



# **Green 4 Future IO4**

Kick-off Meeting  
3<sup>rd</sup> December 2020

# Climate Change MOOC

## Output Title O4

Output Title	Green-4-Future MOOC
Output Type	Open / online / digital education – Massive Open On-line Course (MOOC)
Start Date (yyyy-mm-dd)	2021-04-26
End Date (yyyy-mm-dd)	2023-08-26

Output Description (including: needs analysis, target groups, elements of innovation, expected impact and transferability potential)

Partners will discuss the two main perspectives on MOOC design and presentation xMOOC and cMOOC. xMOOC adopts a cognitivis-behaviorist lecture and knowledge dissemination pedagogical approach similar to that of traditional face-to-face instruction. cMOOC follows a more constructivist learning approach, where knowledge is found in connections between people, and learning is the development and traversal of those connections. Given the range of content that is being proposed for the Green-4-Future MOOC is it likely that the cMOOC model will be most appropriate.

The proposed Green-4-Future MOOC will provide access to the GreenEntreComp, Business Modelling for Circular Economy Businesses training resources and the In-service Training programme and will have all the features associated with best-practice in MOOC design and development. Learning content presented will be under-pinned by clear learning objectives to be achieved by those who complete any element of the learning resources provided within a given period of time. Each individual learning resource will have a beginning and an end. Each piece of learning material will contain some exercises or assignments that have to be completed as a skills demonstration to assess the knowledge acquired by learners. The social media features incorporated will support interaction between learners through discussions and forums. Each intellectual output presented will be introduced by a short video lecture/explainer video.

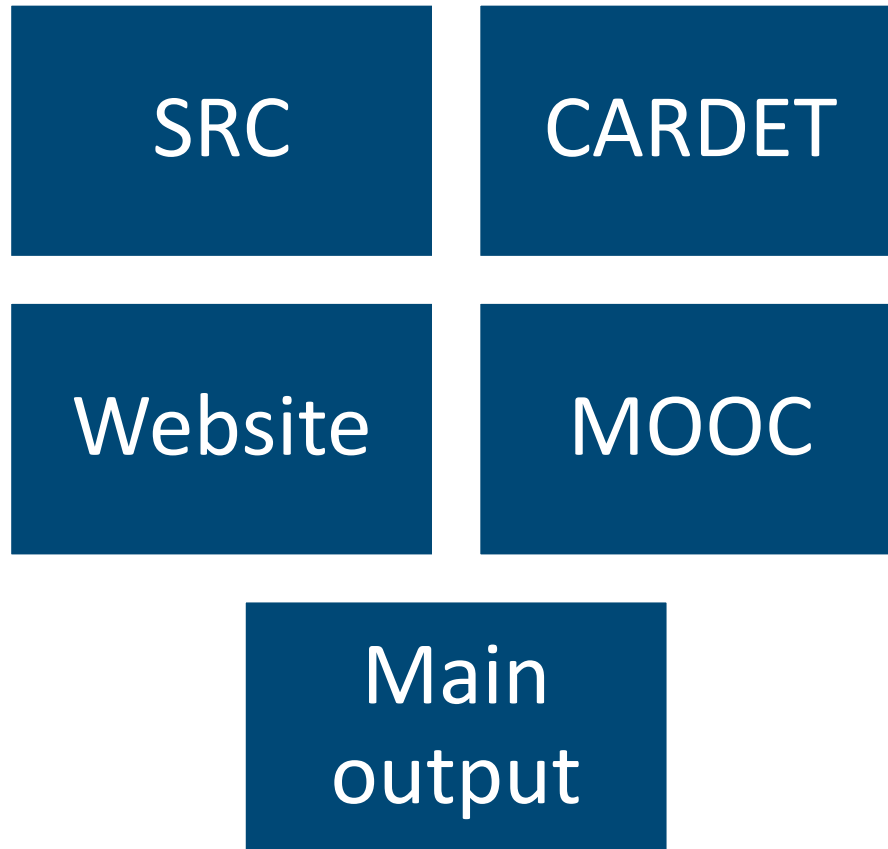
Although the term open in the context of a MOOC has different meanings the Green-4-Future MOOC will adhere to the 'massively-open' principle and will not require prerequisites such as prior learning or possession of a qualification. Access to the educational resources will be free and the content generated by the Green-4-Future consortium will be published as open educational resources so they can be reused by others. The learning materials developed will thus be available for access remotely via the Internet and will not require physical attendance at a classroom. This will ensure that anyone from anywhere in the world with an Internet connection, can immediately engage with the learning resources developed. The Green-4-Future MOOC will allow access to a very large number of learners and will be scalable and capable of supporting a large number of end users.

