

why climate change education?

The complexities of climate change challenges of today require holistic approaches and a plethora of actions, including robust formal and non-formal education. By educating on climate change, we empower individuals to make informed decisions and act to preserve our environment today and for future generations.

why climate change education through physical and augmented reality?

Physical and Augmented Reality (AR) offers immersive experiences to learners that can enhance their understanding and engagement in Climate Change action. By visualizing concepts like melting glaciers, floods, or forest fires in real-time scenarios, learners gain deeper insights and empathy. Such an innovative approach can foster a more profound connection to environmental issues and encourage proactive involvement in sustainability efforts.



partners & countries



Greece

(Lead) MIO-ECSDE

<https://mio-ecsde.org/>, <https://medies.net/>



ΠΑΝΕΠΙΣΤΗΜΙΟ ΚΡΗΤΗΣ
UNIVERSITY OF CRETE

The University of Crete

<https://www.uoc.gr>



1st Rafina's Primary School

<http://www.1dimrafin.com/>

Cyprus



MINISTRY OF EDUCATION
SPORT AND YOUTH

Pedagogical Institute, Ministry of Education, Culture, Sport & Youth
<http://www.moec.gov.cy/>



Pernera Primary School

<https://dim-pernera-lef.schools.ac.cy/>



Italy

Legambiente Festambiente APS

www.festambiente.it



ISTITUTO COMPRENSIVO
GROSSETO 4

Istituto Comprensivo Grosseto 4

<https://comprensivogrossetoquattro.edu.it/>

France



U Marinu

<https://www.umarinu.com/>



collège montesoro
Bastia

Montesoro College

<https://clg-montesoro.com/>



Associate Partners

DOUKAS Primary Private School

<https://doukas.edu.gr/en/>

Greece



1st Experimental
Primary School of Pyrgos
Wonder is the seed of knowledge

1st Experimental

Primary School of Pyrgos,

<http://1dim-pyrgou.ilei.sch.gr/wordpress572/>

Find out more: www.parcce.eu/



parcceproject



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or contact: info@mio-ecsde.org



Physical & Augmented Reality for Climate Change Education

Connecting realities, inspiring climate action

Through educational resources, teachers' trainings
and engaging school interventions.



Co-funded by
the European Union



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about parcee project

This 3-year project aspires:

- (i) to create a critical mass of educators, capable of transmitting the fundamental principles of climate change literacy through Education for Sustainable Development (ESD), using innovative materials which incorporate AR and ICT tools;
- (ii) to help pupils understand and address the impacts of the climate crisis, empowering them with the knowledge, skills, values and attitudes needed to act as agents of change and
- (iii) to further influence their families and the wider community to adapt to what is already a global emergency.

As we set out on a sustainability journey, we will work with teachers, researchers and learners for delivering education that tackles the today's challenges. This will be made possible in a setting where key competences, such as critical thinking, collaborative problem solving will be developed, as pupils get more science, and climate literate towards a climate neutral EU2050.

expected outcomes

Provide educators with appropriate material and training to transmit climate change education and produce a well-educated workforce with the skills needed for a green transformation.

Strengthen pupils' sense of participation, inclusion, engagement and encourage them to act urgently & responsibly and to transmit key messages to their families.

Unleash the creativity of teachers and pupils to develop and implement climate action projects in their homes, schools and communities.

Raise awareness on climate change education, ESD & project outcomes at national and the EU level.

Contribute in transforming the European and Mediterranean school communities towards the EU's Green Deal and climate neutrality goals by 2050.

outputs

The project's expected outputs (deliverables) include:

- A survey and an inventory of materials on Climate Change Education.
- Traditional and Innovative didactic materials on Climate Change for pupils 9-13 years old enriched with AR, ICT & gamification tools and a Teachers' Toolkit in the partner languages.
- Courses and focused webinars for educators, to increase their knowledge on cutting-edge science on climate change education.
- Implementation of the didactic materials in the partner schools and beyond.
- An assessment of the impact of climate change education, both at school and in the pupils' home environment.
- Country multiplier events and a final event in Italy to further disseminate and capitalize on the lessons learnt.
- Communication, dissemination and exploitation tools i.e. webpage & Social Media, to increase the project's outreach.

