



# Empowering

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# **YOUTH FOR CLIMATE ACTION**

Project Number: KA220-YOU-3C3D343F

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[www.eco-toolbox.eu](http://www.eco-toolbox.eu)





## WHAT'S THE PROJECT ABOUT?

The "EcoTool Box" project empowers young people and youth workers to address environmental concerns and climate change through Game-Based Learning (GBL). It involves research on innovative climate change adaptation techniques, development of educational resources such as e-guides, training packages, and an eco-friendly educational game, as well as the creation of audiovisual materials. Through these efforts, the project aims to raise awareness, knowledge, and skills while promoting active engagement and sustainable practices among young individuals globally.

The primary objectives of the Eco-Toolbox project -as mentioned above- revolve around utilizing Game-Based Learning (GBL) to empower young people and youth workers to address the climate change crisis and environmental issues. The project aims to:





- Raise awareness of the importance of environmental crisis and climate change adaptation needs.
- Advocate for the active involvement of youth in taking action towards a low-carbon lifestyle.
- Provide non-formal education on climate change crisis to young people and youth workers, equipping them with the necessary tools and competences for more effective engagement.
- Foster creative and innovative solutions in combatting climate change.
- Share and promote good practices in implementing environmental actions.
- Introduce an innovative GBL training package for youth workers, guiding them in delivering quality training on environmental issues and climate change to young people.
- Highlight the effectiveness of the connection between GBL processes and green practices education.
- Communicate the importance of protecting the environment through the implementation of green practices in youth work.
- Empower young people who are most affected by the environmental crisis.

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# OUR ACTIONS

## **IO1: Eco-Toolbox Methodological e-Guide on Innovative Climate Change**

Today there is a huge request for heightened understanding of green practices and adaptation measures, at the same time as the global climate crisis is struggling and deprioritizing young people. The aim of this PR is to summarize and highlight the key conclusions emerging from the research carried out by each project partner at the national and European level as a whole, just after the Kick-off Meeting and develop a practical Methodological Guide (in the form of an e-Guide) for young people on how to adjust to the modern climate change adaptation mindset and how to use it to implement innovative methodological and strategical thinking during youth work in an eco-friendly sense.

## **IO2: Trainers' e-Seminar Curriculum on Environmental Issues**

A full suite of modules will be developed for the new Trainers e-Seminar Curriculum, which will support youth professionals to build key competences.

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It will also support youth professionals to work in non- conventional environments and will place a significant emphasis on underpinning their reputation, professionalism and standing even if they work in completely different educational settings. This Educational Material will be an e-Seminar Curriculum, which youth workers can use to teach young people about environmental issues through interactive activities in real-life settings and solve the problem educators often face when they have to communicate the complexities of environmental issues with their learners, especially when the learners are young people that hold so many misconceptions on various related issues. Basically, the aim of this Curriculum is to help young people understand and deal more effectively with environment in real-world settings.

The innovative nature of the guidelines to the fact that no Curriculum of outdoor games to tackle climate change has been published so far, as the result of the needs assessment of young learners, who are the final beneficiaries of the learning process.

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### **IO3: "Eco-Friendly" Educational Serious Game**

Game-based learning both in digital and analog form has gained a lot of attention in the last decade. It is considered one of the most efficient and prominent informal educational methods. The main advantage that meets the needs of our target groups is the transfer of knowledge through an enjoyable and informal manner that meets the expectations for playful knowledge.


The aim of this PR is to create an innovative online educational game (Serious Game) in order to advance the skills, promote and motivate in a playful manner the learners for developing their knowledge, skills, and competences on environmental issues, achieving the greatest positive impact, through the use of ICT game-based environment. It will give the opportunity among other innovative features to present multimedia content, simulate processes and structured stories/scenarios (elaborated content appropriate for the game formats and mechanics, mainly contributed by the needs analysis).

The innovative learning material that will be produced and used, will be relevant to learner's needs in order to acquire the appropriate knowledge and to promote critical thinking in sustainable development contexts. The aspects of the game will also cover topics that will have the appropriate pedagogical added value of fun and competition on environmental issues, attractive interface designs for the learners,

maintainability, upgrade capabilities, sustainability and feasibility within the project framework.

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## **IO4: "How to save Planet Earth" Animated Video Series**

It is argued that audiovisual education improves social skills like cooperation, critical thinking, decision making, leadership etc. Here comes the role of animation as an effective tool that can give voice to young people in policy debates on environmental issues.

The process of animation development and screening would be an effective driver for social change and the end result will be used as a medium to promote youth participation in public awareness and active citizenship to empower people engage in environmental governance, including climate change governance.

Therefore, having as target group youth workers and young people, IO4 aims to provide an accessible way for young people to take action on environmental issues, through deepening their understanding, engaging and motivating their wider community, and also "shaping" and «creating" their own animation (by giving feedback and guide project partners), in order to communicate their messages and perspectives to decision- makers and the public.

Also, IO4 aims to train the target group (young people) in a set of skills and key competences related to environmental issues with a creative way, in order to amplify and perpetuate the ripple effect of those messages.





**Eco-Toolbox**

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Co-funded by the  
Erasmus+ Programme  
of the European Union

