



**Name of the Activity:** **Sustainability in the Virtual World**

|                                               | <b>Outcomes</b>                                                                                | <b>Teaching and Learning activities</b>                                                                                                       | <b>Assessment</b>                                                                                                       |
|-----------------------------------------------|------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|
|                                               | Having taken this activity, the participants will be able to:                                  | The participants will be taught to achieve this specific outcome through the following learning activities:                                   | The participants will be assessed on their achievement of this specific outcome through the following assessment tasks: |
| <b>Blended Learning Format - Face-to-face</b> | Recognize what sustainability means and why it is important for the environment and society.   | Presentation with a classroom discussion introducing sustainability and its significance, including examples from the local community.        | Participation in group discussions; individual reflections on sustainability.                                           |
|                                               | Identify examples of sustainable practices in the school or local community.                   | Digital scavenger hunt using smartphones or tablets to document eco-friendly initiatives (e.g., recycling bins, energy-efficient appliances). | Submission of photos or videos showcasing the identified initiatives.                                                   |
|                                               | Create a digital presentation or infographic to share findings about sustainability practices. | Guided activity on how to use digital tools (e.g., PowerPoint or Canva) to design engaging presentations.                                     | Evaluation of the final presentation or infographic for creativity and content.                                         |
|                                               | Explain how technology can support sustainable development.                                    | Interactive discussion and examples of how digital tools (e.g., virtual meetings, online collaboration) reduce environmental impact.          | Class participation in discussions; quiz on key takeaways from the session.                                             |
|                                               | Collaborate effectively in teams to complete a group project.                                  | Group activities: brainstorming, assigning roles, and preparing the final presentation or infographic.                                        | Observation of teamwork during group activities; peer feedback on collaboration.                                        |
|                                               | Reflect on how small actions contribute to global sustainability efforts.                      | End-of-activity reflection exercise where students share insights about their impact on sustainability.                                       | Written or verbal reflection shared in class.                                                                           |
| <b>Interactiv</b>                             | Understand key concepts of sustainability.                                                     | H5P-task – right-wrong; H5P-task – fill-in the gap.                                                                                           | Assessment via interactive tasks.                                                                                       |



|                                      |                                                                    |                                                                             |                                   |
|--------------------------------------|--------------------------------------------------------------------|-----------------------------------------------------------------------------|-----------------------------------|
| e Learning<br>Tasks,<br>Gamification | Differentiate between eco-friendly and non-eco-friendly practices. | H5P-task – multiple choice; H5P-task – drag and drop.                       | Assessment via interactive tasks. |
|                                      | Recognize examples of digital tools supporting sustainability.     | H5P-task – matching activity linking tools to their environmental benefits. | Assessment via interactive tasks. |