Second Alumni Collaboration Week GreenComp

Active Learning Event - 21. March – 24. March 2024
Program

Date and Time		Agenda	Venue/Starting Point
Thursday 21.03.24 'Exploring educational contexts and practices'	9:30-11:00	**Registration, opening and welcome** Sustainable Futures Education Teacher Academy Project -Teaching Sustainability (TUD)	Klemperer-Saal, WEB 254
	11:00-11:30	*Coffee Break*	Klemperer-Saal, WEB 254
	11:30-13:00	**Sustainable Futures Education** Introduction to GreenComp (TUD)	Klemperer-Saal, WEB 254
	13:00-14:00	*Lunch Break*	Klemperer-Saal, WEB 254
	14:00-15:30	**Teacher professional learning in times of complexity** Guided Reflection and Exchange (TUD)	Klemperer-Saal, WEB 254
	15:30-16:00	*Coffee Break*	Klemperer-Saal, WEB 254
	16:00-19:00	**Carlowitz-Simulation-Game** Martin Gerner (TUD)	WEB/122 und WEB/222
	16:00-18:00	**TAP-TS management meeting** Hybrid format with Giulia Larato (EACEA) (16:00-17:00) **TAP-TS Partners** - "Kidpreneurs" planning meeting (Hybrid) (17:00-18:00)	Klemperer-Saal, WEB 254
	19:00-21:00	*Dinner and evening program* Sir Mampfelot (Food Truck) Balkaneros (TUD Band)	Klemperer-Saal, WEB 254

Date and Time		Agenda	Venue/Starting Point
Friday 22.03.24 'Engaging with and building on TAP-TS teaching and teacher education materials'	9:15	**Meeting for Parallel Sessions**	Klemperer-Saal, WEB 254
	9:30-11:00	**Parallel sessions - Thematic working groups** ● WG1: Sustainability and Entrepreneurship Education (secondary) (CorEdu) ● WG2: Sustainability and Digitality ● Take a World Trip with a smartphone (primary) (PHW) ● WG3: Decoloniality and Sustainable Futures Education (primary and secondary) (TUD)	WEB/117 WEB/119 WEB/122
	11:00-11:30	*Coffee Break*	Klemperer-Saal, WEB 254
	11:30-13:00	**Parallel sessions - Thematic working groups** ● WG1: Sustainability and Entrepreneurship Education (secondary) (CorEdu) ● WG2: Sustainability and Digitality ● My Smartphone. Planet Earth and Me (Secondary) (PHW) ● WG4: Teaching Sustainability & Resilience through Games and Simulations (secondary) (UCD/EUMMENA) ● STEAM for Sustainability & Environmental Education (Primary) (PIS)	WEB/117 WEB/119 WEB/123 WEB/122
	13:00-14:00	*Lunch Break*	Klemperer-Saal, WEB 254
	14:00-15:30	**Parallel sessions - Thematic working groups** ● WG1: Sustainability and Entrepreneurship Education (secondary) (CorEdu) ● WG3: Decoloniality and Sustainable Futures Education (primary and secondary) (TUD) ● WG4: Teaching Sustainability & Resilience through Games and Simulations (secondary) (UCD/EUMMENA) ● STEAM for Sustainability & Environmental Education (Primary) (PIS)	WEB/117 WEB/122 WEB/123 WEB/119
	15:30-16:00	*Coffee Break*	Klemperer-Saal, WEB 254
	16:00-16:45	**Preparation for museum visits** (Saturday) "Teaching Sustainability in out of school locations" - Katrin Günther	Klemperer-Saal, WEB 254

Friday 22.03.24		Link to worksheets: Let's talk about Mountains_Task: https://datashare.tu-dresden.de/s/xF2Drt2455PD9KQ MENSCHENanSCHAUEN_Task: https://datashare.tu-dresden.de/s/Jcrf9rAsxcKSGfj Overkill_Task: https://datashare.tu-dresden.de/s/CtzAD22GQRNXz4J	
	16:00-17:30	**TAP-TS Partners** - New Teacher Academy planning meeting (Hybrid) (16:00-17:30)	WEB/122
	17:30-19:00	**City tour through Dresden's Old Town (optional)** Steffen Schreiber/Ante Beslic (TUD) OR, **Sustainability on the move - an alternative city tour with focus on sustainability** Martin Gerner (TUD)	Gästehaus Weberplatz
	19:00-21:00	*Dinner*	Watzke am Goldenen Reiter