The Green-4-Future MOOC will be fully branded with the project identity and will always acknowledge the funding support from the Erasmus+ Programme. Learning resources will be available in all partner languages.

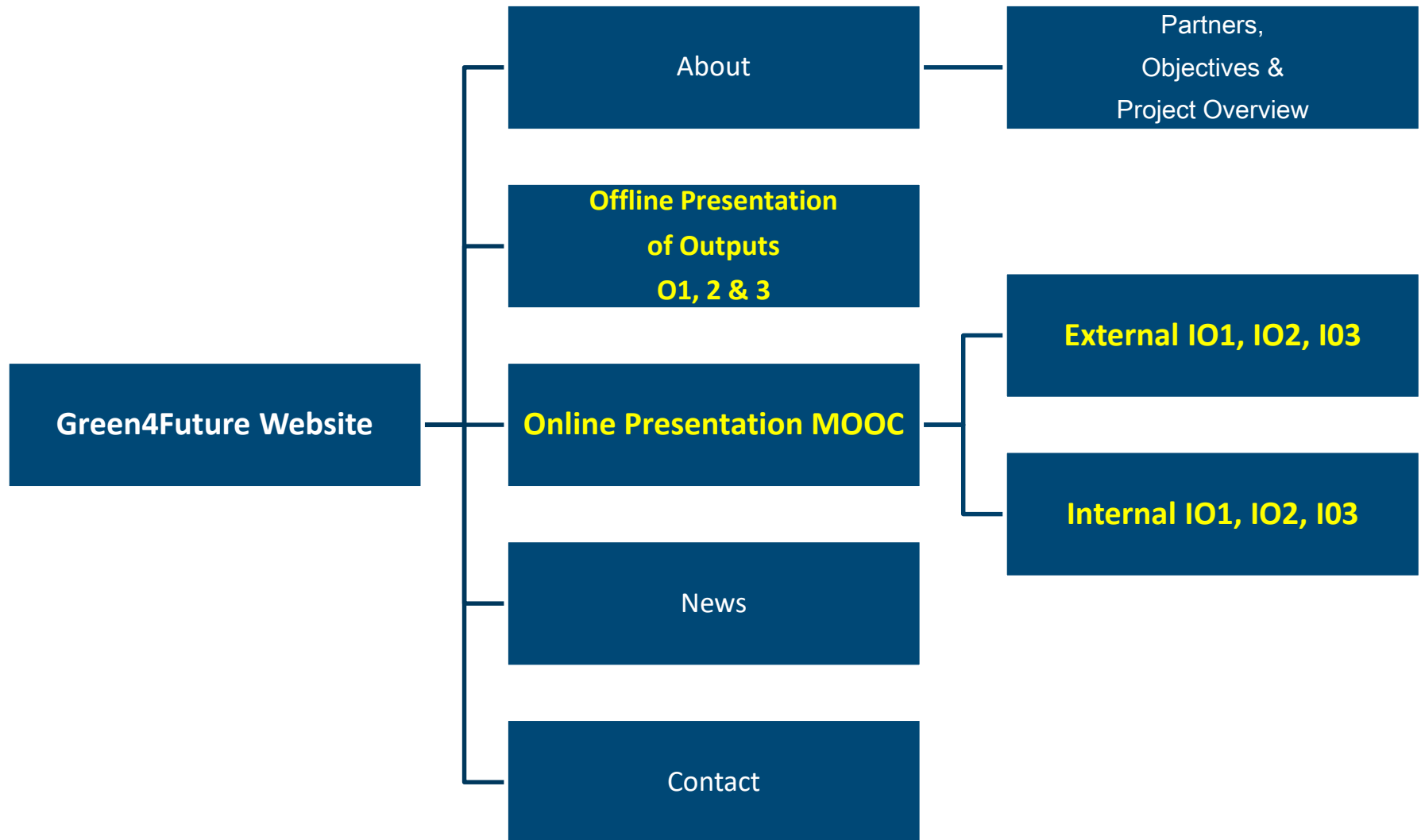
# Tasks

- T1 - CARDET will lead a discussion to identify the most appropriate architecture for the Green-4-Future MOOC by presenting a number of sample and options at partner meeting 2 in M9
- T2 - CARDET will develop a prototype and present it to partners in M18 for testing
- T3 - SRC will produce the audio-visual content to introduce each learning content element
- T4 - All partners will test the prototype with their local stakeholders addressing the visual presentation and functionality of the MOOC and provide feedback
- T5 - CARDET will complete the development of the MOOC and upload all training materials throughout the project life-cycle.
- T6 - UPB, CALLIDUS, UPIT, UoP, BFU and ISQ will translate the content for the audio-visuals produced
- T7 - SRC will produce the audio-visuals in all partner languages

# Responsibilities related to IO4



# Website and MOOC



# MOOCs for Inclusion

## Browse the Catalogue

Submit an initiative that fits the purpose of the project to be considered for the catalogue.

[Submit an Initiative](#)



# Intercultural learning and mentoring



The aim of this training is to present national best practices based on up-to-date information about mentoring, intercultural learning and youth work with young people with migrant background.

# Intercultural learning and mentoring

## 1. CULTURE, IDENTITY AND INTERCULTURALISM

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- ☰ Basics of cultural interactions from historical perspective ☐
- ☰ Identity and identities in the globalised world ☐
- ☰ Integration, assimilation and acculturation in present-day Europe ☐
- 🔍 Quiz ☐

## 2. POSSIBILITIES OF THE INTERCULTURAL EDUCATION OF THE YOUNG MIGRANTS

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- ☰ Intercultural education as a tool of integration ☐
- ☰ Integration of the young migrants: possibilities and obstacles ☐
- ☰ The intercultural education in practice: methods and best practices ☐
- 🔍 Quiz ☐

## 3. INTERCULTURAL COMMUNICATION AND CONFLICT HANDLING

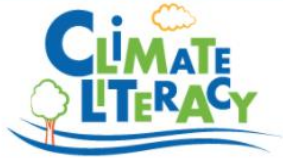
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- ☰ Analysis of the dynamics of the intercultural conflicts ☐
