

« A view on Sustainable Digital Technologies »



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In order to enable the development of critical thinking and not to focus knowledge only around the environmental issues of Sustainable Development, we have chosen to analyze all of the 17 SdGs (Sustainable Development Goals) of the United Nations (UN).

This orientation will enable target audiences to develop a global view of the issues which does not ignore the complexity of situations. Nothing comes down to yes or no, good or wrong.

## THE ADVANCES ON THE PROJECT'S EDUCATIONAL TOOLS...

Our European team has been working on **3 productions** for several months.

To date, the first and most advanced of our productions is a scientific compendium of available information and thoughts on the role of digital technologies in our societies. Tailored to meet the needs of teachers and educators it displays 14 chapters in 2.



main sections of socio-economic and environmental issues focused on the current and future role of digital technologies in our countries and around the world. What does digital technologies allow? How do they contribute or hinder the achievement of a sustainable development goal? What are their opportunities and limitations? These are all questions posed through different themes that will allow readers to acquire relevant and reliable data to think on complicated matters with a planetary vision, although without finding definitive and certain answers. The readers will thus be enabled to form their own opinion on the opportunities and limits of digital technologies or rather «digital objects and services» in different situations.



### Any project production will be available in 3 languages.



Each chapter will be reviewed by external experts from different fields to ensure the accuracy and balance of the information transmitted.

The second production that we are developing is **«an educational kit»** whose final target are the secondary school students.

It is meant to be a set of educational paths which should enable different groups of students to develop their critical thinking, while enriching their knowledge and skills, to provide them with points of reference and methods to reflect for a better decision-making in increasingly complex environments.

#### **ENVISAGED PATHS**

Digital sustainability: what is it?

Did you say eco-friendly?

**Useful or gadgets?** 

What are the rebound effects?

The screen to Happiness, or the screen as a barrier to be happy?

What actions to undertake?

A future, with or without digital technology?

#### ACTIVITIES AND SUPPORTS

#### Each path will encompass a variety of approaches. For example, it will include:

Role-games, debates, cross-co-operative enquiries and surveys, interviews (with or without questionnaire, info searches, internet researches, collaborative workshops, philosophic debates, photo-languages, content productions...)

# Students will be able to base their work on appropriate materials:

Charts and geographical charts, extracts from studies (adapted), definitions, press-articles, pictures, diagrams, info-graphic, online resources (videos, etc.).

Please, contact us for more information. The educational kit is now being designed and will evolve in the coming months.

A modular training path is in construction, as well. It will be supplied with a training manual containing any envisaged project learning units, in order to enable teachers and trainers to make full use of the creations O1 (Scientific compendium) and O2 (Educational kit for class students). The training path will be organised around three main thematic strands:



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- Educational challenges of civic, scientific and eco-citizenship global education
- Economy, Environment and Society in the Anthropocene (or Capitalocene)
- Challenges and impacts of Digital technologies on the 17 Sustainable development goals.

## **ONGOING PARTNERSHIPS**

Currently, various actors have joined us to help us carry out our work. This provisional list includes the organizations that have already assured us of their support. Thank you.



The content only engages the project promoters. The views, positions and recommendations contained in our creations cannot be attributed to reviewers and partner organizations.

## HELP US / PARTICIPATE / FOLLOW THE PROJECT!

Please, contact us if you wish to exchange ideas, become associate partner or simply to follow the project developments. Besides, we are looking for schoolteachers interested to test our work in their classrooms. The project's responsible people in each partner country are listed at the bottom of the page in the right orange cloud.

Any project's improvements and updates will be published on the websites: www.laligue42.org - www.le1000e1notte.it - www.ligue-enseignement.be



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