, parks, squares, or public spaces) in order to directly raise awareness of citizens and their active participation in these actions.  **WP4: Project Management and Implementation**  **A1 Management:** The Management activities, will include the following activities:     * Development and finalization of the Project Management Plan * Establishment of all the necessary management means, such as communication channels, sharing means/space etc. * Design and development of all the necessary templates (agenda, participation list, reporting templates, etc.)   **A2 Dissemination, exploitation & sustainability:** Activities related to Dissemination, exploitation & sustainability, will include the following activities:     * Development and finalization of the dissemination, exploitation, and sustainability plan * Production of interim and final dissemination reports   **A3 Quality, Evaluation and Risk assessment:**  These activities will include the following activities:     * Development and finalization of the quality, evaluation, and risk assessment plan * Organization and development of interim and final evaluation & impact reports |
| Possible Applicants | Adult Educational Institutions, NGO’s or SME’s with expertise on adult education, training curricula and customised courses in the fields of green and environmental sustainability, Municipalities. |

**Contact Info:**

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