



CHARACTERISTICS OF THE PROJECT

- The project aims to creatively and critically involve young people in the protection of Venice, through knowledge, responsible choices and concrete actions.
- The project consists in the implementation and dissemination of an educational toolkit, developed within the European university consortium Arqus and with the contribution of the University of Padua during the course "Rethinking climate change: the Venice Paradigm". The toolkit refers to the problem of sea level rise in the Venetian context.
- During the process of designing the educational toolkit, we conducted research in the field of environmental education that revealed the absence of programs that propose a creative and practical approach to the preservation of Venice. Our project aims to fill this educational void through conversations with and between students.



METHODOLOGY AND TARGET

- The toolkit provides students with accurate and up-to-date scientific information on the phenomenon of sea level rise, set in the Venetian context, and at the same time asks them to reflect on the anthropo-naturalistic complexity of the lagoon ecosystem.
- The project is addressed to young students living within Venice and surrounding provinces of the second, third and fourth classes of different secondary schools. The target age is 15–19.
- The methodology used is Challenge-Based Learning. This, set in the context of informal and experiential learning, empowers the individual student and his community by encouraging him to propose and implement solutions to problems.



OBJECTIVES

- The project ensures the following Sustainable Development Goals: Target 4.7 (education for sustainable development), Target 11.4 (conservation and protection of cultural and natural heritage), Target 12.8 (education for climate change), Target 13.3 (education for climate mobilization).
- The general objective of the project is that students develop, through knowledge, a sense of closeness and responsibility towards the city of Venice, and therefore mobilize in their own student and city community.
- The specific objective of the project is that students acquire accurate information on which to base their reflection and action.
- The success of the project will be measured through four indicators: the number of participating students, the variety of institutions involved, the feasibility study of the proposed solutions and the number of students willing to take part in a working group dedicated to the dissemination of the project.



THE CLIMATE EDUCATION TOOLKIT

- The toolkit consists of three modules and a field trip. The activities take students on a path that is first academic-scientific, then creative and finally practical.
- The modules are distributed as follows: module 1: Engage, module 2: Investigate, module 3: Act. Each module lasts approximately one and a half hours. Depending on the availability of the educational institutions, the three modules may be offered all in one day (of about 4 and a half hours) or in several days.
 - During the first module (Engage), students are provided with the necessary knowledge to understand the phenomenon of sea level rise in Venice. Students are then asked to question themselves about the environmental and social effects of this phenomenon, in order to define a challenge (challenge) to address, e.g., "How can I contribute to solving the problem of sea level rise in Venice?"



THE CLIMATE EDUCATION TOOLKIT

- During the second module (Investigate), students are asked to expand their gaze on the complex Venetian ecosystem, through a system mapping activity, i.e. a context analysis aimed at graphically visualizing the variables present in the system and the possible connections between them. This module is a creative process that allows students to grasp the complexity and develop a greater awareness of their role and ability to act.
- During the last module (Act), students are given the basis for communicating what they have learned and created, through a communication workshop focused on a communication campaign and a role play activity to simulate effective communication methods.
- In addition to the three modules, the toolkit includes a one-day visit to Venice, during which meetings with associations working in the field and visits to museums and/or nature spots are included. The purpose is to allow students to collect firsthand information on the specificity of the Venetian ecosystem.



IMPLEMENTATION PHASES

- **PHASE 1** consists of: revising the toolkit, updating technical and scientific information on the phenomenon, identifying school partners, and preparing materials. Compatibly with the collaboration of school partners.
 - O DURATION: March April 2022.
 - o COST: 2500 euros
- **PHASE 2** consists of: implementation of the tool in classrooms, sharing of academic-scientific knowledge and dynamic-creative discussion of the problem. Compatible with the collaboration of school partners.
 - DURATION: April October 2022.
 - o COST: 800 euros



IMPLEMENTATION PHASES

- **PHASE 3**: mobilization experience at the city of Venice, observation of the complexity of the lagoon ecosystem, information gathering and discussion with actors in the field. Compatibly with the collaboration of school and local partners.
 - October 2022.
 - o COST: 1210 euros
- **PHASE 4**: restitution of the experience, circulation of the collected knowledge and dissemination in the wider community of Veneto.
 - **DURATION:** October December 2022.
 - **COST:** 1350 euros



ABOUT THE ASSOCIATION

The project will be realized and disseminated by The Student Engagement Team Padova APS, which operates under the trade name SET Padova. The association, active since September 2020, is based in Padova and consists of 10 registered members and 15 nonregistered members, all students or recent graduates of the University of Padua. The mission of SET Padova is to promote the participation of young people in environmental and social policy decision-making, in order to achieve equitable and sustainable outcomes. The association achieves these goals by creating opportunities for young people to apply theoretical knowledge to solving real-world problems, further developing skills in project management, persuasive communication, design thinking, community outreach, monitoring and evaluation.

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