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CAPACITY BUILDING IN THE FIELD OF YOUTH

ECOTOURNAMENT PLANET DEPENDS ON US

DIGITAL GUIDE

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DIGITAL GUIDE

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WHAT IS THE FOCUS OF ECOTOURNAMENT – PLANET DEPENDS ON US

The main goal of the "EcoTournament - The Planet depends on us" project is to strengthen the competences of young workers and young people in the area of environment and climate change through high-quality training and online tools that improve the professional development of young workers and improve science, digital technologies, civic competences and entrepreneurship among young people and raising awareness of the need to protect the environment in the European Union and the southern Mediterranean region.

The "EcoTournament – Planet depends on us" project focuses on the following thematic areas:

- Including young people with fewer opportunities by involving them in activities and using appropriate methodologies,
- The environment and the fight against climate change, by designing an online tool, available on the website - EcoTournament, with educational materials. (This tool allows participants to compete between groups to see which group will be the most environmentally friendly)
- Implementation of several mobilities in this thematic area

The aim of this project is to activate young people, especially at risk of social exclusion, disseminate its results in all partner countries through the organizations belonging to their network, encouraging them to use this approach as a useful tool to support social inclusion, key competences, and awareness of sustainable development.

And:

- Developing an innovative way of learning and improving competences, composing a set of educational materials in the form of open educational resources (OER) and online tournaments for young people in the field of ecology, ecological living, counteracting climate change, etc., using ICT methodology, virtual and non-virtual cooperation ;
- Testing the EcoTournament and educational materials and developing the ICT competences of young people.
- Introducing environmental issues and awareness of climate change in order to use them in everyday life and care for the environment in local areas; Sharing experiences of European youth mobility projects and innovative educational practices related to social inclusion with organizations in the southern Mediterranean;

We also promote the exchange of knowledge and best practices between countries, supporting a European sense of belonging and respect for the principles of the EU Treaties

Actions at the national or international level are important, but even more important is the awareness of ordinary citizens and their grassroots initiatives to protect the environment in general.

The project is planned for 24 months and consists of several main points: kick-off meeting, seminar, study visit, creation of an online platform with EcoTournament and materials related to the designed tournament, two youth exchanges, international training for youth workers and local training, dissemination activities and final conference.

The following packages of activities have been planned in the project:

1. Project management
2. Research and production
3. Youth activities:
4. Training of youth leaders and youth workers
5. Dissemination and communication

PARTNERS

The project is implemented by 6 partners from the non-governmental organization and business sectors from Italy, Jordan, Morocco, Poland and Tunisia.

L'ASSOCIATION EURO-MÉDITERRANÉENNE DES ECHANGES,
VOLONTARIATS, EVÉNEMENTS (EURO-MED EVE) TUNIS



SUPPORT YOUTH LEADERS JORDAN



COMITATO D'INTESA ITALY



ASSOCIATION EURO-MÉDITERRANÉENNE DES ECHANGES,
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INTRODUCTION – PROJECT RESULTS

This document is the result of the fourth work package: "Training of youth leaders and youth workers", which includes two points: Training course for youth workers in Tunisia and Local training courses for youth workers and youth leaders under the EcoTournament - Planet depends on project us, co-financed by the Erasmus+ program of the European Union.

The main purpose of the following publication is to help and strengthen the competences of youth workers and young people in the field of environment and climate change, and to promote: a digital guide on the use of the EcoTournament and non-formal learning methods that can be used in work with youth. As part of the project, several products have been/are being created, such as films, an online platform, publications, reports and documents, and the Digital Guide.

The most important of them is the online platform contributing to the dissemination of the results of the EcoTournament project, which contains educational materials and modules.

This guide is aimed at organizations and people working with youth, in particular in the areas of education, employment and entrepreneurship.

In the publication below you will find a description of the activities undertaken during the project, tips on navigating the website created especially for the project and a sample proposed youth work plan.

We hope that this guide will help strengthen the competences of youth workers and young people in the field of environment and climate change, as well as that it will improve the professional development of youth workers and improve scientific, digital, civic and entrepreneurial competences among young people,

As part of the designed EcoTournament, various tasks are planned for the participants: tests of knowledge and skills from the developed teaching materials, taking local actions and initiatives, competitions in the field of water and energy saving, manual tasks and designing models and plans, etc.

METHODS OF WORKING WITH YOUTH

What follows is theory and practical examples of how to work most effectively with young people.

The learning process, regardless of the subject we want to teach the students, is not only based on the efforts and the transfer of knowledge by the teacher/trainer. The active participation of the learner (readiness and willingness to learn) is also very important.

When working with young people, it is also important to remember that there are three types of learners: visual, auditory and kinesthetic.

