



Strategic partnership project "School Education Against Climate Change" (SEAC) 2021-1-ES01-KA220-SCH-000023837

Another year has passed and the partners of SEAC project can celebrate the successful conduction of workshops with the focus groups that included their staff members, educators and youth from various schools.

The main questions that were discussed were:

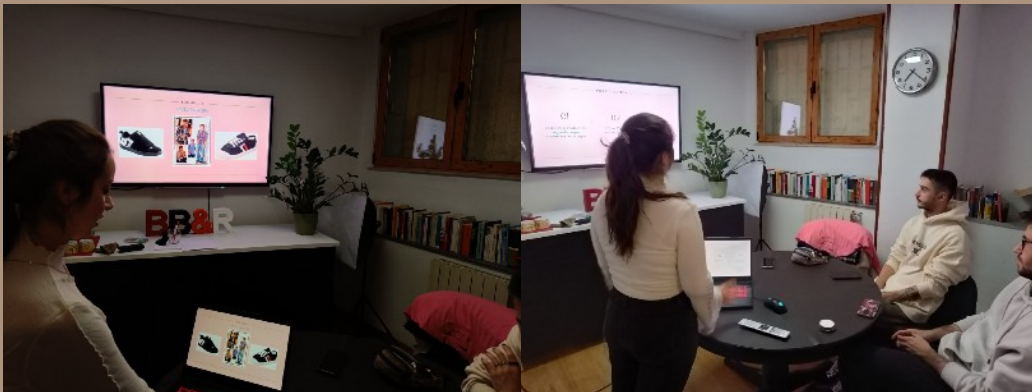
- What do you know about climate change?
- Do you know what SDG 13: Climate Action is?
- Do you know what Youth Goal 10 is?
- What issues are of most concern in relation to climate change (e.g., waste of food, a lot of garbage, energy waste, cutting down trees to create paper, waste and toxics to create clothing)?
- The development of the games.

Here are some of the highlights.

The participants from **Spain** discussed sustainable clothing consumption, which is a new philosophy of textile design and production. It aims to create a new production model based on sustainability and social responsibility.

Sustainable clothing consumption is based on the manufacture of clothing with the priorities of reducing environmental impacts throughout the production chain, using more ecological materials or materials with less impact, and reducing environmental pollution and the carbon footprint of products. It also contributes to creating a more socially fairer trade, supporting better economic and working conditions for workers.

Some examples of sustainable clothing consumption are buying second-hand clothes, buying and selling clothes on online platforms, renting clothes, recycling our clothes, and consuming less.



The workshop in Spain

S.A.F.E. Projects, the Netherlands created a short, simple and attractive game for pupils about water drop. The story presented different situations about how water drops could be saved. The focus group participants expressed interest in the project goals and suggested to pilot the game with pupils at home and at school.



More Mosaic, the Swedish partner conducted two focus groups with the staff and with school students. The participants could contribute to the development of the game based on the principles of 6 R: Refuse, Reduce, Reuse, Recycle, Repair, Rot and get informed them about SDG 13: Climate Action and Youth Goal 10.





After conducting a workshop at primary school with the teachers, **the Portuguese partner Rosto Solidário** developed the following conclusions:

- Teachers see themselves well informed about Climate Change and the need for action soon.
- Teachers know about SGD as some contents are a part of the school curricula, both for the classes and the school educational proposal.
- Teachers are aware of a European Policy about Climate Action - The Green Deal, but did not know about the Youth Goals.
- The teachers told us that the children react very emotionally to the extinction of animals and the destruction of forests and are also sensitive to pollution and the amount of waste humans produce.
- On daily school activities related to SDG 13, there is already a lot going on with the purpose to raise planet-friendly attitudes among the children: managing the waste of food, recycling the garbage, cutting down energy waste, using less paper, using recycled materials for arts&crafts.

“Hopefully, the children will pass the message to their families and change will happen. Also, as they grow, they will keep the planet-friendly attitude, and this gives hope for the future.”



During the workshops and focus group sessions the **Romanian partner - Lorelay Primary School** identified a clear need in learning more about the recent climate change ramifications and SDG 13: Climate Action and Youth Goal 10 in particular. Both for pupils and teachers the most actual and attractive methods were board and video gaming.



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