



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

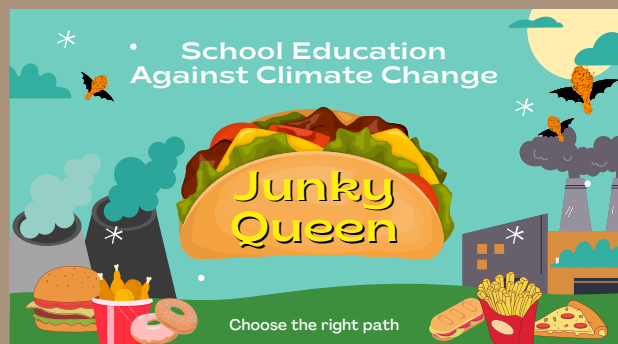
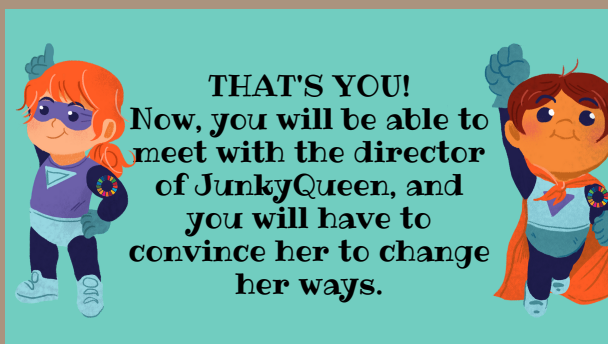
The end of the year summarises the partners' work on the development of the games. As one of the project's goals was development of a virtual Educational Game (or online gamification process). It will allow the acquisition and development of the environmental skills among primary school children, as well as motivate them to promote the Youth Goal 10 and SDG 13 in their communities.

The total variety of the games developed was based on the following concepts:

- Choose the right path
- Find the object that
- Trivial.

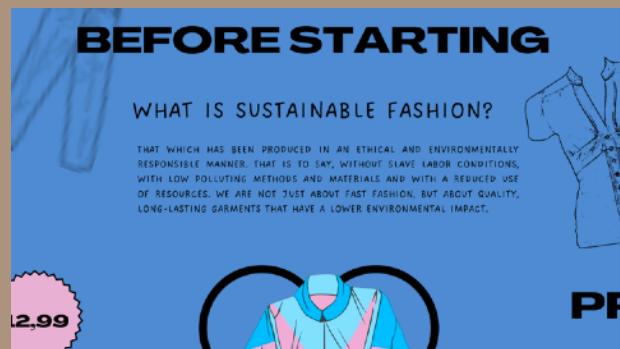
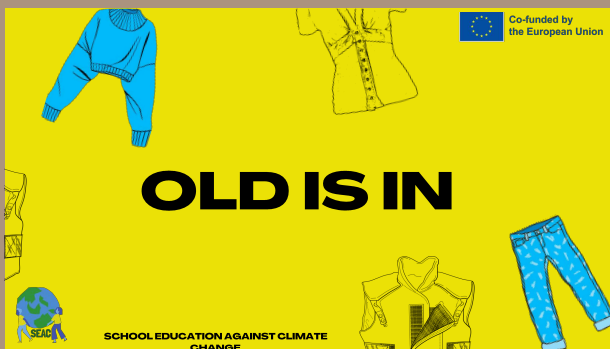
Let's have a preview of the developed games!

The Spanish partner **ASPAYM Castilla y León Foundation** focused on the method that reduces waste. The developed game's aim is to involve children to fight an imaginary junk food megacompany called Junky Queen. The kids become the game's "heroes" and meet with the director of Junky Queen, and by selecting the right answer in every part of the game, they have to convince her to change her ways of work. From that moment on, the megacompany is to provide the best conditions for its animals, sort out waste, stop using chemicals and additives.





Biderbost, Boscan & Rochin, our partner from **Salamanca, Spain** has been working on a trivia game taking a critical view on modern consumption. In the game youth can immerse themselves in the world of sustainable fashion while testing their knowledge. They can discover the meaning of sustainable fashion, exploring its impact on the environment, ethical practices and the importance of conscious consumption. All and all they compete, learn and discover the reasons why sustainable fashion is important for a better, more equal and environmentally responsible future.



S.A.F.E. Projects, the Netherlands created a short, simple and attractive game for pupils about water drops. The exciting story presented different situations about how water drops could be saved. As we all know well a drop makes an ocean.

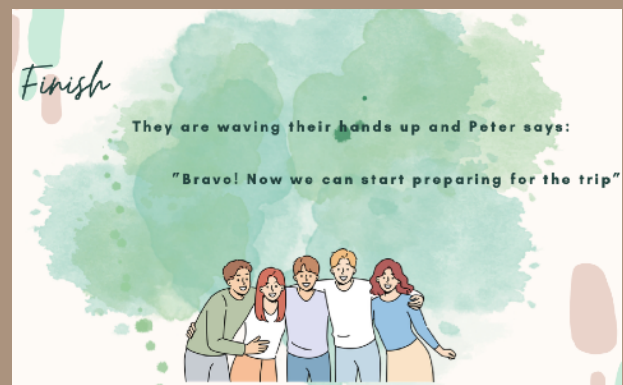




Lorelay Primary School, Romania created a fairytale-like narrative that provides environmental solutions for a whole town saving its inhabitants from a monstrous disaster.



More Mosaic, the Swedish partner has developed a game based on the principles of 6 R: Refuse, Reduce, Reuse, Recycle, Repair, Rot. A class of the 6th grade pupils prepare for a mutual summer trip that includes camping in nature. Their class teacher and camping leader Peter sets a goal to make their trip sustainable and environmentally friendly as much as possible. They collect points for their choices simultaneously learning about the most sustainable and green choice that gives the highest score.





The Portuguese partner Rosto Solidário's game "Waste Reduction" is designed to raise awareness about:

- The amount of waste that humans produce
- The effects of all this waste on the planet: on animals, plants, ecosystems and humans
- The possibilities of waste reduction at home: which objects and material can be processed in an ecological way (recyclable vs non-recyclables)
- The destiny of our waste: landfills, eco-stations, re-use, donation etc
- Clear and easy ideas to put to practice at home.



We look forward to piloting the variety of the games together in 2024!

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