A visual learner likes order around them and is irritated, for example, by unevenly stacked books on a shelf. When passing a pile of newspapers, he is sure to try to straighten them out. The visual learner remembers well the colors and drawings of book covers and their location in the bookcase, but has difficulty remembering the title and author's name. When learning, he prefers to read and take his own notes. Visual learners learn most effectively through images, imagining what they are about to learn, reading a text, observing what they are doing (for example, some like to take notes or rewrite notes because they remember more by writing and observing the movements of their hands).

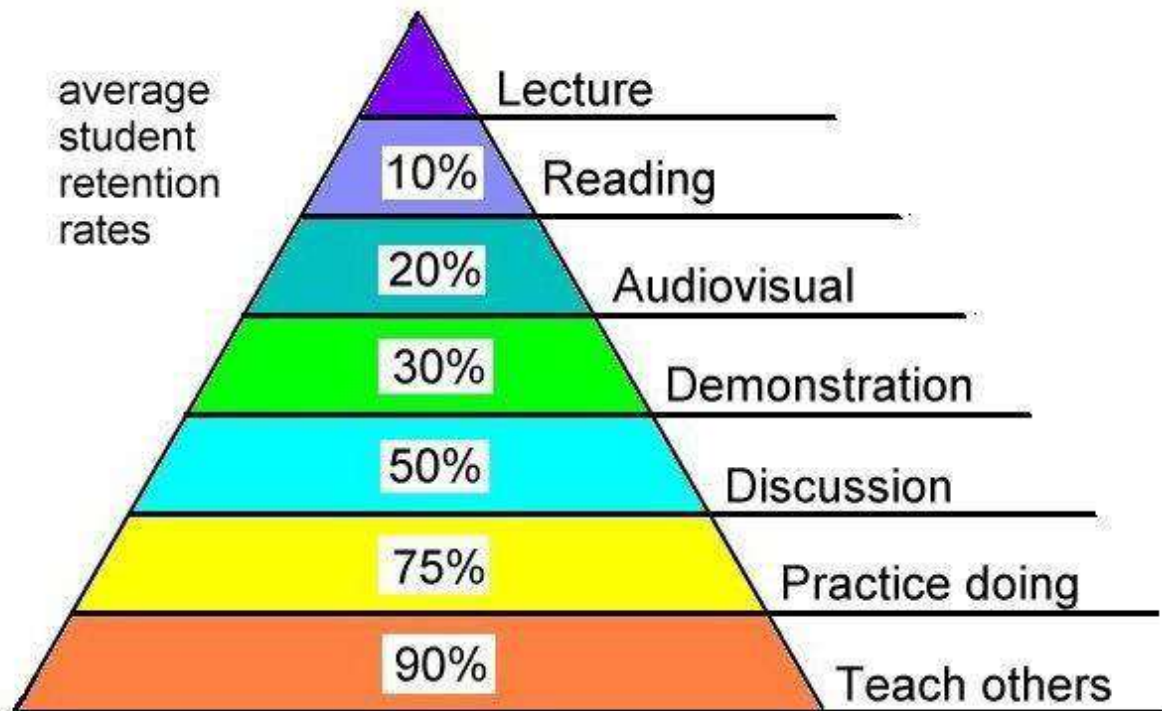
An auditory learner likes to talk a lot and speaks with great ease, fluency and melody. He prefers listening to recordings, lectures rather than reading. May make many spelling mistakes (because he writes as he hears). Has trouble with geometry, maps. He remembers melodies and dialogues well from films. When talking, he often uses the phrase "listen". Auditory learners learn most effectively and acquire knowledge by listening (for example, listening to a lecture or podcast).

Sensory learners like movement. Sitting in lectures and listening is the least appropriate way to learn, he gets very tired then or he copes by drawing or making origami, for example. He often trains in a sport or at least takes regular long walks. He does not mind disorder, on the contrary, it is his element. When talking, he gesticulates quite vigorously and likes to pat himself and others.

Of course, no one can be 100% assigned to one type, but a predisposition or preference for one of these types of knowledge selection can be observed.

Dale's learning pyramid below shows the ways of learning from least effective to most effective.

Learning Pyramid



Source: National Training Laboratories, Bethel, Maine

"Tell me and I will forget. Show me and I will remember. Let me participate and I will understand".

CLASSIFICATION OF TEACHING METHODS OF WINCENTY OKOŃ

- **Methods of assimilation of knowledge.(Administering)**
 - a. Talking
 - b. Discussion
 - c. Lecture (description, story)
 - d. Working with a book
- **Methods of independent learning. (Problem-based))**
 - a. The classic problem method
 - b. Case method
 - c. Situation method
 - d. Brainstorming
 - e. Micro-teaching
 - f. Learning games

- **Practical Methods**
 - a. Exercise
 - b. Task performance
- **Valorisation methods (Expository)**
 - a. Impressive
 - b. Expressive

THE POWER OF NON-FORMAL EDUCATION

As the lead organisation for this project, we realise the importance of non-formal education for young people on environmental protection and sustainability. The future state of the planet lies in their hands.