  - ☰ How to solve intercultural conflicts? Techniques and best practices ☐
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# Examples of E-Learning

<https://www.climate-literacy.eu/en/>



HOME PROJECT **ELEARNING** RESEARCH NEWS CONTACT US

Module 1: Introduction to Climate Change



Module 4: Housing



Module 7: Shopping



Module 2: The ecological footprint



Module 5: Household energy



Module 8: Promoting climate literacy



Module 3: Sustainable mobility



Module 6: Food and waste



Glossary - Index



# Examples of E-Learning

<https://apphop.eu/elearning/>



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CHOOSE YOUR LANGUAGE

Hello!

English

Cześć!

Polish

Γεία!

Ελληνικά

¡Hola!

Здравей!

Olá!

# Design of the IO4 are defined by previous tasks

## Q. Offline vs Online Version of the MOOC

We propose the following:

- Offline version:
  - VET Training manual with a short summary of the MOOC
  - Available on the website
- Online version
  - Interactive MOOC
  - On the eLearning platform

Proposal **“Learning content presented will be under-pinned by clear learning objectives to be achieved by those who complete any element of the learning resources provided within a given period of time. Each individual learning resource will have a beginning and an end. Each piece of learning material will contain some exercises or assignments that have to be completed as a skills demonstration to assess the knowledge acquired by learners.”**

# Design of the IO4, defined by previous tasks

## Q. Constructive Learning Experience

What we propose:

- Short lessons (5-10 minutes max for each)
- Forum discussions in between lessons, to discuss specific topics
- Targeted social media events/campaigns
- Interactive elements e.g. links to videos, websites, online tools
- Suggested activities for VETs
- Experiential learning activities

Proposal ***“The **social media features** incorporated will support **interaction** between learners through discussions and forums. Each intellectual output presented will be introduced by **a short video lecture/explainer video** .”***

# Design of the IO4, defined by previous outputs

Q. IO1 Green Entrecomp, IO2 Business Modelling for Circular Economy Businesses, IO3 In-service Training for VET Tutors.

How do we envision connecting these three?



# Questions

[www.cardet.org](http://www.cardet.org)

Facebook page: CARDETngo