Date and Time		Agenda	Venue/Starting Point
Saturday 23.03.24 'Sustain-ability education outside of schools, reflections and next steps'	9.15-9.30	Meeting for museum groups. We will walk to the museums together. You can also get to the museum independently.	Gästehaus Weberplatz
	10:00 - 13:00	Out of school learning for sustainability- Museum visits "MENSCHENanSCHAUEN" - Stadt Museum "Let's Talk About Mountains"- Hygiene Museum "Overkill" - Militärhistorisches Museum Dresden	Stadtmuseum Dresden
			Deutsches Hygiene Museum Dresden
			Militärhistorisches Museum Dresden
	13:00-14:00	*Lunch Break*	Klemperer-Saal, WEB 254

Saturday 23.03.24 'Sustain-ability education outside of schools, reflections and next steps'	14:00-15:00	**Reflective practice:** Impulses for teaching sustainability Reflective posts **Final reflections**	Klemperer-Saal, WEB 254
	15:00-15:30	*Coffee Break*	Klemperer-Saal, WEB 254
	15:30-17:00	**Evaluation (KRE)** Please join us to provide your valuable feedback on the course materials and experience!	Klemperer-Saal, WEB 254
	19:00-21:00	*Dinner*	Ristorante da Franco

Date and Time		Agenda	Venue/Starting Point
Sunday, 24.03.24 (optional) 'Intercultural Competence in Teaching'	9:00 - 14:00	„Intercultural Competence in Teaching" (INTERACT) Jyotika Dalal (TUD)	ZLSB/ Lehr-Lern-Raum

Venue Information

Weberplatz

Google Maps
https://maps.app.goo.gl/tmEqjMqXGtvGNFwq6

TUD Campus Navigator
https://navigator.tu-dresden.de/karten/dresden/geb/web/@13.750802,51.030173,17.z

Bus: Line 66, stop Weberplatz, **Tram:** Line 11, stop Strehlener Platz

Gästehaus Weberplatz

https://maps.app.goo.gl/kdnWVez1DykwQ8im7

Viktor-Klemperer-Saal - Weberplatz

https://navigator.tu-dresden.de/etplan/web/02/raum/351102.1140

WEB/117

https://navigator.tu-dresden.de/etplan/web/01/raum/351201.0620

WEB/119

https://navigator.tu-dresden.de/etplan/web/01/raum/351201.0640

WEB/122

https://navigator.tu-dresden.de/etplan/web/01/raum/351201.0670

WEB/123

https://navigator.tu-dresden.de/etplan/web/01/raum/351201.0680

WEB/222

http://navigator.tu-dresden.de/etplan/web/02/raum/351202.0900

ZLSB

Google Maps
https://maps.app.goo.gl/Mhiht56Jsf8Mknf18

TUD Campus Navigator
http://navigator.tu-dresden.de/etplan/se2/00/raum/236500.0240

Watzke am Goldenen Reiter

Hauptstr. 1, 01097 Dresden

https://maps.app.goo.gl/ppqi5on2rbsQKEqJ9

Stadtmuseum Dresden

Entrance Landhausstraße, Wilsdruffer Str. 2, 01067 Dresden

https://maps.app.goo.gl/ZnP48jkBK8UgEYc8A

Deutsches Hygiene-Museum Dresden

Lingnerpl. 1, 01069 Dresden

https://maps.app.goo.gl/ScdrBFTXY2HAxFc26

Militärhistorisches Museum der Bundeswehr

Olbrichtpl. 2, 01099 Dresden

https://maps.app.goo.gl/fjVGnRrR1kqRjLEC8

Ristorante Da Franco

Weberpl. 3, 01217 Dresden

https://maps.app.goo.gl/b7UuKopsuAUn7t5X7

Session Details

Carlowitz-Simulation-Game

Everything is about trees in ARBOREACARLO. You are a RANGER and will decide how to cultivate and trade wood. As a CUSTOMER it is up to you which wooden products you prefer and buy. On the virtual MARKETPLACE your individual decisions will be represented displaying your expertise and intuition of wood cultivation and use. That's going to be the proof of the pudding whether you are resilient towards a couple of occurrences: Will your forest survive heavy storms without damage? Which AGENCY eases your conscience? Which wooden products and services do you prefer? According to which criteria do you decide for trading them through the CONSULTANCY?

