

Call2Nature

WP4 Connected Activity Digital Repair Challenge

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	Green tech essentials		
Topic	<i>Fix or buy? Culture of repairing</i>		
Transversal competence(s)	<input type="checkbox"/> TEAMWORK <input type="checkbox"/> CRITICAL THINKING <input type="checkbox"/> FUNDING ACQUISITION	<input type="checkbox"/> EMPATHY & RESPECT <input type="checkbox"/> BIODIVERSITY <input type="checkbox"/> SUSTAINABLE DEVELOPMENT GOALS	<input type="checkbox"/> SENSE OF INITIATIVE <input type="checkbox"/> LEADERSHIP <input type="checkbox"/> INNOVATION
Name of the activity	Digital Repair Challenge: Tech Troubleshooting for Sustainable Solutions		
Learning Outcomes	<ul style="list-style-type: none">• Develop critical thinking skills by analyzing tech problems and identifying potential repair solutions using digital resources.• Cultivate empathy and respect for sustainability principles by understanding the environmental impact of tech waste and the importance of repair culture.• Raise awareness of Sustainable Development Goal 12 (Responsible Consumption and Production) by applying digital repair skills to address tech-related challenges.		



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Methodologies used	<ul style="list-style-type: none"> ● Experiential Learning ● Project-Based Learning ● Gamification ● Dialogue and Discussion ● Peer-to-Peer Learning ● Arts and Creativity ● Community Engagement ● Online campaign ● Digital collaborative activity
Step By Step Description	<p>Step1: Introduction to Digital Repair Challenge (15 minutes)</p> <ul style="list-style-type: none"> ● Introduce participants to the digital repair challenge and its objectives. ● Discuss the importance of tech troubleshooting in promoting sustainability and reducing electronic waste. <p>Step 2: Tech Troubleshooting Session (90 minutes)</p> <ul style="list-style-type: none"> ● Present participants with a series of tech problems or scenarios related to common devices (e.g., smartphones, laptops, home appliances). ● Participants will use their digital devices to research and troubleshoot the tech issues, utilizing online resources, forums, and troubleshooting guides. ● Facilitate peer interactions and collaboration as participants work together to identify and solve the tech problems. <p>Step 3: Solution Sharing and Discussion (30 minutes)</p>



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- Participants will share their solutions and discuss the effectiveness of different troubleshooting approaches.
- Facilitate a discussion on the environmental impact of tech repair versus replacement and the importance of repair culture in sustainability efforts.

Step 4: Gamified Tech Repair Challenge (45 minutes)

- Introduce a gamified challenge where participants compete to solve a set number of tech problems within a specified time limit.
- Provide rewards or incentives for participants who successfully troubleshoot and solve the most tech issues.

Step 5: Reflection and Action Planning (30 minutes)

- Facilitate a reflection session where participants discuss their learning experiences and insights gained from the digital repair challenge.
- Guide participants in developing action plans to promote digital repair culture and sustainable tech solutions in their communities.

Required Materials

- Digital devices (smartphones, laptops, tablets) for participants to engage in the digital repair challenge.
- Access to online resources, troubleshooting guides, and forums for researching tech problems and solutions.



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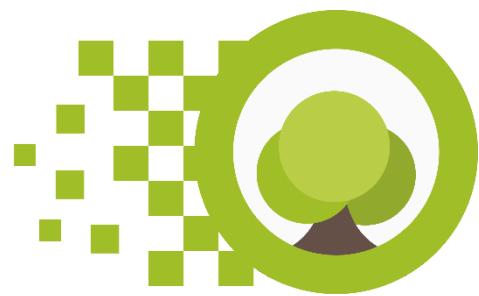
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	<ul style="list-style-type: none"> • Collaboration tools (e.g., video conferencing platforms, chat applications) for facilitating peer interactions and discussions.
Activity Evaluation/ Reflection	<ul style="list-style-type: none"> • Participants will be evaluated based on their engagement in the digital repair challenge, creativity in troubleshooting tech issues, and reflection on their learning outcomes. • Reflection questions may include: <ul style="list-style-type: none"> • What challenges did you encounter during the digital repair challenge, and how did you overcome them? • How do you plan to apply your digital repair skills and promote repair culture in your everyday life and community? • What role can digital platforms and technology play in fostering sustainable tech solutions and reducing electronic waste?
Useful Resources (not mandatory)	<p><i>How to buy ethical and eco-friendly electronics:</i> https://www.wired.com/story/how-to-buy-ethical-and-eco-friendly-electronics/ (website article)</p> <p><i>The Story of Electronics: (website & video)</i> https://www.storyofstuff.org/movies/story-of-electronics/</p>



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