Non-formal education (NON-formal education) is organised educational activities that do not meet the definition of school education. Non-formal education does not result in a change in educational attainment. Unlike non-formal education, non-formal education should take place with a lecturer, instructor or teacher.

Non-formal education usually leads to the acquisition and broadening of skills in various fields of professional, social as well as cultural life.

Non-formal education is a tool used during the ET project to contribute to training, the development of virtual tools for non-formal education and the promotion of sustainable development, environmental issues, the fight against climate change, the idea of social inclusion, respect for diversity and non-discrimination.

According to the Council of Europe definition, non-formal education refers to planned, structured programmes and processes of personal and social education for young people, aimed at improving a range of skills and competences outside the formal curriculum. It is found, for example, in youth organisations, sports clubs and theatre and community groups, where young people come together to do projects, play games, discuss, go camping or create music and theatre performances.¹

Through non-formal and informal learning, young people can acquire basic competences that contribute to their personal and socio-educational development and foster their active participation in society, thus improving their employability, therefore the partners of this project jointly decided that learning by doing, playing and competing is a very good approach to engage young people. A decisive factor was that they had noticed in their previous projects

¹Council of Europe – definition <https://www.coe.int/en/web/european-youth-foundation/definitions>

that during quizzes, competitions and other similar activities young people come alive and absorb knowledge better.

ACTIVATION OF YOUNG PEOPLE, ESPECIALLY THOSE AT RISK OF SOCIAL EXCLUSION

Social exclusion is a fairly serious threat to children and young people. It covers various aspects, for example, lack of access to education, poverty, low vocational skills and social marginalisation. Because of such exclusion, young people often have a difficult start in life, which can lead to further problems such as the use of drugs or other stimulants, unemployment, crime and depression.

It prevents full participation in society due to poverty, lack of basic competences and low educational opportunities or as a result of discrimination. Social exclusion is a process that can already start at school. It is therefore an important task for teachers and specialists to have a thorough knowledge of the students' environment, to recognise their family situation and to make a good diagnosis of their developmental and educational opportunities.

The phenomenon of social exclusion affects an increasing number of children and young people who do not have the opportunity to function properly and to be educated in peer groups, who do not achieve successes commensurate with their developmental potential, which in the long term may lead to the accumulation of problems.

One way of working with young people who may be at risk of social exclusion is to organise learning with active methods. This is why the project 'EcoTournament - planets depends on us' focuses on active youth activities, for example by competing in an environmental tournament, available on the website.

In the organisation of the didactic process, it is advisable to use activating methods, which foster the development of independence, responsibility for decisions, the generation of ideas and possible different solutions. Moreover, it is also important to provide students with opportunities for teamwork. Such activities allow for the creation of situations conducive to interaction and mutual learning between pupils.

FIGHT AGAINST CLIMATE CHANGE

Climate change is one of the most serious threats of the 21st century. The progressive global rise in average temperature, its environmental and economic consequences, and humanity's responsibility for the pace and nature of climate change call for comprehensive measures to reduce human impact on the climate and to adapt to the changes taking place. Children and youth are the generation that will experience the catastrophic effects of climate change and who need to have a sound knowledge of the mechanisms of the changes taking place, how to mitigate and adapt to them.

Climate education for young people is one of the key elements of climate change mitigation and adaptation.

With widespread access to information on websites and social media, awareness of climate change among schoolchildren is steadily increasing.

However, not all content available online is credible, as well as a lack of teaching materials developed on the basis of contemporary knowledge and scientific evidence.

To support youth workers in providing credible information to their students, our organisation and its partners developed educational materials and an online tournament for young people to compete against each other as part of the 'EcoTournament - Planets depends on us' project.

ECOTOURNAMENT – DESCRIPTION OF THE RULES

RULES OF THE ENVIRONMENTAL TOURNAMENT

The main innovative element of the project 'Eco Tournament - Planets depends on us' was a tournament for young people and youth organisations developed as part of work package 2, with the aim of raising their environmental awareness and developing new habits that will contribute to reducing climate change and the carbon footprint of individuals.

The people involved in the project developed sound teaching materials, which are available free of charge on the project website. Youth workers will find detailed information on climate education as well as support and teaching materials there. The scope of the information has been adapted so that the knowledge is conveyed in an interesting and comprehensible way and students actively participate. Strengthening pupils' interest in climate change is a key element of educational activities in this area.

