



GROWING GREEN
CIRCULARITY IN VET

NEWSLETTER

**NOVEMBER
2023**



Co-funded by
the European Union

Growing Green Partners Introduce Teachers to the Manual and the Game



Teachers from Italy, Slovenia, Denmark and Spain gather to enhance their green skills and explore new materials for teaching.

From the 25th to the 28th of September, an educational event for teachers took place in Ljubljana as part of the Erasmus+ Growing Green project. The primary purpose of this activity was to reinforce competencies related to green and sustainable entrepreneurship in vocational training (VT) teachers of various nationalities and specialties so that they can convey the values of the circular economy and green entrepreneurship to their students.

Over the four-day event, teachers from Spain, Slovenia, Italy, and Denmark had access to the materials generated within the framework of the project, by using dedicated manuals and, specially, the "Growing Green" circular economy and entrepreneurship game.

This game, developed by the project partners, incorporates the latest trends in gamification and Lego Serious Play. It allows teachers to instill the values of sustainability and the circular economy in their students, showing them that green entrepreneurship is not only feasible but can also be profitable.

Interactions among participants were essential. Networking sessions allowed educators to exchange ideas, discuss methodologies, and share best practices to convey essential concepts of the circular economy in ways that are most effective and appealing to students.



Current status of the project

- **Project Result 1 - Manual:** The manual for teachers have been finalised and presented to the teachers during the LTTA in Slovenia.

The final version of the document is already available on the project website and can be consulted and downloaded by anyone interested.

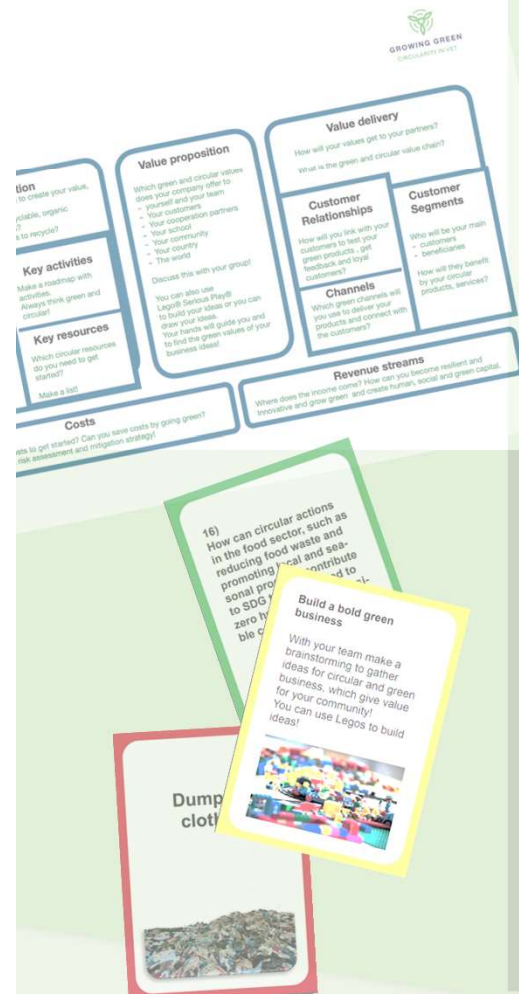
(<https://growing-green.eu/wp-content/uploads/2023/10/Growing-Green-Manual.pdf>)

- **Project Result 2 – The Game:** The Game is a didactic tool based in gamification and Lego Serious Play that aims to teach students the importance of circularity in the economy and promote entrepreneurship among youngsters in Europe.

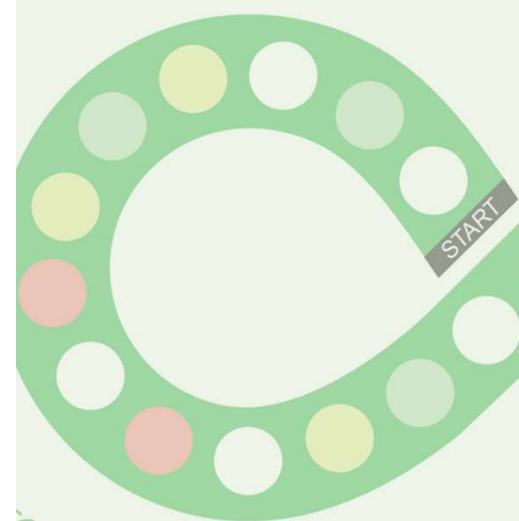
Currently the game has been presented to the teachers and will be used with the Students in the pilot testing that will be conducted during the next months.

The Game is also available in the project website and can be downloaded by anyone interested in the project, in green economy and in VET.

(<https://growing-green.eu/wp-content/uploads/2023/10/growing-green-the-game.zip>)



The Growing Green Circular Economy Game



What's next?

Over the next few months, an exciting phase of our project will unfold. The project partners will embark on educating teachers from their respective countries. The focus of this training will be the comprehensive use of our specially developed manual and game. By utilizing these materials, teachers will be able to seamlessly integrate the core principles of circular economy in their existing curricula.

Additionally, during this phase we will conduct a hands-on experience with students from the participating countries: by using the materials created within the project, they will be asked to develop a green business idea from ground up.

The students will be encouraged to think critically about sustainability and environmental stewardship. Their challenge will be to create a prototype of a business model that not only is viable in the marketplace but also contributes to the green economy, addressing pressing environmental issues.

The ultimate goal will be not only to educate but also to inspire a new generation of entrepreneurs who are environmentally conscious and socially responsible.

Partners:



Co-funded by
the European Union

The Growing Green project is an initiative by Ed-Consult and Erhvervsskolen Vestjylland from Denmark, HETEL and Salesianos Urnieta from the Basque Country, Il mio futuro, CIAPE, and Liceo Curie from Italy, and STEP Institute and GEPŠ from Slovenia. Within the Erasmus+ program, it aims to promote innovative and sustainable VT while fostering entrepreneurial culture among the European youth.