

TITLE

Collaborative low-carbon schools

KEY CONCEPTS

School clusters, low-carbon schools, collaboration across ages and stages, game creation and sharing, flexible learning spaces, 24-7 learning

NARRATIVE OVERVIEW

Ahmet, a geography teacher, wants to help his school become more environmentally aware and sustainable. His school is in a cluster of other local schools of different levels. Ahmet works with a group of students of different ages from across the cluster to look at the cluster's environmental practices.

Students collaborate to create a web page for their school cluster on a web site that aims to help schools across Europe work together to improve their environmental awareness and lower their carbon usage. On this web site, schools can create a profile page, upload multimedia, enter data about their school and compare it with other schools, and share ideas with schools in local areas or other countries.

The students collect data from their school and use a widget to enter data to the web site. The students also create multimedia games or videos on low-carbon issues to raise awareness within the school cluster. Students upload the multimedia productions to the website, where other participating schools and students can provide feedback on them and share experiences and advice.

TREND/S

Low carbon teaching - This trend is associated with much wider trends, from climate change to the shift towards more sustainable lifestyles and alternative sources of energy. Schools and teachers are increasingly encouraged to incorporate these themes in curricular activities, discussions and tasks with learners.

Schools coming together - There is a tendency in several countries towards setting up large clusters of schools. This is happening for example in Italy, Portugal and in the UK. These clusters include primary, lower and upper secondary schools and can have up to several thousands of students. Advantages of this trend are: economies of scale and reduced costs, easier transition from primary to secondary, teaching by stage rather than age. Disadvantages are: closure of local small primary schools, difficulty of managing such large populations of students and teachers, and risks of depersonalised, standardised teaching and learning.

VISION (ASPIRATIONS & AIMS)

- to integrate all students into the larger school environment
- to bring together the school community (especially across ages and between schools)
- to raise awareness about low-carbon schools

ENVIRONMENT

- school clusters
- home
- project web site (each school or cluster has its own web site or page)

PEOPLE & ROLES

- teachers – including teachers across all levels and subjects. Role is to organise and motivate students, demonstrate action to students, and organise other teachers
- students of different ages and from different school levels. A selection of students in a school cluster forms a committee to create a video and web site and promote the project throughout school cluster

INTERACTIONS (INCL. PEDAGOGIES)

- between ages and schools within a school community or cluster
- between schools in local areas or internationally (e.g., competitions like 'Hall of Fame' and cooperation to share experiences and ideas)
- peer interaction and collaboration (across ages and schools) – to create the web page and video and to promote the project

ACTIVITIES

- creation of video and/or game about 'greening' the school community. (e.g., 'eco-game' about how school community can reduce carbon use and output)
- data collection of different related activities within school community (e.g., electricity use, recycling, etc) for comparison with other schools
- awareness raising and promotion within school community
- creation of page on web site for comparing with other countries and sharing school data and information

RESOURCES (INCL. TECHNOLOGIES)

- web site - collaborative online space for exchanging experiences and ideas where schools create profiles, share information, uploading multimedia, providing feedback includes competition (schools with good environmental practices or multimedia presentations selected by community for 'Hall of Fame', etc)
- widget for data entry
- video/multimedia creation and editing tools