Lesson plan



2023-1-SK01-KA220-SCH-00015112

Topic	Sustainability and technology	
Block name	Green Diary – an application for ecological living	
Age category 13 - 15	Duration 135 minutes	Number of teaching hours

Student-centered educational goals (content and performance standards)

Content standard:

- Principles of sustainable development and personal responsibility towards the environment.
- Impacts of human activity on ecosystems and climate balance.
- Possibilities of using technologies to support ecological behavior.

Performance standard:

- Design and create a simple application that tracks daily environmental activities.
- Evaluate results using a visual display of points and levels of sustainable behavior.
- Present the app and explain how it motivates an environmentally responsible lifestyle.

Integration of subjects:

- Natural history,
- Geography,
- Informatics,

Art education

21st century skills:

- Critical thinking,
- Digital creativity,
- Cooperation,
- Empathy

Didactic aids and teaching techniques:

- Computers with internet,
- MIT app inventor,
- Canva,
- Mobile phones
- Worksheet "My Ecological Week",
- Cards with environmental activities (e.g. "walked", "saved water", "used a cloth bag")

References / Resources (videos, methodologies):

https://appinventor.mit.edu

Motivational phase:

Duration: 35-40 minutes

"Every day counts"

Discussion:

- The teacher opens the lesson with the question: "How can we be more environmentally friendly in our daily lives?"
- Students spontaneously suggest ideas (waste sorting, walking instead of driving, reducing plastic, saving water).

Video with reflections:

• The teacher will show a video, e.g. <u>Sustainability in everyday life | Sustainability</u> or <u>What is</u>

<u>Sustainable Living? - Eco-Friendly Habits - Why is sustainable life important? #education</u> or his own—a simple, understandable explanation of a sustainable lifestyle for young people.

This is followed by a short discussion: "How can technology help us live ecologically?"

Worksheet:

• Students fill out the worksheet "My Ecological Week" - they write down what sustainable activities they do (e.g. walking to school, reusing bottles, recycling).

Introduction to the project:

• The teacher explains that the goal of the lesson is to create a Green Diary – an application that motivates users to behave sustainably.

Exposure phase:

Duration: 50 minutes

Objective: To combine environmental knowledge with basic principles of computer science by creating an application supporting ecological behavior.

Science Integration:

- Discussion about carbon footprint, recycling and the material cycle.
- Students determine which everyday activities have the greatest impact on the environment.
- A quick calculation: how many CO_2 emissions will a person save by not driving for one day?

Informatics integration:

- The teacher will introduce the basic principle of MIT App Inventor and show how the point database works.
- Students will create the user interface of the "Green Diary" application a field for entering
 activities, assigning points, and a graphical level indicator (e.g. "Eco-Novice", "Eco-Hero", "Eco-Master").
- Using block programming, students set that a certain number of points will be awarded for each ecological action (e.g. "I walked", "I sorted waste").

• Images and colors change according to the user's level (e.g. from a gray planet to a green one).

Activities:

Demonstration and planning (10 min)

The teacher demonstrates an example of a simple application with adding points.

Prototype creation (30 min)

• Students in groups create their own version of the app and design ecological activities that it will track.

Discussion and testing (10 min)

- Students test the applications with each other and suggest improvements.
- Students share their experiences what was the most difficult, what was the most fun, how such an application can be useful in everyday life.

Fixation phase (fixing and deepening):

Duration: 45 minutes

Presentation and voting:

- Each group will present their app and explain how it motivates users to behave environmentally friendly.
- Together they vote for the "greenest idea."

Reflexes:

• Discussion: "How is technology changing our relationship with nature? How can we support sustainability every day?"

Visual output:

• Students will create a poster in Canva titled "Small Actions, Big Impact," showcasing their ideas and environmental activities.

Student evaluation:		
Functionality and creation	vity of the application	
Teamwork and present	ation	
Understanding nutritio	nal principles	
Attachments:		
Worksheet –	My Ecological Week	
Name:	Class:	
Date:		
1. My daily eco-frie	ndly habits	
Check which activities you no	ormally do. (You can add others that come t	o mind.)
⚠ At home		
☐ I sort waste (plastic, pape	er, glass)	
☐ I use a cloth bag instead	of a plastic one	
☐ I save water when washir	ng or showering.	
$\ \square$ I turn off the lights when	I leave the room.	
☐ I don't waste food.		
🔏 On the road		
☐ I walk or ride a bike to so	hool.	
☐ I use public transportation	n instead of a car.	
☐ I share a ride with others	(carpooling)	
₽ Inside		
☐ I help out in nature (garb	age collection, planting plants)	
☐ I am interested in ecologi	ical projects or competitions.	

☐ I try to	buy local or seasonal foods.	
2 2. 1	My eco-goals for this we	ek
Add three	things you want to improve:	
1.1 3. 7	Track your results throu	ghout the week
Every day, waste, sav		u have completed. (e.g. walking instead of driving, sorting
Day	Number of eco-activities	My notes/feelings
Monday		
Tuesday		
Wednesda	ny	
Thursday		
Friday		
Saturday		
Sunday		
Q 4. I	Reflection of the week	
• What	was easiest for me?	
• What	was the hardest for me?	
• What	new things have I learned about sus	tainability?
€ Col	nclusion	

Color your "eco-rating" according to how satisfied you are with your week:

■ = I need to try harder = I'm on the right track = I live sustainably