



THIS IS THE ZERO WASTE MONTHLY NEWSLETTER

PROJECT DESCRIPTION

“Zero Waste: An innovative approach to food waste management in order to educate young people to value food and reduce the waste”. The main goal of the “ZERO WASTE” project is the school teachers to get informed and educated, through a useful training material, about the social, environmental and financial consequences due to food waste and the best practices for reducing it. Teachers will have the ability to include the training material for food waste in their class in order to raise the awareness and pass the knowledge to their students. The educational process will be more efficiently through an innovative training course and material along with the development of a gamified e-learning platform and a game. The final goal of this project is, both, teachers and students (and as a consequence their families) to act as transmitters for a new way of life based on the cyclical economy, the proper management of the daily food consumption and the elimination of food waste with the motto ‘use wisely, reduce, recycle’.

THE AIM OF THE PROJECT

ZERO WASTE aims to strengthen the European agenda for the protection of environment not just by educating the participants about the importance and the consequences of food waste but also by making them active participants in innovative educational methods. The achievement is to aware and educate themselves in environmental issues, food and waste management through an innovative training course and material along with the development of a gamified e-learning platform and a game.



Co-funded by
the European Union





PROJECT RESULTS

PR1 - ZERO WASTE European Synthesis Report on the Needs and Challenges of Food Waste Management in School Education

PR2 - ZERO WASTE training material development, pilots, and policy recommendations

PR3 - ZERO WASTE Zero Waste Serious game on Food Waste Management

PR4 - ZERO WASTE Toolkit for organizations in education

THE PARTNERSHIP



Co-funded by
the European Union

