Sus-GAME-ability

Target age	
Age 8 and over	
Level of difficulty	
✖ Easy ☐ Medium ☐ High	

Key words:

Environment, recycling, sustainability, pollution

Abstract of the activity:

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.

Learning Goals:

- Students should be able to explain the term sustainability
- Students should be able to explain the term environmental pollution
- Students should be able to name sustainable measures against environmental pollution

Specific Abilities – *At the end of the exercise, participants can do the following:*

- To define the term sustainability
- To define the term pollution

Cross-curricula Links

- Ecology/Environment
- Biology
- Geography
- Technology
- Social sciences: e.g. human relations, ethics
- Economics

Prerequisites *– Knowledge and skills necessary for carrying out the activity*

- Ability to operate a PC and cell phone

Time requirement:

� 50-60 min

Learning and Teaching Support Materials – What you can find in the toolkit

1. Students´ Card
2. Teachers´ Card
3. PPT presentation
4. Questionnaire

Authors

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