ERASMUS+ KA1 · TEACHER TRAINING COURSE

Eco-Friendly Classroom: Environment & Ecology in the Digital Age

5 Days • Paris, France • OID: E10256834

About the course

How can digital technologies support Education for Sustainable Development (ESD)? This course explores the concept of Smart Classrooms, innovative ESD methodologies and practical ways to design technology-enhanced, environmentally responsible teaching.

Through case studies, digital tools and collaborative activities, participants learn to create tech-savvy green projects, introduce digital tools in a 'green' context and plan long-term ESD strategies for their school, in line with European ESD policies.

Course at a glance

Duration: 5 training days

Location: ErasmusLearn Training Center, Paris (Chantilly)

Language: English (B1 or higher recommended)

Who it's for: Primary, secondary, vocational, adult and special needs teachers, teacher trainers, school leaders

Level: Introductory, open to all

Certificate: Certificate of Attendance

Funding: Eligible for Erasmus+ KA1 (course fees)

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What you will learn

- Understand Smart Classrooms and how to implement them sustainably
- Link Smart Classroom features to ESD methodologies in practice
- Use ed tech to track and promote sustainability at school
- Raise environmental awareness with games and virtual reality
- Apply green coding in cross-curricular projects
- Create tech-savvy green projects with your students
- Plan long-term ESD strategies for your school

How you will learn

Presentations, case studies, practical work with digital tools, virtual field trips and collaborative activities, including a discussion with IT teachers and tailored practice based on participants' needs. Tools: the Eco simulated ecosystem game, Frame VR, Google Cardboard and green coding examples.

Course language

English. B1 level or higher is recommended. Practical, hands-on activities make it easy for everyone to take part with confidence.

What's included

- Europass Mobility.
- Certificate of Attendance, for participants who attend at least 80% of the course.

Course Agenda

DAY 1 · Welcome & Orientation

- Welcome, practical arrangements and course timetable
- Presentation of participating organisations
- Icebreakers and introduction to the course

DAY 2 · Smart Classrooms and ESD

- Getting started with a smart, eco-friendly classroom
- How Smart Classrooms support ESD methodologies
- Project, problem-based and case-study approaches
- Simulation and cooperative inquiry in ESD
- Applying Smart Classroom features in real teaching

DAY 3 · Ed Tech for Eco-Friendly Schools

- The role of the latest ed tech in eco-friendly schools
- Tracking sustainability metrics, incl. ed tech disposal
- Case study: Eco, a simulated ecosystem game
- Environmental awareness through game theory

DAY 4 · Virtual Reality and Green Awareness

- Recycling and environmental awareness with VR
- Practical work: virtual field trips with Frame VR
- Strategies for digital tools in a 'green' context
- Tailored practice based on participants' needs

DAY 5 · Green Coding

- Green coding in a school sustainability policy
- Sustainability in software across the curriculum
- Erasmus+: objectives, priorities, actions, budget and tips for applicants
- Planning follow-up and dissemination of learning outcomes
- Course evaluation and certificates

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