

Make it open schooling – Outside gym

The main objective of this learning scenario is to make students aware of how crucial their school environment—where they spend a lot of time—is to their health, wellbeing, ability to focus, and ability to learn effectively. The objective is to raise pupils' awareness of how the environment affects their health. The first step towards doing this would be to take air quality measurements at the school. Next, a brainstorming session will be held. The students will debate how to make school buildings more environmentally friendly after talking about how to enhance the air quality at school. If necessary, they might design and eventually construct a green wall for their school.



What

The possible connections with your curriculum

- Language
- Science
- Engineering & Technology
- Chemistry
- Computer science
- Biology
- Healthy Lifestyle
- Life Sciences
- Physical Education



Who

The people who take up the teacher role

- School students
- Teacher



Where

The locations where learning takes place

- Classroom
- Digital space
- Outdoor spaces



With

The community stakeholders to collaborate with

- Academy
- Municipality

Learning Units (2)

Prepare

1.

Critical thinking and dialogue

Digital experiences - Individual work - Survey

Students are given a specific topic or question to solve as well as a number of resources (often a list of links to internet publications) to choose from in order to do so. In the learning scenario, NBS (nature-based solutions) will be introduced as a theoretical framework for technical/engineering programs in high schools. Students' knowledge of STEM-specific subjects as well as how to apply green principles to various technological areas will be expanded. They will broaden their vocabulary and get a better knowledge of the problems that society and the environment face, as well as potential natural solutions like green infrastructure. Students will also have actual experience tackling these issues by modeling, evaluating, and coming up with solutions with a focus on participatory planning and governance.

What

- Science
- BiologyTeacherDigital space
- Engineering & Technology
- Chemistry
- Computer science
- Language
-

Who

-
- School students

Where

-
- Classroom

With

- Academy

Share

2.

Testing knowledge and creativity - polling tool

Discussion - Group work - Hands on activity - Presentation

Before, after, or during the presentation, the teacher asks the class questions. Students use the poll tool to answer individually or in groups (in short paragraphs). Answers are displayed on the board and can be discussed with the class. For example "What can we learn from this activity?" would be a good question to improve metacognitive skills. Benefit: Every student has time to think and make suggestions answer.

What

- Healthy Lifestyle
- LanguageTeacherOutdoor spaces
- Life Sciences
- Physical Education
-

Who

-
- School students

Where

-
- Classroom

With

- Municipality