Testing of the tournament took place offline and online on a web platform created specifically for the project. (link to the tournament <https://www.iwr.org.pl/eco-t/moodle/>)

The activities undertaken by the participants were reported via social media and the online platform, which contributes to the visibility and dissemination of the project results.

Below are the rules of the EcoTournament, which have been translated into all languages of the partner organisations. They can be found on the official website mentioned earlier.

- ✓ Ecotournament is a tool that allows competition between groups of participants on which group is the most environmentally friendly;
- ✓ Each team must create an account on the platform and take part in several competition activities that include challenges, quizzes and knowledge tests;
- ✓ Points will be counted and the group with more points will win the entire competition.
- ✓ Each team must upload evidence to the official platform;
- ✓ Activities and evidence will be presented via the official Ecotournament social media account.
- ✓ Each task or activity is assigned a number of points. A maximum number of points is awarded for complete completion of an activity.
- ✓ If an activity has not been completed, but there is a certain percentage of completion, certain points are allocated.
- ✓ If an activity has not been completed, evidence has not been uploaded within the indicated time, then the activity does not receive points, this means that the team receives zero points for that task.
- ✓ Tasks will have a deadline, which is listed in the activities that each team must complete. Failure to complete an activity within the given time will result in the team receiving no points for that activity.

The points scored by the groups are also counted on the platform. The group with the most points wins the entire competition.

Organised as part of the project, the tournament therefore meets the needs of young people. All partners jointly designed the EcoTournament and developed the educational material, which, as previously written, is freely available as an open educational resource (OER). All of this is also designed to enhance young people's entrepreneurial competences (sense of initiative), scientific competences, civic competences and even digital competences.

HOW TO USE THE ECOTOURNAMENT AND WHERE

The EcoTournament, as an online tool that allows competition between groups of participants to see which group is greener, offers many opportunities for both testing

environmental knowledge and developing knowledge in the field of the environment and climate change.

The role of the mentor/mentee (youth worker) of the project group is also to ensure that, at every stage, young people feel a sense of responsibility, which means involvement and a sense of empowerment, the right to make mistakes and to look for the best solutions while being fully aware of the goal they want to achieve.

Environmental education can not only make a difference to young people's lives but also build an attitude of responsibility for nature by setting an example for the whole school and local community.

The holistic approach of the establishments involved in the project to environmental education strengthens the environmental awareness of the community and broadens knowledge. Environmental education also encourages people to get to know their local area or region and builds a sense of responsibility for it, motivates them to become socially active and develops attitudes of solidarity and respect.

Those wishing to participate in the EcoTournament will benefit from a walkthrough of educational materials available on a specially created website. However, it is suggested that the initiation of the project content is introduced gradually, so that the participants can assimilate the knowledge contained in the provided bookmarks on an ongoing basis.

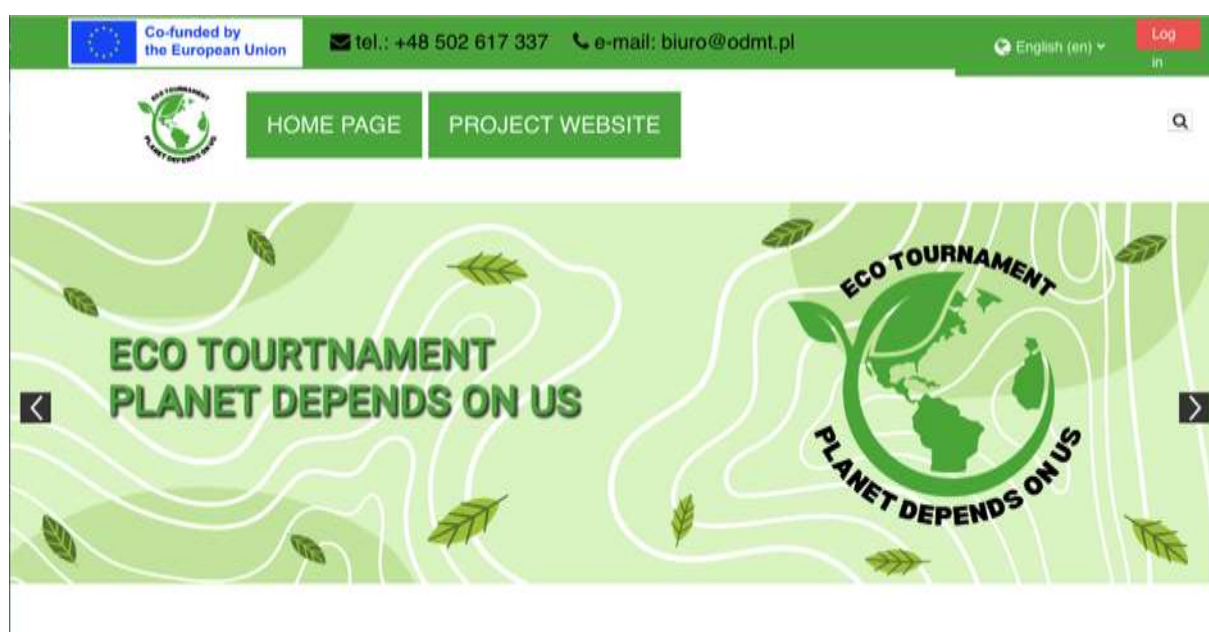
The educational materials, modules and tournaments prepared for the project can be used in a variety of educational institutions, both public and private, such as primary schools, secondary schools, technical schools, associations, foundations, NGOs, orphanages, community centres, libraries, community centres, educational institutions and others.

