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Open: Wide Minds to Find Eco Virtual STEAM Solutions Against Climate Change!

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WI-MI

CSP Training Tool-kit



WP3 main product is Community Science Projects Training Toolkit. In our rapidly evolving global landscape, cultivating a profound understanding of climate change among young learners is not just a pedagogical necessity but an ethical imperative. This introduction unveils a comprehensive and expansive toolkit meticulously crafted for primary school educators, harnessing the transformative potential of STEAM education to instill environmental consciousness and activism.

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Toolkit content

- NFL learning and teaching model in climate change education adapted STEAM and Community Science Projects
- Blended/Hybrid Learning and Teaching Approaches, STEAM Integration and Community Science Projects to fight against climate change
- Natural and adventure-based learning to fight against climate change
- STEAM Activism and Climate Change Education
- 21st century skills development strategies and tools through the use of STEAM and CSPs, such as critical thinking, problem-solving, creativity, analysis, analytical thinking, design and effective communication

This comprehensive toolkit transcends traditional pedagogical boundaries, offering primary school teachers a multifaceted approach to climate change education. By infusing STEAM principles and drawing from professional examples, the toolkit becomes a dynamic and practical resource, empowering educators to shape environmentally conscious citizens who are not only knowledgeable about climate change but actively engaged in its mitigation.



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