



Call2Nature

WP4 Connected Activity Green Geek Initiative

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	Sustainable Geek		
Topic	<i>Sustainable Usage of Digital Devices</i>		
Transversal competence(s)	☐ TEAMWORK x CRITICAL THINKING ☐ FUNDING ACQUISITION	x EMPATHY & RESPECT ☐ BIODIVERSITY ☐ SUSTAINABLE DEVELOPMENT GOALS	x SENSE OF INITIATIVE ☐ LEADERSHIP ☐ INNOVATION
Name of the activity	Green Geek Initiative		
Learning Outcomes	Through researching and summarizing the capabilities they have to make a more sustainable use of their digital devices, participants will better understand the relationship between their everyday technology and environmental factors, as well as how to interact in a healthier way with the natural world.		
Methodologies used	• Project-Based Learning		



Step By Step Description

This activity is foreseen to be developed over the course of 4-5 days with approximately 1 hour each day of active participation, therefore will require a method of communication between participants (group chat, social media, etc.)

The activity will start on day 1 with an introduction to how we can make a more sustainable use of digital devices by the trainer; discuss key points such as proper disposal and recycling, e-waste reduction and energy consumption awareness, some of the most important and impactful points in the sustainable use of digital devices.

Then, the trainer will present the activity's multi-day plan, with one day dedicated to each of these factors:

- Day 2: E-Waste Awareness Day: Participants will dedicate 15 minutes to researching and explaining information on how to reduce and properly process e-waste, including the role digital devices and the digital world have on the discussion around awareness-raising. After this, participants will each "present" (this can vary depending on if project is delivered in-person or online) their findings and conclusions to discuss with the group.
- Day 3: Low Energy Day: On this day, participants will commit to trying their best to minimize their energy consumption for the day, analyzing their habits and the main sources of energy consumption in their daily lives, embracing easy and effective habits such as unplugging devices when not using them, using power-saving modes on their digital devices, and adjusting the way they use their digital devices to reduce the energy impact their day-to-day use has. At the "end" of the day, participants will gather again to discuss the actions they took, learning from each other and perhaps finding new helpful actions they hadn't thought of.
- Day 4: Digital Promotion Day: Participants will dedicate this day to finding and presenting one app or digital tool each that they find they can dedicate to promoting or embracing a more sustainable use of digital devices to the group. Each participant will promote one app or tool and explain why they think it can lead to a more sustainable digital lifestyle and how it benefits this



	mission. At the end of these presentations, participants will vote on which tool they think they can embrace the most and which has the most opportunity to promote a sustainable digital lifestyle.
Required Materials	• <i>Computer and/or Smartphone</i>
Activity Evaluation/ Reflection	On the 5th and final day of the activity, participants will gather one more time to engage in a discussion on what they thought of the activity, including: - Favourite activity within the days - Usefulness of learning opportunities - How spreading the activity over multiple days helped them keep the concepts in mind - If they would recommend the activity and initiative to others to better understand the attitude for a more sustainable use of digital devices These feedbacks will be gathered in a report for the trainer to better understand the reflection and how the activity was received.
Useful Resources (not mandatory)	<i>Ex. videos, websites, tools etc</i>



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