A very big advantage of the project "EcoTournament - planet depends on us" and its implementation in educational form, is the possibility to work in a group, which allows for easier integration and thus experiential learning among young people. It enables them to develop the ability to make their own decisions while taking other opinions and views into account. This also teaches negotiation and discussion. In addition, team work allows participants to learn from each other. What is more, working in a group also helps not to eliminate people who are less liked and isolated in the class team, so to speak, preventing this phenomenon - the phenomenon of possible exclusion.

HOW TO NAVIGATE THE ECOTOURNAMENT WEBSITE

As previously mentioned, one of the main products of the 'EcoTournament- planet depends on us' project is the website and all its contents, which have been created in Polish, English, Italian and Arabic. The website will be maintained for at least two years after the end of the project.

The translations made help to further disseminate the results of the project (the materials contained therein) and reach a wider audience. They also make it possible to reuse them in possible future projects of the partner organisations.



Users wishing to take part in active workshops with EcoTournament, after accessing the project website, will gain access to an online platform, which is an opportunity to exchange new methodologies and approaches through contact with people involved in the project from all over Europe and the Southern Mediterranean.

On the website, in addition to the ACTIVITIES, i.e. the project work packages carried out in sequence, detailed information on the PARTNERS - the organizations involved in the creation of the project „EcoTournament - Planets depends on us", you will also find the „MATERIALS AND SCIENCE ZONE" and the „EcoTournament".

Web-Based 'Materials ad Learning Zone'



- ✓ "MATERIALS AND SCIENCE ZONE" contains two tabs.
- ✓ *Digital guide to help and strengthen the competencies of youth workers and young people in the field of the environment and climate change, and promote: a digital guide on the use of the EcoTournament and non-formal learning methods that can be used in youth work*

Both the „Modules" and the EcoTournament were divided into 3 main sections, related to the elements: water, earth and air.

These sections also include competition between participants.

Web Tab „EcoTournament"

Another online tab is the „EcoTournament". This is a tool designed specifically for the project that allows competition between groups of participants over which group is more eco-friendly. Participating groups set up their own group account on the platform and compete for several months.



The activity includes a variety of tasks for participants: tests of knowledge and skills from the developed teaching materials, undertaking local activities and initiatives, competitions on water and energy conservation, manual tasks and designing models and plans, etc.

The competition and teaching materials were divided into 3 main sections: Water, Earth and Air, within these sections there will be competition between participants and at the same time their efforts to reduce their impact on environmental pollution. Points will also be counted on the platform and which group scores more points will win the entire competition.

Examples of activities included in the EcoTournament by section:

<i>Water</i>	<i>Land</i>	<i>Air</i>
<i>Water pollution</i>	<i>Pollution of forests/parks</i>	<i>Transportation and air pollution</i>
- task: whoever collects more garbage from the beach or from around another body of water - water saving: which group uses the least water on a daily basis	- Which group will collect more trash from a given area, - recycling task -making an interesting presentation on the renewable energy sources used in their region, explaining to others how it works, - tasks related to the idea of less waste or zero waste	- which group is most likely to use environmentally friendly means of local transportation, such as cycling, walking, etc., which group emitted the least pollution in this way, - which group used the least amount of everyday items that harm the atmosphere (e.g., spray cleaners).

Methods: group work - national and international, virtual cooperation, study visits, exchange of good practices, research.

