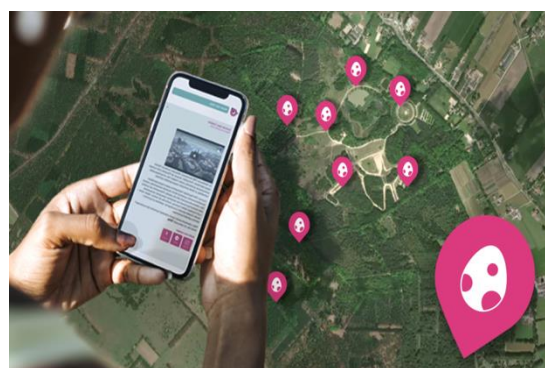
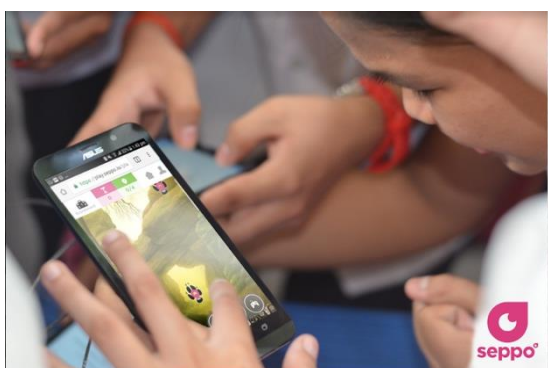


EduChange: Developing outdoor activities for learning about sustainability issues



EduChange is a European project that aims to involve young people and adults to study environmental issues such as climate change in their own living environment. We thereby use tools such as:

- Seppo, a platform for creating simple **map-based games** and **excursions** that can be played outdoors on a smartphone
- Survey123 (from ArcGIS online), which can be used to create **data collection apps** for collaborative data collection in the field (on smartphones). The data is automatically displayed in a storymap.
- Storymap builder (from ArcGIS online), which can be used to make a **storymap** about specific environmental issue to raise awareness. The storymap can include maps and 360 degree photos with annotations.

Via these outdoor games, excursion apps, data collection apps and storymaps, people can learn about environmental issues in their environment, and are challenged to think about solutions.

In the EduChange **course**, students from four universities work together to develop an learning activity or awareness campaign with one of the tools mentioned above. There are four online workshops in October, in which participants learn both theoretical as well as practical skills and exchange ideas. In November and December, students design a learning activity or awareness campaign, and test it with a small group of participants from a school or local club. In January, students share their experiences in an online meeting.

Availability: The course is open for students who are interested in sustainability, technology and education, irrespective of their background. We have participants from Trondheim (Norway), Olomouc (Czech Republic), Utrecht (Netherlands) and Malta. The course is open to students also from other universities!

How to apply: email to jiri.panek@upol.cz to enlist

Program

- Tuesday 5 October, 15:00-17:00: Introduction
- Tuesday 12 October, 15:00-17:00 Designing educational activities
- Tuesday 19 October 13:00-16:00 Workshops: Gaming, virtual fieldwork, collector apps and storymaps
- Monday 27 October 14:00-16:00 Education for Sustainable Development

Developing and testing a learning activity or awareness raising campaign

- Thursday 13 January 13:00-16:00 Student symposium



Palacký University
Olomouc



Universiteit Utrecht



NTNU

Norwegian University of
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