









Comics, Music, Games and Lab Experiments: Nudging

Methodology as a Novel Approach in children's nutritional

education

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LO-VEg - Nudging-based field-experiments to promote vegetable and legume consumption among children and parents.

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The context





OKkio alla SALUTE (Italian COSI) — The Results 2023

OKkio alla SALUTE is a National Surveillance System which is promoted and financed by the Italian Ministry of Health. It is coordinated by the National Centre for Disease Prevention and Health Promotion (CNaPPS) of the Istituto Superiore di Sanità (Italian National Institute of Health), in collaboration with the Italian Regions and the Ministry of Education.

It collects information about the height and weight of children in primary school, their eating habits, physical activity, sedentary behavior and the initiatives by the school. The seventh round of OKkio alla SALUTE was carried out in 2023 and the resulting data are an integral part of the Childhood Obesity Surveillance Initiative (COSI) coordinated by WHO European Region.

SAMPLE

46,559 CHILDREN (REFUSALS 9.2%)

2,802 SCHOOL CLASSES

45,610 PARENTS





Boys

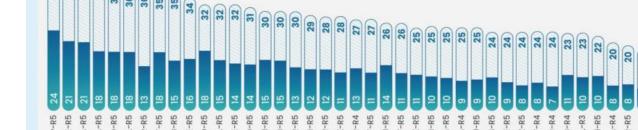




Overweight (including obesity) %

Obesitu %





OVERWEIGHT & OBESITY

in BOYS and GIRLS aged 7–9 years according to latest available COSI round

BOYS versus GIRLS

31% vs 28%

of boys and girls were living with OVERWEIGHT, respectively

14% vs 10%

of boys and girls were living with **OBESITY**, respectively





European Region

Data from the latest available COSI round were used for each country: round 3 (R3) (2012–2013); round 4 (R4) (2015–2017); or round 5 (R5) (2018–2020). Data relate to: (i) 7-year-olds in Armenia, Belgium (Flanders only), Bulgaria, Czechia, Denmark, Estonia, Finland, Germany (Bremen only), Georgia, Greece, Hungary, Ireland, Israel, Kazakhstan, Kyrgyzstan, Latvia, Lithuania, Malta, Montenegro, North Macedonia, Portugal, Republic of Moldova, Romania, Russian Federation (Moscow and Yeksterinburg), Serbia, Slovakia, Slovakia,



CAUSES







GENETICS



SEDENTARY LIFESTYLE (screen time)

41.5% of the children had a TV in their bedroom.





45.1% of the children spent more than 2 hours a day watching TV or using videogames/tablet/cell phones.









FOOD EDUCATION

THE MOTHERS' PERCEPTION

Excess weight

45.0% of the overweight or obese children were considered to be normal weight by their mothers.

Physical activity

59.6% of the mothers whose children were not very active physically thought that their children were adequately physically active.

Quantity of food

Among the mothers of overweight or obese children, **73.0**% thought that the amount of food consumed by their children was not excessive.



According to the parents, **17.0**% of the children slept less than nine hours per night on a normal weekday.







BAD EATING HABITS IN CHILDREN

Breakfast

10.9% of the children did not have breakfast every day and **36.5%** of the children ate an inadequate breakfast that was unbalanced in terms of carbohydrates and proteins.



Excessive snacks

66.9% of the children had an excessive morning snack.

Daily consumption of soft drinks

24.6% of the children consumed sweetened or fizzy drinks every day.

Daily consumption of fruit and/or vegetables

25.9% of the children ate fruit and/or vegetables less than once a day.

Sweet and Salted snacks

52.9% of the children ate sweet snacks and **12.1%** ate salted snacks more than 3 days a week.

Consumption of Legumes 37.0% of the children ate legumes less than once a week.









FOOD WASTE

With ~700 g of food wasted per week per person, Italy ranks ninth in the global ranking of food waste. About 1/3 of the meals served in Italian school canteens is thrown away.

