



NATURE



The Nature project

Will develop an experiential learning intervention for building the capacity of higher education students to adopt responsible behavior on natural resources management and to design solutions for environmental sustainability in everyday and professional activities.

Target groups

- Higher education students
- Higher education instructors and organizations.

Duration

24 months :
1/11/2021-31/10/2023

Project context

The main objective of the NATURE project is to raise awareness and improve educational practices in sustainable natural resource management, including the development of educational initiatives that prepare the younger generation to become responsible, active adults in environmental sustainability in all aspects of life in industry and communities.

Project outcomes:

- an active, game -based methodological learning framework for capacity building in water resources management
- Digital learning games and learning activities targeting student, building awareness, green skills and competencies on responsible natural resources management
- Instructional support targeting educators, facilitating the integration of digital learning games in environmental education

Project partners

Contractor: Latvia Culture college (LV)

Partners:

University of Thessaly (GR)

Tallinn University (EE)

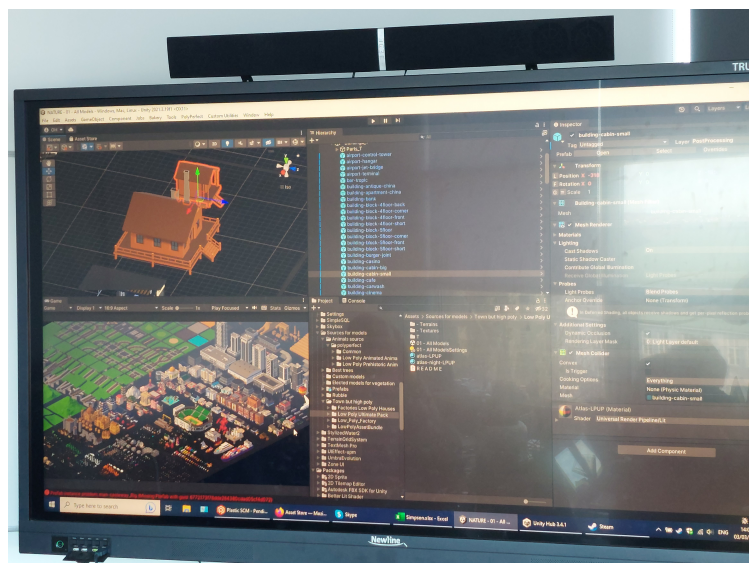
EU-TRACK (IT)

Virtual Campus (PT)

Universidad de Vigo (ES)

Current activities :

- Project meeting in Tallinn University, Estonia
- Final definition of game features, content and educational aspects
- Planing and implementation of multiplier events in all project countries



More information:

FB: @natureprojectEU



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

