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Green Camp

Project Code: 2024-1-IT02-KA220-SCH-000253862

EDUCATIONAL MATERIAL TOOL

— CV —

GREEN CAMP PROJECT

-  **LEARNING
MODULES**
-  **GUIDES &
RESOURCES**
-  **PRESENTATIONS
& VIDEOS**
-  **INTERACTIVE
TOOLS**

-  **SUSTAINABILITY**
-  **HANDS-ON LEARNING**
-  **SCHOOL GARDENS**
-  **ACTIVE PARTICIPATION**



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WP 2.2_Educational Material Tool

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Introduction

The “Educational Material Tool” represents one of the fundamental pillars of the Green Camp project, developed as part of Work Package 2. This tool stems from the need, which clearly emerged during the comparative analysis phase between Italy, Romania and Poland, to provide schools with **structured, accessible and replicable teaching materials**, capable of effectively integrating sustainability education into curricula.

The Joint Report (WP2.1) highlights how, in the three national contexts analyzed, there are already numerous good practices related to sustainability (school gardens, activities on responsible consumption, environmental projects), but these often result:

- fragmented
- not systematized
- poorly integrated into school curricula
- difficult to replicate at scale

In response to these critical issues, the Educational Material Tool (WP2.2) has been conceived as an **organic system of educational resources**, capable of transforming isolated experiences into structured, coherent and transferable teaching paths.

Objectives of the Educational Material Tool

The main objective of the tool is to support schools, teachers and students in the development of skills related to environmental and food sustainability, through innovative and accessible educational materials.

In particular, the tool aims to:

a) Integrating sustainability into the school curriculum

One of the main gaps identified in the report concerns the difficulty of integrating environmental issues into official programs. The Educational Material Tool therefore aims to:

- link theoretical content and practical activities
- Provide ready-to-use teaching units



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- facilitate integration into existing programmes

b) Supporting teachers

The tool provides concrete tools to:

- design interdisciplinary lessons
- manage practical activities (vegetable gardens, workshops, projects)
- use digital tools effectively

c) Foster active student learning

The model promotes an experiential approach, in which students:

- actively participate
- develop soft skills
- learn through direct experience

d) Ensuring inclusivity and accessibility

The materials are designed to:

- different age levels (8–13 years)
- Different learning styles
- heterogeneous educational contexts

e) Promoting replicability

A key goal is content creation:

- easily adaptable
- transferable between different countries and education systems
- scalable over time



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Structure of the Educational Material Tool

The tool is based on a modular structure, which is one of the central elements of the Green Camp model.

Thematic modules

The system is organized into six thematic modules, designed to cover the main areas of sustainability:

- Environmental education
- School horticulture
- Sustainable food
- Responsible consumption
- Digital technologies
- Active participation

Each module is designed as a complete path, combining theory and practice.

Teaching units

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Each module includes:

- three online teaching units
- content structured according to a shared format
- progressive activities by learning levels

The teaching units are:

- Easily used by teachers
- adaptable to different contexts
- traceable
- integrated with practical activities

Components of each unit

Each teaching unit includes:



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- simplified theoretical content
- Guidelines for practical activities (workshops, gardens, experiments)
- Quiz Check
- Follow-up materials
- Digital support tools

This structure allows you to maintain a balance between:

- Cognitive learning
- Practical experience
- critical reflection

Green Camp model proposal

Based on the results of the research, the project proposes a structured educational model.

