



Call2Nature

WP4 Connected Activity - Digital EcoExplorers

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



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project Reference Number: 2022-1-IT03-KA220-YOU-000085032



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 to Know		
Topic	ACT FOR SUSTAINABILITY		
Transversal competence(s)	☐ TEAMWORK ☐ CRITICAL THINKING ☐ FUNDING ACQUISITION	☐ EMPATHY & RESPECT ☐ BIODIVERSITY ☐ SUSTAINABLE DEVELOPMENT GOALS	☐ SENSE OF INITIATIVE ☐ LEADERSHIP ☐ INNOVATION
Name of the activity	Digital EcoExplorers: Mapping Nature's Wonders		
Learning Outcomes	• Enhance critical thinking skills by utilizing technology to map and document natural environments. • Foster empathy and respect for biodiversity by digitally cataloging different species and ecosystems. • Promote awareness of Sustainable Development Goals related to environmental conservation through the lens of digital innovation.		



	• Cultivate a sense of initiative by empowering participants to use technology for nature advocacy and preservation. • Stimulate innovation in utilizing digital tools for nature exploration and conservation efforts.
Methodologies used	• 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	Step 1: Introduction to Digital Nature Mapping (30 minutes) • Introduce participants to the concept of digital nature mapping, emphasizing its importance in understanding and preserving natural environments. • Discuss the role of technology in biodiversity conservation and achieving Sustainable Development Goals. • Engage participants in a dialogue about innovative ways to use digital tools for nature advocacy. Step 2: Training and Tool Familiarization (1 hour) • Provide training on using digital mapping tools such as GIS (Geographic Information Systems) software, mobile apps for species

identification, and online platforms for collaborative mapping.

- Allow participants to explore and familiarize themselves with the tools through hands-on activities and guided tutorials.

Step 3: Digital Nature Mapping Expedition (2-3 hours)

- Lead participants on a digital nature mapping expedition to a local natural area.
- Instruct participants to use their smartphones or other digital devices to document biodiversity, including plant and animal species, habitats, and environmental features.
- Encourage participants to collaborate and share their findings in real-time using digital platforms.

Step 4: Data Analysis and Discussion (1 hour)

- Guide participants in analyzing the data collected during the mapping expedition.
- Facilitate a discussion on the significance of the findings for biodiversity conservation and environmental management.
- Encourage critical thinking by exploring potential actions and interventions based on the mapped data.

Step 5: Digital Nature Advocacy Project (1 hour)

- Divide participants into groups and assign them a digital nature advocacy project, such as creating an online campaign to raise awareness about a local conservation issue or developing a digital toolkit for citizen scientists.
- Allow time for brainstorming, planning, and collaboration on the projects.

Required Materials	• Smartphones or digital devices for each participant • Internet access (if using online mapping platforms) • GIS software or mapping apps (optional, depending on availability and expertise) • Notebooks or tablets for note-taking and sketching
Activity Evaluation/Reflection	• Evaluate participants' engagement and proficiency in using digital mapping tools. • Reflect on the effectiveness of the activity in promoting empathy and respect for biodiversity and fostering critical thinking about environmental issues. • Encourage participants to reflect on their role as digital advocates for nature and how they can continue to use technology for environmental stewardship.
Useful Resources (not mandatory)	<i>Ex. videos, websites, tools etc</i>





Call2Nature

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

A Project Implemented by:



**Co-funded by
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project Reference Number: 2022-1-IT03-KA220-YOU-000085032