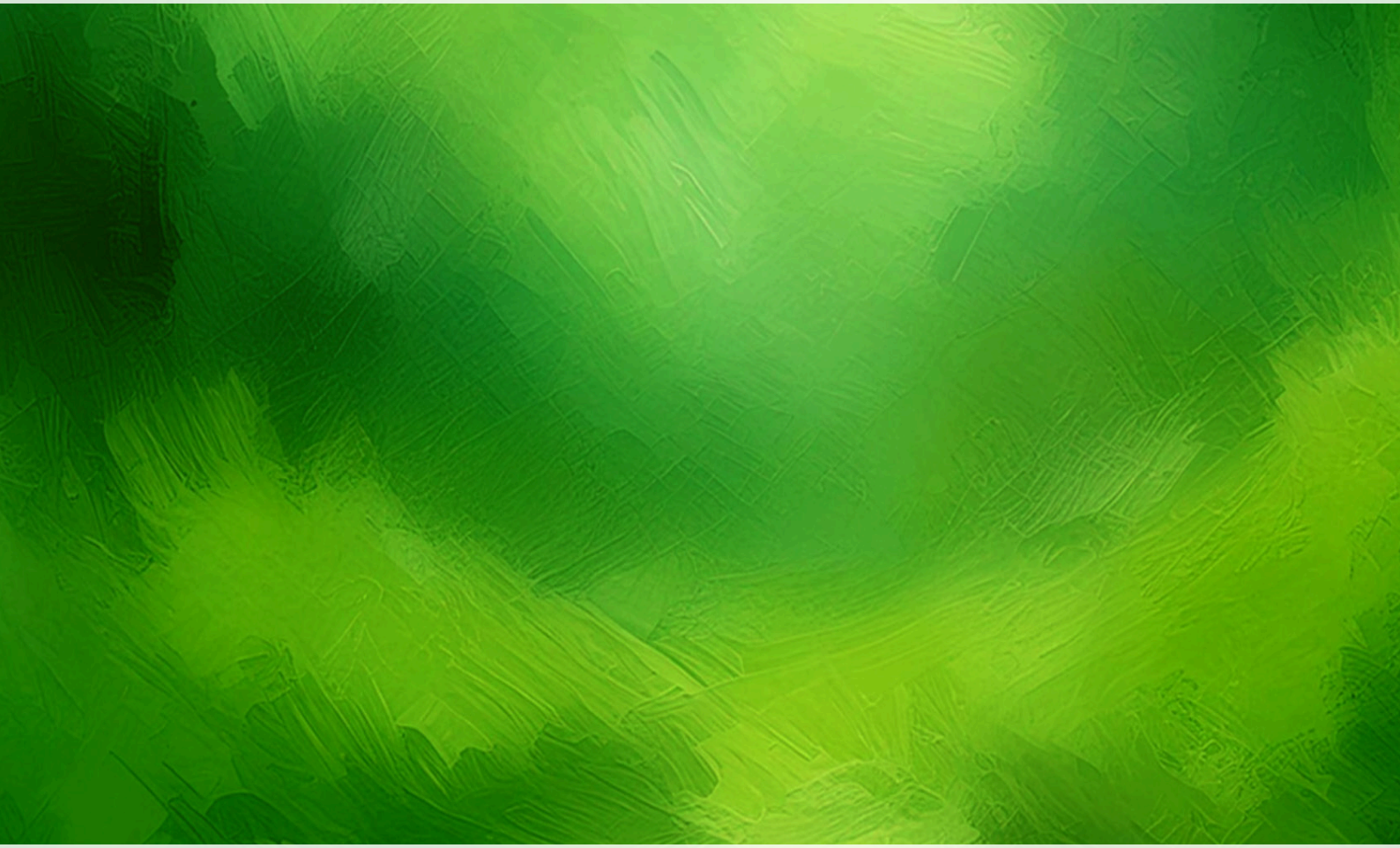
GREEN EDULARP

1. Strategy



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GreenEdularp: Green Actions in School using Educational Live-Action RolePlaying (edu-larp)

Project Number: 2021-1-EE01-KA220-SCH-000032573

Greenedularp.lajvverkstaden.se

Project Manager: Ederi Ojasoo, Peipsi CTC ederi.ojasoo@gmail.com

Creators:

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Welcome to GreenEduLARP!

In today's world, environmental sustainability is more important than ever. We believe that education is the key to creating a greener future, and that's why we embarked on this journey to develop an innovative and engaging educational material for education.

GreenEdularp combines experiential learning with environmental education, offering students the opportunity to immerse themselves in real-world scenarios and explore the complexities of environmental issues. Through interactive activities, workshops, and outdoor experiences, students will not only learn about the environment but also develop the skills and mindset needed to become active caretakers of our planet.