Fruits and vegetables are the most discarded foods (~60%).

















Let's go back in time!









Eat this, it's good for you!

You can't say no without trying it!



Eat it, it's tasty!

Eat it, so you grow taller!









TRADITIONAL STRATEGIES







Expensive, not easily accepted or understood in particular by children or adolescents.

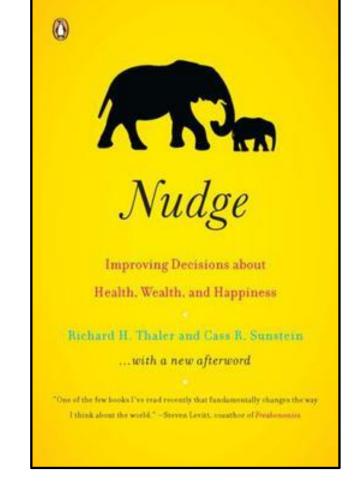








Nudge theory (2008, Thaler and Sunstein) proposes adaptive designs of the decision environment as ways to foster intuitive and automatic behaviors without impositions or restrictions.



Simple, cheap, and tunable.





















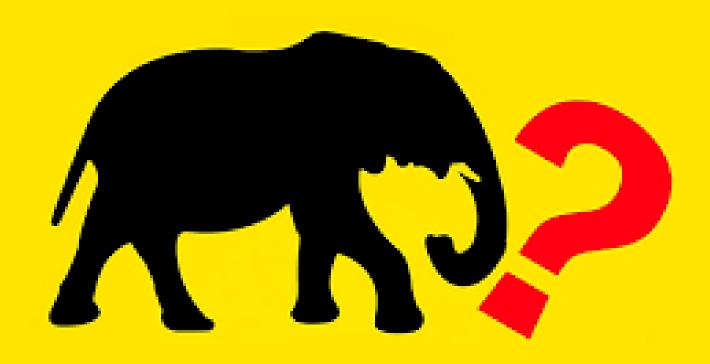








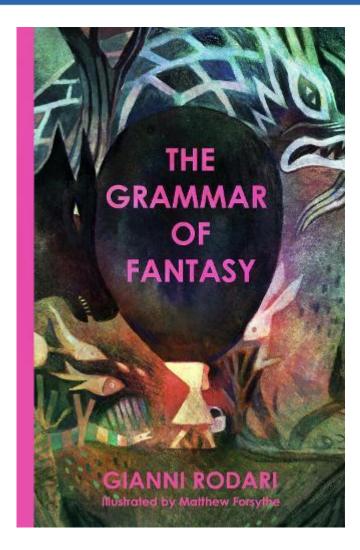












«We can enter reality through the front door, or we can slip into it, which is more fun.»

Gianni Rodari, The Grammar of Fantasy







"The child should love everything that he learns, for his mental and emotional growths are linked. Whatever is presented to him must be made beautiful and clear, striking his imagination."

Maria Montessori, To educate the human potential



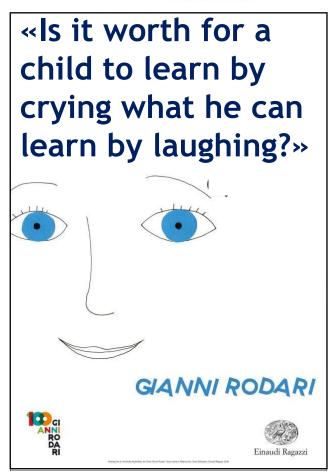






Songs, Comics, Games, and Hands-on Experiments











Synesthetic approach: associate the message with elements that involve other senses (colors, images, tastes, sounds, smells...)









Music, a magic Medium for Learning. Let's eat a rainbow!





