

THIS IS THE ZERO WASTE NEWSLETTER

ARE YOU A SECONDARY EDUCATION SCHOOL TEACHER?

The project “Zero Waste: An innovative approach to food waste management in order to educate young people to value food and reduce the waste” informs and educates school teachers through a useful training material about the social, environmental and financial consequences of the food waste and the best practices for reducing it.

Follow us in order to have the ability to include the training material for food waste in your class, raise the awareness and pass the knowledge to your students.

The partnership of the project created an innovative training course on a gamified e-learning platform for teachers and stakeholders and a educational game for students.

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’.

PR2 - ZERO WASTE TRAINING MATERIAL DEVELOPMENT, PILOTS, AND POLICY RECOMMENDATIONS

On the e-learning platform, teachers can find 4 training modules that cover aspects such as an introduction to food waste, the causes and stages of food waste, the consequences of food waste and how to reduce food waste on a daily basis.

Teachers can also choose from 80 Teaching Resources, which take an engaging approach with interactive and fun activities for teachers, and cover a variety of activities that teachers can use to develop and deepen students' knowledge of food waste.



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PR3 – ZERO WASTE SERIOUS GAME ON FOOD WASTE MANAGEMENT

The innovative online educational game aims to introduce young people to proper food waste management and improve their food waste management skills through gamification.

Players simulate 8 different locations in a city with the best possible food waste management by collecting points through progressive challenges. By providing external resources, links etc. during the game, learners can learn facts in a playful way.



<https://play.unity.com/mg/other/zero-waste>

THE PARTNERSHIP



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