

Implementing Save&Game Material

What is it about?

Learning how to implement the resources made in the Save and Game project in your daily practice.

Why could it be useful?

The project offers ready-to-implement material to talk about climate change and sustainability to youngsters.

Who is involved in its implementation?

Youth workers, teachers, educators and young people between 15 and 25 years old.



Brief description

The resources of the Save and Game project include: 1 training guide on sustainability education, 2 online quizzes, 12 action posters, 3 escape games, 1 toolbox filled with tools to create your own escape game, 13 action sheets, 10 good practices sheets, and 3 tutorials.

Suggestions

- Use the quizzes to introduce a discussion about sustainable consumption habits and eco-anxiety.
- Prepare a short introductory activity on the topic of the escape game you want to implement, so that the youngsters have some knowledge when they enter the game. OR use the escape game to introduce a topic that you will address in a lesson or activity.
- Print the action posters and hang them on the wall for the youngsters to see. Ask them to pick a new topic related to sustainability and make their own.

Do!

Try the escape games with your youngsters, observe what they liked and what they didn't like and use these observations as an inspiration to create your own escape game with the help of our toolbox.

Don't!

Do not forget the debriefing phase after you played the escape games. That's when all the important knowledge is processed! Do not use any of our resources without providing some context and explanation.