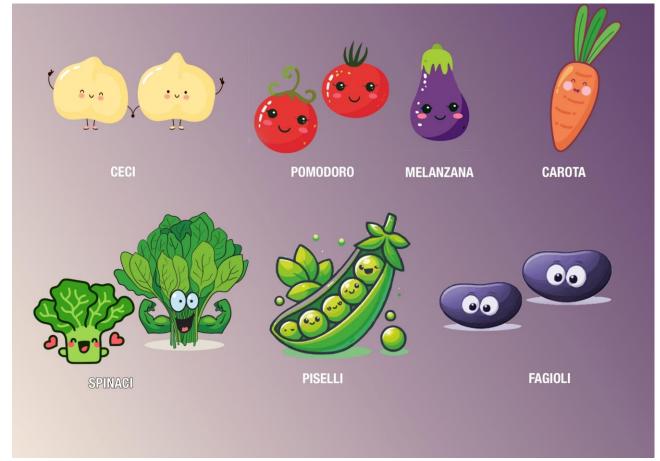


















THE POWER OF STORYTELLING

«What unites people?

Armies?

Gold?

Flags?

No, Stories.

There's nothing in the world more powerful than a good story.

Nothing can stop it.

No enemy can defeat it.»

Tyrion Lannister, Game of Thrones









«Whatever the means, the format, the aim and the content, communicating science to the public means knowing how to turn it into a story. A story is a type of substitute experience that draws the reader, or the listener, into a situation which (s)he would never have experienced otherwise.» Giovanni Carrada, *Communicating science*











COMICS: Super Maria & Paco-Man



Comics&Science was founded in 2012 with the aim of promoting the relationship between science and entertainment. The project is a series of CNR Edizioni.

























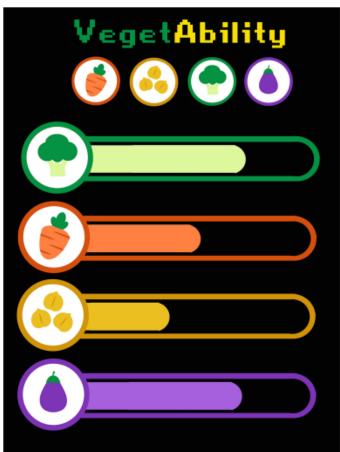














energy

















Some numbers

Children involved in 4 Lombardy elementary schools: 1500

Song: 500 children

Comic: 500 children

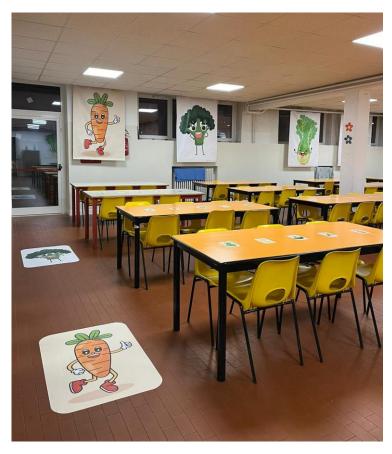
Physical priming: 500 children







Physical priming











Educational Game CIBOQUEST - The Food Pyramid Game



«For children, playing is not just fun, but it is a very serious activity that helps develop numerous skills, including concentration, which will then be fundamental at school and at work.»

M. Montessori, The Discovery of the Child









350 children















«A very beautiful toy, an attractive picture, a wonderful story, may doubtless rouse the interest of the child, but if the child may only look and listen and touch an object which remains in its place, his interest will be superficial, will pass from one object to another. »

M. Montessori, The Discovery of the Child







What molecules are on your plate? Vegetables and legumes under the magnifying glass.