HOW TO CREATE AN ACCOUNT

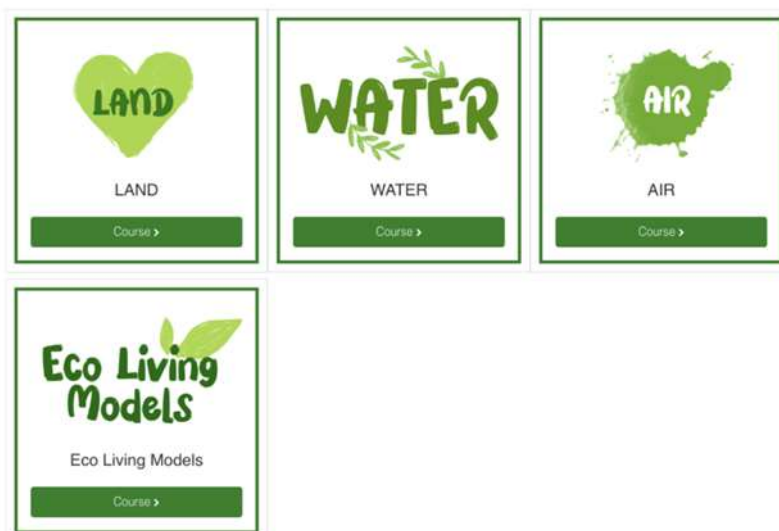
The entire 2,"MATERIALS AND LEARNING ZONE", which consists of tabs: „MODULES" and "DIGITAL GUIDE", contains educational materials and aids that are available to any person with a link, without the need to create an account and log in.

On the other hand, as for the connector , "EcoTournament " - i.e. the online environmental tournament, it will be available only to the participating participants, after setting up an individual account for each group. This is to help accurately check the effects of the tournament (including scoring for a particular competition area).

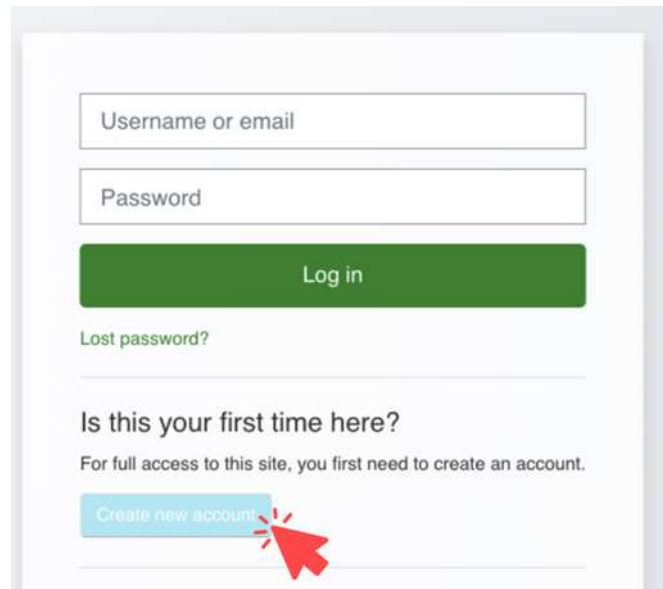
1. The first step we need to take to create a group account is to go to the website <https://www.iwr.org.pl/eco-t/> and click on the ECO-TOURNAMENT tab.



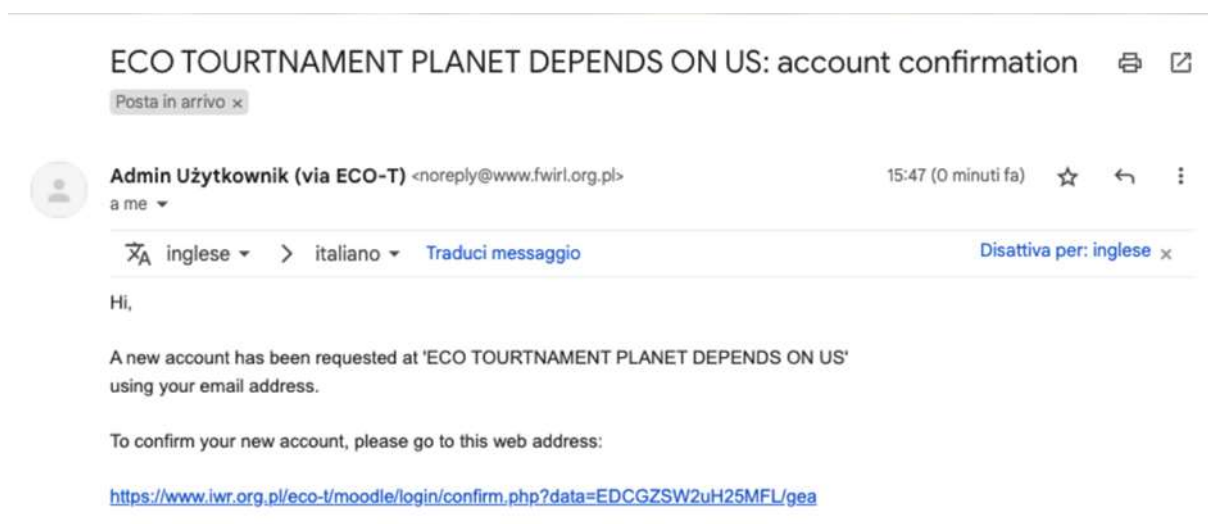
2. Then, after scrolling to the bottom of the page that has loaded for us, the various tabs are shown, pertaining to the above-mentioned sections: EARTH, WATER, AIR, ECO LIVINGS MODELS.



