EMPOWERING YOUTH FOR CLIMATE ACTION

Eco·Toolbox

PROJECT NUMBER: KA220–YOU–3C3D343F

WWW.ECO-TOOLBOX.EU

Climate Change and Our Future:

Climate change is a global challenge that affects us all. Its impacts are evident, and urgent action is required to address this crisis. In the European Union (EU), climate change poses significant risks to our environment, economy, and society. Rising temperatures, extreme weather events, and rising sea levels are just some of the consequences we face.

The Role of Youth:

Young people are not just the leaders of tomorrow; they are also the leaders of today. We believe in the power of youth to drive change and shape a sustainable future. That's why we are launching the Eco-Toolbox project, aimed at empowering young people to tackle environmental concerns and climate change.

Our Objectives:

Through Game-Based Learning (GBL) and trained youth workers, the Eco-Toolbox project aims to:

- Raise awareness and knowledge about environmental issues and climate change.
- Equip young people and youth workers with the skills and competencies needed to address these challenges

- Foster innovative thinking and creative solutions in climate change combat.
- Promote the use of ICT game-based environments for effective learning.
- Share good practices and engage in international cooperation to tackle climate change.

Intellectual Outputs

- IO1: Methodological E-Guide
- IO2: Trainers Educational Material
- IO3: Online Educational Game
- IO4: Audiovisual Materials

Multiplier events

- E1 Info-Day in Malta
- E2 Info-Day in Greece
- E3 Info-Day in Latvia
- E4 Info-Day in Slovenia
- E5 Info-Day in Hungary

What We Offer:

- Methodological e-Guide: We will develop a comprehensive guide on innovative climate change adaptation techniques, empowering young people to participate in global actions to address climate change.
- GBL Training Package: We will design and test an innovative GBL training package for youth workers, enabling them to provide quality training on environmental issues and climate change to young people.

- Educational Game: We will create an interactive online educational game (Serious Game) that promotes knowledge, skills, and competencies on environmental issues in an enjoyable and playful manner.
- Audiovisual Material: We will develop engaging audiovisual materials to enhance social skills and promote active citizenship in environmental governance.