The *Carlowitz-Simulation-Game* is a turn-based, interactive format that enables experiencing self-efficacy for sustainability action. Associated with the principle of sustainability originating from Hans Carl von Carlowitz typical decisions of entrepreneurial behaviour are being simulated through hands-on techniques of cultivating and using wood. This provides remarkable opportunities of out-of-the-box learning for sustainability.

Gabriele Wach and Martin Gerner cordially invite both wood aficionados and gamers for experiencing diverse aspects of the *Carlowitz-Simulation-Game* hands-on! Advanced in simulation-game design and facilitation the tandem is very much looking forward to an intriguing workshop atmosphere of actively involving you in implementing relevant steps. (www.carlowitz-planspiel.de)

Thematic working groups:

WG1: Sustainability and Entrepreneurship Education

Entrepreneurship education plays a key role in supporting young people to adopt a positive mindset. The entrepreneurial mindset refers to a certain way of thinking by which young people confront disadvantages, mistakes and problems in life. The entrepreneurial mindset enables young people to overcome those challenges, be decisive and take on responsibilities for any of their behaviors and activities.

What does sustainability have to do with entrepreneurship education?

Sustainable entrepreneurship education teaches young people, on the one hand, how to successfully use current resources to achieve sustainable growth while not risking future generations´ ability to access resources. On the other hand, sustainable entrepreneurship competences enable young people to value sustainability; to support equity and justice for current and future generations; to approach a sustainability problem from all sides, to formulate current and potential challenges in order to identify sustainable approaches to anticipating and preventing problems, and to mitigating and adapting already existing problems.
In this working group the participants will explore best practices and strategies for teaching sustainable entrepreneurship.

Learning objectives:

- Describe the core idea behind the sustainable entrepreneurship education.
- Engage with one another to spark innovative thinking and develop practical ideas for the implementation of the concept "sustainable entrepreneurship education" in teaching
- Apply ideas to your work by creating a usable product, such as a facilitation guide, or lesson plan.

WG2: Sustainability and Digitality

Digitisation is bringing about fundamental changes – in ecological, social and economic terms. The dimension of this transformation is comparable to the upheavals of the Industrial Revolution and affects all areas of society. Consequently, our common digital future will very much depend on how and by whom digitalisation is shaped. A key aspect will be whether the change potential of digitalisation can be used to preserve the natural foundations of life or whether the energy and resource consumption of the digital infrastructure will further exacerbate the climate crisis.

In this working group, we look at the relationship between digitality and sustainability: How can digitalisation be put at the service of sustainability? How do digital technologies affect the environment? How helpful are they in tackling the climate crisis? What social inequalities result from digital infrastructures?

Learning objectives

- Identify connections between sustainability and digitality
- Recognise the effects of your own media use
- Identify ways to teach the topic in educational settings.

WG3: Decoloniality and Sustainable Futures Education

Fires raged around the world last year, a symptom of human-induced climate change and, in France, of anger at the unlawful killing of a French teenager of Algerian descent. Climate change and structural racism stem from extractive and exploitative capitalist/colonial ideologies, which emerged from Europe and continue to fuel unsustainable beliefs and practices in Europe and around the world. Education offers hope for learning our way out of current crises, but is also heavily implicated in unsustainable beliefs and practices. Acknowledging injustice in education and acting to improve educational equity are necessary for transformation in education and for realizing the potential of education to catalyze change in wider society.

In this working group, participants explore research-based understandings of education and decoloniality in relation to education for sustainable futures, exchange critical reflections with colleagues from across Europe, and develop ideas and strategies in an area of interest to them for their own contexts of practice.

Learning objectives

- Critically consider connections between coloniality/decoloniality and sustainability/unsustainability
- Explore how decoloniality in education supports educational equity and transformation
- Develop and test practical strategies for decoloniality in your context

WG4: Teaching Sustainability & Resilience through Games and Simulations

In this session, we will explore the engaging world of platform games and simulations designed for both individual and multiplayer use. The participants will be introduced to the fundamentals of the platform games and simulations, learn how to use available resources for in-class activities that support the gameplay and gain insights into how they can seamlessly incorporate games into their curriculum. The participants will explore the potentials of gaming as an educational tool for disaster risk reduction and resilience. They will be provided with practical insights and resources to enhance their teaching methods and engage students in interactive learning experiences.

