

# "Disconnected" Activity Template

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





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Competence	1. Green tech	essentials	
Area			
Topic	"Green Tech Glossary"		
Transversal			
	☐ TEAMWORK	□ EMPATHY &	□ SENSE OF
competence(s)		RESPECT	INITIATIVE
	□ CRITICAL		
	THINKING	☐ BIODIVERSITY	□ LEADERSHIP
		☐ SUSTAINABLE	
	OBSERVATION	DEVELOPMENT	
	OF NATURE	GOALS	
Name of the	"Green Tech Scavenger Hunt"		
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activity			
activity		•	
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# Method(s) Used

- Experiential Learning
- Gamification
- Community Engagement

# Step By Step Description

### **Step1: Introduction (15 minutes)**

- Start with a brief discussion about the importance of green technology and its role in addressing environmental issues.
- Form groups of participants and assign each group a "Green Tech Scavenger Hunt" list (prepared in advance).

# **Step 2: Scavenger Hunt (2-2.5 hours)**

- Provide each group with a list of green technology-related items, facts, or challenges they need to find or complete without using mobile phones.
- Examples of tasks/items could include finding a reusable item in nature, identifying a local renewable energy source, or learning about a nearby community garden.
- Participants must work together to complete these tasks and document their findings with photos or notes.

# **Step 3: Debriefing (30 minutes)**

- Bring all the groups back together and have each group share their experiences and findings.
- Discuss the challenges faced and the importance of green technology in today's world.

## **Step 4: Reflection and Discussion (30 minutes)**



	<ul> <li>Facilitate a discussion on how the scavenger hunt changed their perspective on green technology and environmental sustainability.</li> <li>Connect the activity to specific Sustainable Development Goals (e.g., Goal 7: Affordable</li> </ul>		
	and Clean Energy, Goal 13: Climate Action) and discuss their relevance.		
Required Materials	<ul> <li>Green Tech Scavenger Hunt lists for each group</li> <li>Notebooks or paper</li> <li>Cameras or smartphones (only for taking non-phone photos)</li> <li>Pens/pencils</li> </ul>		
Learning Setting	<ul> <li>This activity can be conducted outdoors in a park, nature reserve, or any green area.</li> <li>Alternatively, it can be adapted for an indoor setting with appropriate tasks related to indoor green technology.</li> </ul>		
Evaluation/ th	Ask participants to write a short reflection on what they learned during the scavenger hunt and how it impacted their understanding of green technology and sustainable practices.		
Resources (not mandatory)  Lo ca tel	ustainable Development Goals (SDGs) information and materials:  - https://sustainabledevelopment.un.org/topics/sustainabledevelopmentgoals  - https://www.undp.org/sustainable-development-goals  - https://en.unesco.org/themes/education/sdgs/material  coal environmental organizations or experts who in provide guidance and information about green schnology in your area.		



### **Books**

- "The Sixth Extinction: An Unnatural History" by Elizabeth Kolbert
- "Drawdown: The Most Comprehensive Plan Ever Proposed to Reverse Global Warming" edited by Paul Haw

### **Articles**

- The Impact of Green Technology Innovation: https://www.scirp.org/journal/paperinformatio n?paperid=119179

### **Documentaries**

- "Before the Flood" (Disney +)





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