



Call2Nature

WP4 Connected Activity Template

PROJECT REFERENCE NUMBER:
2022-1-IT03-KA220-YOU-000085032



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The idea of the Connected Activities is to complement the modules developed, as well as mirror WP3's manual to provide trainers and young people with material to embrace the digital world as a tool to do good in the physical world. These "activities" can be an adaptation of your WP3 activities to the digital world when possible, and reflect on the way the natural world and disconnection from the digital world in WP3 can lead to an improved knowledge on how to employ the digital world as a method to promote nature and change our attitudes in WP4.

Competence Area	Good Gardener		
Topic	19. Social hackathons		
Transversal competence(s)	☐ TEAMWORK ☐ CRITICAL THINKING	☐ SUSTAINABLE DEVELOPMENT GOALS ☐ EMPATHY & RESPECT	☐ SENSE OF INITIATIVE ☐ LEADERSHIP
Name of the activity	<i>Design Green Action</i>		
Learning Outcomes	Increase interest and motivation in addressing sustainability related issues <ul style="list-style-type: none"> • Identify and explore potential solutions to specific issues/challenges faced by young people • Design and develop initiatives that will drive the sustainable transition by young people • Develop a sense of initiative and entrepreneurship skills while designing engagement campaigns targeted at young people • Develop soft skills such as teamwork, communication, problem solving skills and critical thinking 		



Methodologies used	<ul style="list-style-type: none"> • Project-Based Learning • Dialogue and Discussion • Peer-to-Peer Learning • Community Engagement • Digital collaborative activity
Step By Step Description	<p>Introduction:</p> <p>Start by providing a comprehensive overview of what a social hackathon is, explaining its purpose, format, and potential impact.</p> <p>Define the term "green initiatives" and emphasize the importance of addressing environmental challenges through innovative solutions.</p> <p>Share examples of successful social hackathons focused on sustainability and their outcomes, highlighting real-world projects that have made a positive difference.</p> <p>Design Thinking 101:</p> <p>Conduct an interactive workshop to introduce participants to the design thinking process, breaking down each stage and its significance.</p> <p>Provide hands-on activities and exercises to help participants understand the principles of empathy, problem definition, ideation, prototyping, and testing.</p> <p>Share resources such as articles, videos, and case studies to illustrate how design thinking has been applied in the context of sustainable innovation.</p> <p>Problem Identification and Empathy:</p> <ul style="list-style-type: none"> • Guide participants through a structured process of identifying environmental challenges and fostering empathy for stakeholders affected by those challenges. • Encourage participants to conduct research using online resources, interviews, surveys, and other methods to gain insights into the



needs, concerns, and behaviors of relevant communities and individuals.

- Facilitate group discussions and sharing sessions to help participants empathize with different perspectives and develop a deeper understanding of the problem space.

Define and Ideate:

- Lead participants through exercises to distill their research findings into clear problem statements and design challenges.
- Facilitate brainstorming sessions where teams generate a wide range of ideas and potential solutions to address the identified environmental challenges.
- Encourage participants to embrace creativity and think outside the box, while also considering feasibility, scalability, and impact in their ideation process.

Prototyping and Testing:

- Provide guidance and resources for teams to develop prototypes or mock-ups of their green initiatives using digital tools such as design software, online collaboration platforms, and virtual prototyping tools.
- Encourage teams to create prototypes that are tangible, interactive, and visually compelling, allowing them to effectively communicate their ideas and gather feedback.
- Facilitate user testing sessions where teams share their prototypes with target users or stakeholders, collect feedback, and iterate on their designs based on user insights and validation.

Pitch Preparation and Presentation:

- Offer guidance on crafting persuasive pitch presentations, covering key elements such as problem identification, solution overview, value proposition, target audience, and projected impact.
- Provide tips and best practices for creating engaging slide decks, storytelling techniques, and public speaking skills to help participants effectively convey their ideas and captivate the audience.
- Encourage teams to practice their pitch presentations multiple times, solicit feedback from peers and mentors, and refine their pitches based on constructive criticism.

Virtual Showcase and Feedback:

- Organize a virtual showcase event where teams have the opportunity to present their green initiatives to a panel of judges, mentors, and fellow participants.
- Allocate sufficient time for each team to deliver their pitch presentation, answer questions from the audience, and receive feedback from the panel.
- Foster a supportive and collaborative atmosphere during the showcase, encouraging participants to celebrate each other's achievements, exchange ideas, and provide constructive feedback to help teams improve their initiatives.

By providing detailed guidance and support throughout each step of the social hackathon process, participants will gain valuable skills in problem-solving, collaboration, innovation, and presentation, while also making meaningful contributions to the sustainable transition through their green initiatives.

Required Materials	<p>Online collaboration platforms (e.g., Google Workspace, Microsoft Teams)</p> <p>Design thinking tools and templates (e.g., Miro, Canva)</p> <p>Project management tools (e.g., Trello, Asana)</p> <p>Communication tools for virtual meetings (e.g., Zoom, Skype)</p> <p>Research and data analysis tools (e.g., Google Scholar, Statista)</p> <p>Social media platforms for promotion and engagement (e.g., FB, Instagram)</p>
Activity Evaluation/Reflection	<p>After each presentation the facilitator asks everyone the strengths and weaknesses of each newly developed initiative.</p> <p>What aspects of the process did they find the most interesting?</p> <p>What and how did you learn about the theme?</p> <p>How will the activity impact local societies?</p>
Useful Resources (not mandatory)	





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