



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

	Outcomes	Teaching and Learning activities	Assessment
	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:
Blended Learning Format - Face-to-face	Recognize the principles of sustainable agriculture and their importance.	Classroom discussion introducing sustainable agriculture, its principles, and examples of greenhouses.	Participation in group discussions; individual reflections on key principles.
	Design a virtual greenhouse model incorporating sustainable practices.	Guided use of free online tools (e.g., Google SketchUp, Tinkercad) to create and refine a digital greenhouse design.	Submission and evaluation of digital greenhouse models for creativity, sustainability, and feasibility.
	Explain how sustainable features impact environmental conservation.	Group discussions and presentations highlighting the role of specific features, such as water conservation and renewable energy.	Evaluation of presentations for clarity and depth of explanation on sustainability impacts.
	Collaborate effectively in a team environment.	Group brainstorming, assigning roles, and cooperative design of a virtual greenhouse.	Observation of teamwork dynamics; peer feedback on collaboration and contribution.
	Utilize digital tools to create and present innovative ideas.	Hands-on use of digital modeling platforms and presentation tools to visualize and communicate ideas.	Assessment of digital presentations or infographics for technical skill and visual appeal.
	Reflect on the potential of technology to address sustainability challenges.	End-of-activity reflection exercise where students share insights about the role of technology in sustainability.	Written or verbal reflections; participation in class discussions on the topic.
Inter activ	Differentiate sustainable and non-sustainable design practices.	H5P-task – fill-in the gap.	Assessment via interactive tasks.



e Learning Tasks, Gamification Assessing / Assessing	Reinforce knowledge of key features of sustainable agriculture.	H5P-task – memory game.	Assessment via interactive tasks.
	Test knowledge of principles and practical applications.	H5P-task – multiple choice.	Assessment via interactive tasks.