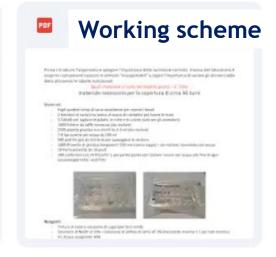
























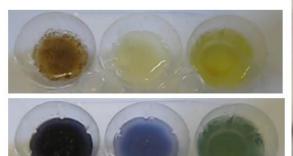
















Starch search
carrot breadcrumbs lentil flour





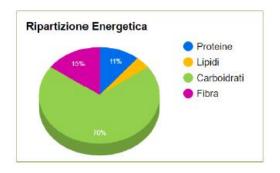












Nutriente	Valore per 100 g	Sali minerali	Valore per 100 g	Vitamine	Valore per 100 g
Acqua (g)	90,0	Sodio (mg)	95	Vitamina B1 (tiamina) (mg)	0,04
Energia (kcal)	41	Potassio (mg)	220	Vitamina B2 (riboflavina) (mg)	0,04
Proteine (g)	1,1	Calcio (mg)	44	Vitamina B3 (niacina)(mg)	0,70
Grassi (g)	0,2	Magnesio (mg)	11	Vitamina C (mg)	4
Colesterolo (mg)	0	Fosforo (mg)	37	Vitamina A (μg)	1148
Carboidrati disponibili (g)	7,6	Ferro (mg)	0,7	Carotene alfa (μg)	3780
Amido (g)	0	Rame (mg)	0,19	Carotene beta (μg)	4970
Zuccheri solubili (g)	7,6	Zinco (mg)	2,92	Criptoxantina (μg)	42,4
Fibra totale (g)	3,1	Selenio (μg)	1		





















1450 participants



















Some numbers



Game: 350 registered participants in two days Hand-on lab: 1450 registered participants in two weeks (90 shifts of 40 min each)





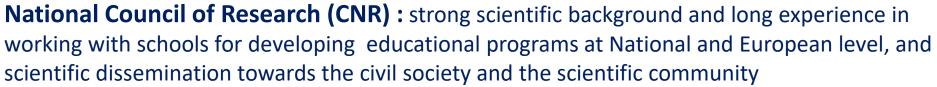


Partners, experts with different and complementary expertises:

UNIMI (University of Milano), coordinator of LO-Veg: behavioral and experimental economics, and in nutrition

Dept. of Environmental Science and Policy

Dept. of Food, Environmental and Nutritional Sciences)



Institute for applied mathematics "Mauro Picone" (IAC)
Institute for Chemical Sciences and Tecnologies "Giulio Natta" (SCITEC)
Institute for organic syntheses and photoreactivity (ISOF)
Public Relations Unit (DCSR)

UCSC (Catholic University of Piacenza): evaluation of public policies to promote healthy and sustainable diets





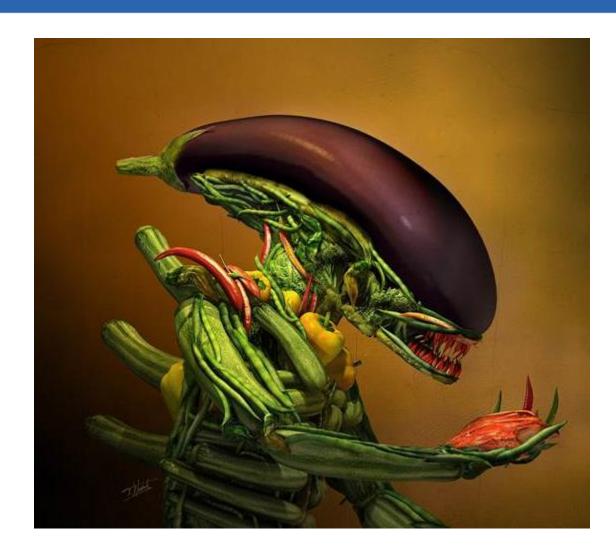


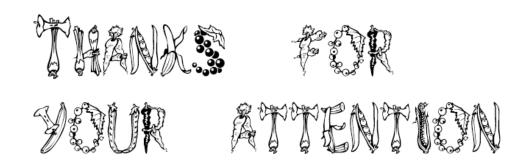














https://loveg.it/