3. After selecting one of the items, we click on the "Course" button.
4. A window appears for us to complete the login, password or create a new account. As new users, we click on the link , "Create account"



5. We fill in the necessary data, such as: first name, last name, username, password, email, etc., also remembering that the password must be at least 8 characters long, and must contain at least: one digit, one capital letter, one non-alphanumeric character such as *, -, or #.
6. After the form is properly filled out, we should see a window that reads: "An email has been sent to you at _____. It contains simple instructions on how to complete the registration. If you continue to have trouble, please contact the site administrator."
7. After a while, a message should appear on the email that was provided in the earlier form, containing a link to confirm our newly created group account.



8. The final step is to click on the link you received and confirm your desire to create an account on the EcoTournament platform.

Once the account is finally approved in the system, we can go to the website once again and take full advantage of its capabilities.

THE MATERIALS DEVELOPED IN TUNISIA, AS PART OF WP4 OF THE ECOTOURNAMENT PLANTE DEPENDS ON US PROJECT.

Training course was precede of preparation phase: selection of mobility participants, booking flights, development of training activities. Facilitators from all partner countries were focus on their expert areas and develop and provide suggestions on the respective parts of mobility activities.

The Training Course was organized in Nabeul in Tunisia by Euro-Med EVE for a total of 12 Youth workers for 6 days (2 participants from each partner).

Task was on the theme of environment, climate change and learning how to use the EcoTournament and how to support youngsters in in the fight against climate change

Morning and afternoon sessions contained presentations and workshops where participants had a chance to learn from each other and develop some new things and ideas.

As part of the training in Tunisia, materials were developed that can serve future project audiences (both participants and trainers), as additional educational and promotional materials.

WORKSHOP 1: LAND MODULE

Description:

The Land Module workshop was a dynamic and collaborative event that brought together teams from diverse nationalities to explore and address challenges related to land ecosystems. The workshop kicked off with a lively brainstorming session where participants shared their perspectives and insights on issues such as deforestation, soil degradation, and sustainable land management. Following the brainstorming, teams engaged in in-depth discussions to formulate innovative solutions and strategies.

For the final presentation, each team showcased their collaborative efforts through videos. These videos not only highlighted the key problems identified but also featured the proposed solutions, demonstrating the creativity and cultural diversity within each team. The Land Module workshop fostered a sense of global unity and a shared commitment to addressing land-related issues through international collaboration.

WORKSHOP 2: AIR MODULE

Description:

The Air Module workshop gathered teams from different nationalities to tackle challenges related to air quality and atmospheric issues. The workshop began with an engaging brainstorming session where participants shared their unique perspectives on topics such as air pollution, climate change, and sustainable transportation. Through lively discussions, teams explored innovative ideas to mitigate the impact of human activities on the atmosphere.

For the final presentation, each team crafted visually appealing posters that encapsulated their research findings, proposed solutions, and action plans. The posters not only served as informative tools but also showcased the cultural richness and diversity of the participating teams. The Air Module workshop underscored the importance of global cooperation in addressing air-related challenges and provided a platform for cross-cultural understanding.

WORKSHOP 3: WATER MODULE

Description:

The Water Module workshop brought together international teams to collaboratively address water-related issues, including water scarcity, pollution, and sustainable resource management. The workshop commenced with a vibrant brainstorming session where participants shared their cultural perspectives on water challenges and brainstormed potential solutions. In subsequent discussions, teams delved into the complexities of water issues, exploring holistic approaches to ensure the availability and quality of water resources.

For the final presentation, teams opted for an interactive and engaging approach, creating educational games that conveyed their research findings and proposed solutions. These games not only entertained but also educated, making the Water Module workshop a memorable and impactful experience. The workshop emphasized the need for cross-cultural cooperation to discuss water resources and underscored the power of diverse perspectives in finding sustainable solutions.

PROPOSED PLAN OF WORK WITH YOUNG PEOPLE IN THE FRAMEWORK OF THE PROJECT ECOTOURNAMENT - PLANETS DEPENDS ON US

The implementation time of the ecological tournament, depends on whether the planned implementation will take place between local groups (from the same post, village, town) or between national, international groups.

If the competition is held on a local level, the implementation time of such a tournament can take up to three months, so that all the results are recorded on the website, attached above.

