



Green Hero

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Abstract

Learning offers significant potential for the improvement of education processes but it is only a tool, and can only be effective if the educational goals for which it is used are clearly defined. It has become increasingly clear that the issue of quality has come to the top of the e-learning agenda. It is recognised that e-learning is not simply a substitute for electronic reading but that it provides applications which utilise creative ways of enhancing the-learning experience.

The aim of this paper is to describe the experience of the EU funded project Green Hero in using e-learning for environmental education at primary level.

The aim of the project is to improve the environmental knowledge of primary school children through an interactive state of the art e-learning programme which involves new green curricula for waste, energy and water. The Green Hero project offers a range of new education products, based on e-learning and edutainment, which will be available to primary schools and applies an holistic approach to environmental learning blending individual and groups learning, gaming, laboratories and a European competition. In this way the project appeals to its target audience of primary school children due to its engaging, fun and animated approach designed specifically for young people. Besides children and schools from the 5 partner countries will interact during online work groups and through a competition thus increasing their sense of belonging to Europe.

Teachers from primary schools are also at the centre of the project since a teacher support pack will be developed to provide practical information, advice and guidance to the teacher in their own language relating to the varied learning activities within the Green Hero programme.

The Green Hero experience is currently under implementation in 5 European countries (UK, Spain, Germany, Italy, Romania) and this represents an important added value for the validation of the Green Hero educational approach and tools. The main impact will be the behavioural change of children in schools in relation to environmental issues. The ICT skills will also be improved by interacting with the Green Hero gateway and also they will have access to other languages on the website of the project.

Introducing these well researched topics to children at an early age will prepare the children for the growth in environmental sector and careers across Europe. It also provides an opportunity for the schools to reduce costs and embed environmental science issues within their curricula.

The paper will describe in detail the approach applied to the project and the instruments put in place as well the experience gained so far with the schools in the different countries. Likewise the paper will discuss opportunities for replication of this approach to other topics.