







## Summary

# Sus-GAME-ability



	<p><b>Target age</b></p>	
	<p>Age 8 and over</p>	
	<p><b>Level of difficulty</b></p>	
	<p><input checked="" type="checkbox"/> Easy    <input type="checkbox"/> Medium    <input type="checkbox"/> High</p>	
	<p><b>Key words:</b></p>	
	<p><i>Environment, recycling, sustainability, pollution</i></p>	
	<p><b>Abstract of the activity:</b></p>	
	<p>The Sus-GAME-ability toolkit provides an introductory lesson on sustainability and the environment. It serves as an initial introductory lesson to introduce students to the topic of sustainability and what impact sustainability has on our environment. It can be used as an introduction to further lessons on the topic of sustainability and the environment, or it can be taught as a stand-alone lesson. The lesson can be delivered in a regular classroom or remotely.</p>	
	<p><b>Learning Goals:</b></p>	
	<ul style="list-style-type: none"> <li>• Students should be able to explain the term sustainability</li> <li>• Students should be able to explain the term environmental pollution</li> <li>• Students should be able to name sustainable measures against environmental pollution</li> </ul>	

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	<p><b>Specific Abilities</b> – <i>At the end of the exercise, participants can do the following:</i></p> <ul style="list-style-type: none"> <li>• To define the term sustainability</li> <li>• To define the term pollution</li> </ul>
	<p><b>Cross-curricula Links -</b></p> <ul style="list-style-type: none"> <li>• Ecology/Environment</li> <li>• Biology</li> <li>• Geography</li> <li>• Technology</li> <li>• Social sciences: e.g. human relations, ethics</li> <li>• Economics</li> </ul>
	<p><b>Prerequisites</b> – <i>Knowledge and skills necessary for carrying out the activity</i></p> <ul style="list-style-type: none"> <li>• Ability to operate a PC and cell phone</li> </ul>
	<p><b>Time requirement:</b></p> <p>🕒 50-60 min</p>
	<p><b>Learning and Teaching Support Materials - What you can find in the toolkit</b></p> <ol style="list-style-type: none"> <li>1. Students' Card</li> <li>2. Teachers' Card</li> <li>3. PPT presentation</li> <li>4. Questionnaire</li> </ol>
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