Model components

The template includes:

1. An e-learning course with 6 modules and 3 units each
2. Assessment quizzes for each module
3. In-depth materials (videos, guides, infographics, texts)
4. Experiential activities in the classroom, outdoors or on the territory
5. Student Reflection Cards
6. Practical Guide for Teachers (Expected Development 2026)

The goal is to offer an educational path:

- consistent
- Accessible
- Engaging
- integrated between digital and experience



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Course Outline

The course will be hosted on the Green Camp platform and organized as follows:

- 6 thematic modules
- 3 units per module (SCORM)
- 1 final quiz per module (6 questions)
- 1 practical activity per module
- 2-3 optional additional materials

The materials will be:

- modular
- adaptable
- replicable
- consistent with the target 8-13 years

Structure and topics of the modules

Modulo 1 – Sustainability and Biodiversity

- Sustainability
- Biodiversity
- Natural systems
- Activity: visit to educational farm

Modulo 2 – Gardening and Seasonality

- natural cycles
- school garden
- Care and observation
- Activity: school garden

Modulo 3 – Conscious Eating

- Food supply chain
- Labels
- Food culture



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- Activity: Food diary

Modulo 4 – Waste and Recycling

- Waste
- Recycling
- Composting
- Activity: composter construction

Modulo 5 – Energy and Resources

- Energy
- Resources
- Sustainable behaviors
- Activity: “zero impact class”

Modulo 6 – Active Citizenship

- Citizenship
- Participation
- Action
- Activity: Personal sustainable action

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Project Work

At the end of the course, a collaborative activity is planned aimed at:

- Rework content
- develop communication skills
- Promote reflection

Includes:

- Module Summary
- Reflection on changes
- Future commitment
- Giving back to the community



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Types of educational materials

The Educational Material Tool includes a wide range of materials, designed to meet different educational needs.

E-learning modules

The modules make up the highest level of the structure and include:

- interdisciplinary content (presentations, factsheets)
- Sequential activities
- Clear learning objectives

Teaching guide

The guide is primarily aimed at teachers and includes:

- Operating instructions
- Methodological suggestions
- Task management guidance
- Adaptations for different contexts

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This element responds directly to the need, highlighted in the report, to provide concrete support to teachers.

Practical activities

Activities include:

- School gardens
- recycling workshops
- Environmental experiments
- Responsible consumption projects

These activities are essential for:

- develop practical skills
- increase motivation
- Making learning meaningful



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Integration with digital tools

One of the innovative elements of the Educational Material Tool is the integration with digital technologies.

Digital platform

The project involves the creation of an accessible online platform, which will act as:

- archive of materials
- Sharing space
- Learning environment

This platform will allow you to:

- centralize resources
- facilitate access
- ensure continuous updating

Interactive tools

It tool include:

- Quiz
- Educational Games
- simulations

These tools:

- increase interactivity
- promote active learning
- improve content comprehension

Digital content production

- Video
- Presentations
- Podcast



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This approach:

- Develop digital skills
- Stimulates creativity
- Strengthens learning

Pedagogical approach

The Educational Material Tool is based on an innovative and integrated pedagogical approach.

Experiential learning

The model combines:

- Theory
- Practice
- Reflection

This approach allows students to:

- Learning through experience
- develop concrete skills
- Understanding the link between theory and reality

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Interdisciplinarity

The content is designed to connect:

- Science
- Civic Education
- Technology
- Art

This favors:

- a systemic vision
- the development of transversal skills

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Inclusivity

The materials are designed to:

- Different skill levels
- different cultural contexts
- Students with special educational needs

Active participation

Students are involved as:

- protagonists
- Content Creators
- Active participants

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Added value of the tool

The Educational Material Tool introduces several innovative elements compared to existing practices.

Overcoming fragmentation

Turn isolated tasks into:

- Structured paths
- replicable models

Concrete support for teachers

It provides:

- Ready-made materials
- guide operative
- Practical examples

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Theory-practice integration

Colleague:

- Theoretical contents
- experiential activities

Strategic use of digital

Integrates:

- online content
- Interactive tools
- Digital Manufacturing

Expected impact

The implementation of the Educational Material Tool will lead to:

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For Students

- Increased engagement
- development of soft skills
- Increased environmental awareness

For teachers

- Concrete teaching tools
- methodological support
- Easier integration into the curriculum

For schools

- improvement of the training offer
- greater coherence of educational pathways
- Integration between activities and programmes