We would like to express our gratitude to all the educators, students, volunteers, and partners who have supported us in bringing this project to life. Your dedication and enthusiasm have been instrumental in shaping GreenEdularp into what it is today.

We hope that this project will inspire a new generation of environmental leaders and ignite a passion for sustainability in schools and communities around the world. Together, let's work towards a brighter and greener future for all.

Sincerely,

Ederi, Helena, Erik, Evie, Maria, Beata, Aive, Kaspar, Christina, Marilin,

Project leaders and creators

2024-07-10

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Strategy: Action Plan

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Strategy Action Plan for EduLARP Implementation

To effectively promote the positive impact of EduLARP (Educational Live Action Role-Playing) in national educational systems, we recommend engaging with key policy makers through targeted actions and ideas, emphasizing the European Union (EU) importance of Cultural and Creative Education (CCE).

These **recommendations** include **concrete strategies** tailored for national and regional engagement, supported by a comprehensive needs analysis that highlights the necessity for immersive and experiential learning methodologies.

This approach aims to enhance student engagement, critical thinking, and socio-emotional development, primarily targeting both primary and secondary education levels where the cognitive and socio-emotional **benefits of EduLARP** are most significant.

Estonia: Integrate EduLARP in Schools

1. **Develop Project-Based EduLARPs**
    - Create diverse educational LARP games and manuals.
    - Secure funding for development, testing, and implementation through project-based activities.
    - Example Project: World Education Role Games.
2. **Teacher Training and Resources**
    - Organize multi-day EduLARP conferences.
    - Develop competitions for creating teaching materials with embedded role-play.
    - Create a Moodle course for continuous learning.
3. **Community Engagement**
    - Host events to test EduLARP games with teachers, youth workers, and environmentalists.
    - Example: "Green Expectation" game testing event by Tartu Nature House.
4. **Awareness and Promotion**
    - Share successful EduLARP examples and best practices.
    - Participate in county education forums and festivals to showcase EduLARP (e.g., Nature Festival, Environmental Education Conference).

Sweden: Institutionalize EduLARP in Educational Frameworks

1. **Curriculum Integration**
    - Advocate for EduLARP modules in national and regional curricula.
    - Collaborate with curriculum development bodies.
2. **Teacher Training**
    - Allocate resources for comprehensive teacher training programs on EduLARP methodologies.
    - Partner with educational institutions for workshops and seminars.
3. **Research and Development**
    - Fund R&D projects on EduLARP effectiveness.
    - Foster collaboration among researchers, educators, and game designers.
4. **Recognition and Certification**
    - Establish certification for EduLARP-proficient educators.
    - Provide incentives such as professional development opportunities and bonuses.
5. **Networking**
    - Create networks for sharing best practices and resources.
    - Form regional and national EduLARP associations.

Poland:Promote EduLARP through Training and Workshops

1. **Teacher Training and Support**
    - Increase funding for teacher development programs focused on EduLARP.
    - Establish a national program for grants supporting EduLARP training.
2. **National Workshops**
    - Organize national EduLARP workshops for hands-on training.
    - Collaborate with NGOs and educational institutions.
3. **Integration in Teacher Training Programs**
    - Include EduLARP modules in teacher training programs.
    - Work with educational authorities to develop relevant curriculum.
4. **Dissemination of Information**
    - Use professional networks to share EduLARP information.
    - Organize presentations and workshops on EduLARP at educational conferences.
5. **Collaboration with Educational Authorities**
    - Advocate for EduLARP recognition and support by presenting evidence-based research.
    - Push for EduLARP inclusion in educational guidelines and policy documents.

Greece: Embed EduLARP in Skills Workshops and Teacher Training

1. **Integrate EduLARP in Skills Workshops**
    - Incorporate the Green EduLARP toolkit into skills workshops.
    - Focus areas: environmental awareness, social responsibility, and creative thinking.
2. **Department of Scientific and Pedagogical Guidance**
    - Propose EduLARP training sessions for primary and secondary educators.
    - Align with the department's mission to enhance teaching practices.
3. **Utilize School Counsellors**
    - Coordinate EduLARP training through primary and secondary school counsellors.
    - Empower theatre educators with EduLARP methodologies.

Implementation Timeline

- **Year 1**: Secure funding, develop EduLARP resources, start pilot projects.
- **Year 2**: Conduct teacher training programs, host workshops and conferences.
- **Year 3**: Expand community engagement, integrate EduLARP into curricula, establish networks.

Expected Outcomes

- Enhanced student engagement and learning outcomes.
- Increased teacher proficiency in innovative teaching methodologies.
- Stronger collaboration among educators, policymakers, and educational institutions.