

## Newsletter 1

June 2022



### GreenEduLARP was launched

Witamy w projekcie GreenEduLARP. Ten projekt ma na celu wykorzystanie narzędzia EduLARP (Edukacyjne odgrywanie ról na żywo) w edukacji na temat zmian klimatycznych (CCE). W ten sposób uczniowie, ale także nauczyciele – jako

zaangażowani uczestnicy – będą łączyć tematy związane ze zmianami klimatu, których nauczyli się w klasie, z sytuacjami z życia wziętymi, a tym samym odnoszącymi się do ich własnego życia, nawiązując również powiązania z tym, jak zielone jest ich życie i nastawienie.

The aims of the project are:



- 1) to **empower teachers with new competences** in environmental education using LARP.
- 2) to enhance students with confidence and agency skills through the LARPing methodology and teamwork while also learning about climate change and building concepts around it,
- 3) to **create accessible online material** for further use and capitalization,
- 4) to build a transnational strategy on how to adapt EduLARP methodology in school curricula.

## Why we do it?

**Climate change** is the greatest **challenge** of our times. Humans are recognized as a major cause of Climate Change and hence their active involvement in mitigation and adaptation actions is crucial.

In this respect, **the role of education** in addressing climate change is increasingly recognized. Small steps towards **green skills** development are taken to the existing curriculum schemes. Additionally, there is a **need to develop soft skills and competencies** (critical thinking and problem-solving skills, creativity, communication and collaboration skills, empathy) which enable learners to solve the complex issues they will face.

Given the increasingly active role of the learner in the learning process and the use of **inclusive learning methods in schools, learning through play** is also gaining popularity. The **use of the games** in education has become the interest of many practitioners and researchers.

**One of the most impactful ways** to learn in an experiential way and memorize content better **triggering also intrinsic motivation is Live-Action Role Playing (LARP)**. It has been confirmed by research, that learners memorize content better when they are actively involved in the learning process, as in the case of dramatizations, simulations and role play. This has lead us to explore within



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GEL (GreenEduLARP) project the **potential of EduLARP for Climate Change Education (CCE)**.

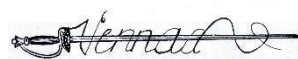
## Project kick-off meeting

From 28/02- 01/03/2022 the kick-off meeting took place in Estonia in Viljandi. Due to the covid-19 restrictions the meeting was organised in hybrid way.

The purpose of the kick-off meeting was to review the project objectives and activities, the roles and responsibilities of each partner for the establishment of common understandings between the consortium; to discuss about the design of the project's visual identity

and website, organise the workplan and timeline for the preparation of the first two project results.

The team includes pedagogues and teachers from Sweden, Greece, Estonia and Poland. Project team discussed and planned project implementation but there was also a playful part of the agenda. MTÜ Mõõgavennad organized a nice boffer sword making workshop, conducted sword fighting training and also a Viking trial.



## First steps

During the first months of the project the team prepared a mapping of the national context on EduLARP. All partners have contributed with their input to co-designed methodology, bringing to the table good practices and impactful LARP concepts that could be an inspiration for the development of the learning material. In short:

- ✓ **National curriculums** tend **support** the implementation of **active teaching methods**. Schools are increasingly using teaching methods that **actively involve learners**.
- ✓ The method **use of EduLarp is little known** and not widely used at schools.
- ✓ **EduLarp** appears and is implemented as a **pedagogical innovation**.
- ✓ **National curriculums** aim to develop students' connection with nature and their **green-centred mindset** to value a sustainable way of life.

With the first expected result the **GEL Curriculum**, we aim to support late primary and secondary education teachers, **implement the GEL methodology** in school with LARPing for students towards a **greener changemaking attitude** using scenarios to trigger behavioral shift and action.



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**Partners:** MTÜ Mõõgavennad - ESTONIA

AeliaPath - GREECE

Stimmuli For Social Change - GREECE

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