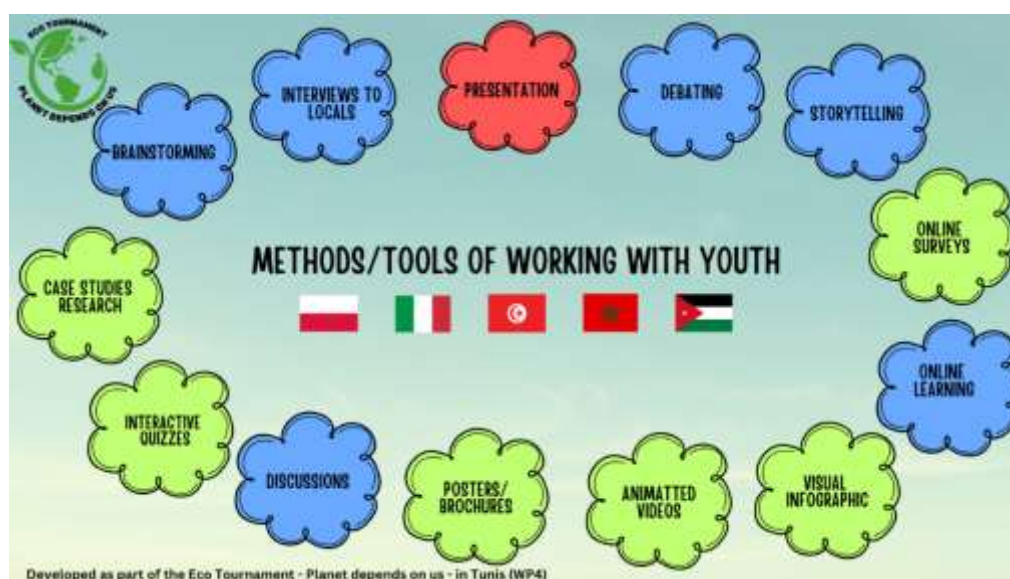
If, on the other hand, the EcoTournament competition is held on an international level or between organizations from different villages, towns ect., It is proposed that the execution of the project, with the results attached on the website, will take six months. (6 Months).

As part of WP4 of the EcoTournament - Planet depends on us project in Tunis, two mind maps were developed and prepared by participants (youth workers). The materials

below concern working methods from youth work methods that have been developed in relation to the entire project and its three WATER AIR LAND modules.

These maps can be used by people working with youth who intend to implement the EcoTournament project in their groups. This will be additional help that will clarify possible methods of working with young people, which are recommended by other project participants.

Mind map number 1



MAP MIND NUMBER 2



CONCLUSION

The project "EcoTournament – Planet depends on us" is designed in a such a way so as to result in long term and self-sustaining results, and therefore contributing to improvement of the quality of youth work, social progress and economic growth.

The main intellectual output of the project was the online platform, which will be maintained at least 2 years more after the project has ended. An essential goal for sustainability, to which the project will contribute, is making the online platform widely accessible as a collaborative platform where people with different levels of ICT expertise can co-create learning resources and interact.

The "EcoTournament – Planet Depends on Us" project is a 24-month project involving partners from Italy, Jordan, Morocco, Poland, and Tunisia. It focuses on strengthening the competencies of young workers and individuals in environmental and climate-related areas, employs high-quality training, through an online tool called EcoTournament, and open educational resources (OER).

The main goal is to emphasize youth inclusion, environmental awareness, and climate change action in the European Union and the southern Mediterranean region.

Key activities include project management, research, youth activities, training of youth leaders, and dissemination. The project promotes non-formal education and diverse learning styles, addressing social inclusion and activating young people, particularly those at risk. It advocates grassroots initiatives alongside national and international actions to combat climate change.

The EcoTournament stands out as an innovative online tool facilitating environmental competition among groups. The project encourages its use in various educational institutions, fostering teamwork, experiential learning, and environmental responsibility.

The document provides insights into materials developed during different steps of whole project in countries like Jordan, Tunisia, Poland, Morocco and Italy, focusing on the results obtained from workshops about the themes of land, air, and water and activities centered on international collaboration, cultural diversity, and innovative solutions to environmental challenges.

The proposed plan outlines a flexible execution timeline for the EcoTournament, accommodating local or international competition levels. The document also includes mind maps developed by youth workers in Tunisia, offering valuable insights into working methods for implementing the EcoTournament project.

In essence, the "EcoTournament – Planet Depends on Us" project is a holistic initiative promoting environmental awareness, youth empowerment, and international collaboration to address climate change and encourage sustainable practices. Digital guide was created to

help and strengthen the competencies of youth workers and young people in the field of the environment and climate change, and promote result of the project and non-formal learning methods.