



Erasmus+ KA1 Course

Eco – Friendly Classroom

Environment & Ecology in the Digital Age



ErasmusLearn Training Center

www.erasmuslearn.eu

Paris (Chantilly), France

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Summary

Eco-Friendly Classroom: Environment & Ecology in the Digital Age is an Erasmus+ training course that explores how digital technologies can support Education for Sustainable Development in modern learning environments. Participants examine the concept of Smart Classrooms, discover innovative ESD methodologies, and develop practical skills to design technology-enhanced, environmentally responsible teaching practices. Through case studies, digital tools, and collaborative activities, the course bridges sustainability, pedagogy, and digital transformation in education.



Purpose

The course aims to equip teachers and education staff with the knowledge and skills needed to integrate digital tools into sustainable teaching strategies. By fostering a reflective and practice-oriented approach, the programme supports educators in creating tech-savvy green projects, implementing long-term ESD strategies at school level, and promoting a culture of environmental responsibility aligned with digital innovation and European ESD policies.



Objectives

During the course, participants will understand the mechanisms of environmental issues in the digital age and how to implement this transition by:

- Learning about the concept of Smart Classrooms and its implementation.
- Developing applicable skills and techniques that can be used to establish innovative ESD methodologies with students.
- Boosting up their technology skills for adapting their teaching method and offer students the appropriate support they require in a 'green' context.
- Reflecting on how to create tech-savy green projects.
- Reviewing available strategies for introducing digital tools adapted to ESD policies.
- Assessing the right way to implement long-term strategies on ESD in their school.
- Exchanging good practices and sharing experiences with teachers and education staff from all over Europe.

Plus:

- Participants will have the opportunity to discuss with IT teachers.
- Participants will visit sites, museums, monuments etc. and planned activities

Course Agenda

Day 1

- Participants arrival
- Individual orientation and information about the venue and the city
- Networking activities
- Course introduction
- Smart and eco-friendly : this part provides an overview on how to get started with the concept of a smart and eco-friendly classroom and its implementation at school at a sustainable level.

Day 2

- The Smart Classroom as a Means to the Development of Education for Sustainable Development Methodologies
- Explore the relationship between Smart Classrooms and ESD methodologies (project or problem-based learning, case study, simulation and cooperative inquiry)
- Identify how the characteristics of Smart Classrooms can lead to the implementation of ESD methodologies in real teaching practice in an effective way
- Guided visit of the city. Cultural activities (visit of the local museums) and enjoy the famous homemade traditional food specialties.

Day 3

- Learn about the role the latest Ed techs play in making schools more eco-friendly.
- How to promote a culture of sustainability in your school by tracking various metrics such as ecologically mindful implementation and disposal of ed tech tools.
- Case study: Gaming Green: The Educational Potential of Eco.
- A Digital Simulated Ecosystem Eco : an online simulated ecosystem game funded by the United States Department of Education.
- Promote environmental consciousness by drawing on interdisciplinary theoretical insight from fields such as psychology, game theory and sustainability.

Day 4

- Build awareness about recycling and environmental issues with virtual reality.
- Practical work: go on virtual field trips using Frame VR or Google Cardboard and the Expeditions Pioneer programme.
- Review strategies to encourage students to find new ways to introduce digital tools in a 'green' context.
- Tailored practice based on the participants learning needs and expectations.
- Dinner in traditional restaurant.

Day 5

- Green coding : how to implement its concept into a sustainable development policy at school.
- Integrate the concept of sustainability in software in cross-curriculum projects.
- Space for discussion of future cooperation and planning follow up activities.
- Course roundup and final evaluation.
- Validation of learning outcomes and certification ceremony.



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