STEAM for Sustainability & Environmental Education (PIS) (Primary)

This workshop focusses on STEAM activities to explore Sustainability & Environmental Education topics. Particularly, participants will be challenged to perform and discuss

activities related with SDG6 – Clean water and sanitation. The materials, rules, and implementation of a board game called "Water Challenge," designed for primary students by future teachers, will be presented. Participants will have the opportunity to experience the game as players and engage in discussions about its pedagogical applications in primary schools.

Learning objectives
- Explore gamification and the STEAM approach, within the context of primary schools;
- Discuss the importance of sustainable water management, addressing its utilization, exploration, and protection, with examples from local, regional, national, or global perspectives;
- Identify the sustainability competencies that can be fostered through games based on SDG6.

Sustainability on the move

Sustainability on the move (sotm) is a peer-to-peer activation and coaching format aimed at exploring sustainability potential in learning assignments. Participants are encouraged to identify, describe and foster their commitment towards sustainability in their specific academic contexts. Sotm keeps you and us literally moving, i.e. following the peripatetic ideal of ancient Greek philosophers we are going to elaborate our ideas and concepts while being in/through motion, physically and mentally.

Out of school learning for sustainability

How can you work in/with museums to develop pupils' sustainability competences in relation to your curriculum subject/s?

In the short preparation session on Friday, we will explore didactical principles for working with museums to foster pupils' sustainability competences. Participants can then choose one of the following three select museums/exhibitions to visit on Saturday morning:

"Menschenschau" - Stadt Museum
"Let's Talk About Mountains"- Hygiene Museum
"Overkill" - Militärhistorisches Museum Dresden

During the museum visit, participants identify possible 'while visiting' activities for students, linking the exhibition, sustainability competences and their instructional subject.

There is no additional cost for museum visits!

Worksheets:

- Let's talk about Mountains_Task: https://datashare.tu-dresden.de/s/xF2Drt2455PD9KQ
- MENSCHENanSCHAUEN_Task: https://datashare.tu-dresden.de/s/Jcrf9rAsxcKSGfj
- Overkill_Task: https://datashare.tu-dresden.de/s/CtzAD22GQRNXz4J

Katrin Günther is an experienced teacher of English, Russian, Ethics and Philosophy at secondary level, currently pursuing her doctorate on out of school learning. By teaching

Ethics she learnt about using out-of-school pälaces for integrating well prepared context from experts into her teaching arrangements. As a school teacher at university her focus is on teaching didactics of English and on out-of-school places for teaching foreign languages.

INTERACT

Participants can also apply for the intercultural training [INTERACT](#) which addresses especially in-service teachers and will take place on the 24th March, 9 a.m. - 2 p.m. The participation is free of charge. All international participants will receive funding for this additional day (96 EUR). (The application for the training INTERACT is part of the general application for the Active Learning Event).

Places are limited, but all participants in online sessions are invited to apply.

Intercultural Competence in Teaching (INTERACT)

The course *Intercultural Competence in Teaching (INTERACT)* aims to help the participants to understand culture, the effect of cultural imprinting on behaviour and the significance of intercultural competence in order to become global citizens. INTERACT is made up of a series of complementing modules, but in this case, it will be an introductory session, giving you a first glimpse in the program.
During the course, the participants will be introduced to the concept of culture and cultural models and will also engage with their own cultural backgrounds and values. Then, using these as the starting point, they will take a closer look at other cultural characteristics and value systems in the form of dimensions of culture and the influence of these systems on ways of thinking and learning.

This will help the participants to gain a deeper understanding of the differences in prevalent values, attitudes and expectations in various contexts and settings, enabling them to view these from a new perspective. Using practical examples and their personal experiences within the work in schools, they will apply these insights and critically reflect on intercultural encounters, thus developing their intercultural competence and promoting intercultural learning.

[Participating Institutions](#)

CorEdu

Cyprus Pedagogical Institute (CPI)

EUMMENA

Pädagogische Hochschule Wien (PHW)

TU Dresden, University of Technology CTUD)

University College Dublin (UCD)

Instituto Politecnico Santarem