

Let's talk about: "SUSTAINABILITY!"

Through games, drawings and lapbooks students of the Low Secondary School have started the new scholastic year by talking and discussing with 10 years old children about "*SUSTAINABILITY*" !



They have introduced the pupils of the primary school to the importance of doing actions that "sustain" the world and they have explained the meaning of the "17 GOALS" to be reached within 2030!



By playing both memory games and "virtual on line games" the "*GOALS*" have become something more real !

At the end of the meeting one question has been done by the young children: "How can we sustain the world?"

The answer of the older students has been: " ***Let's start to respect NATURE!***"



Big Pit National Coal Museum

The [Big Pit National Coal Museum](#) is an excellent example of the recovery of abandoned industrial areas. Thanks to this museum the workers of this ancient coal mine, now closed for years, have been able to keep a decent work.



Subjects of the Sustainability: 8-10-11



The museum provides an underground tour. The route runs 100 meters underground. Only by visiting these places is it

possible to understand how the life of coal miners was.





An award-winning national museum that still retains many features of its former life as a coal mine, standing high on the heather-clad moors of Blaenafon, the tunnels and buildings

that once echoed to the sound of the miners now enjoy the sound of the footsteps and chatter of visitors from all over the world.

ACTIVE SCIENCE – Outside and inside the sea – Project

Best practices related to the theme of sustainability that are related to business ideas, productive activities that could create a value that is not only economic.

Describe the BEST PRACTICE

Proposer Country : Italy



To which subject of the Sustainability does it refer?

8 – Decent Work and Economic Growth

14 – Life Below Water

17 – Partnerships for the Goals

Who does it practise ?

I.C. Renato Moro (School); “Co.MIR” – Southern Cooperative Surveys and Researches, “Ittica Jonica”- Cooperative Society, Department of Biology of the “A. Moro” University of Bari, Networked with the IISS- High School of Applied Sciences – Industrial Technician with sections of Computer Science and Telecommunication, Chemistry, Materials and Biotechnology “Majorana” Martina Franca.

Where? (If it belongs to B type, please indicate the geographic place)

In the Apulia Region, in Southern Italy, in the sea of Taranto.

When?

The activity took place during the academic year 2016-2017

Why do you think that this best practice can be exported?

This activity is exportable as Best Practice because it is an important partnership between school, university and workers' consortiums.

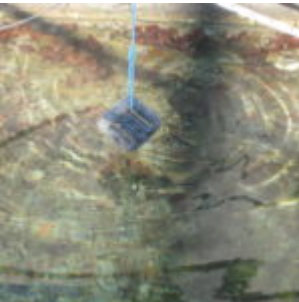
Describe the activity

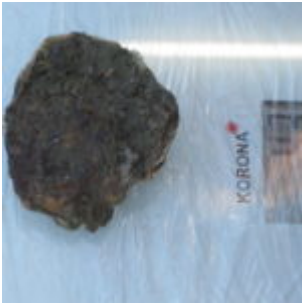
The project was intended to expose the students to science and its research method throughout a task oriented and guided practice teaching approach. The on-site visits on the coast line, for inspection, detection and sample survey and

collection, aimed to learn more about the oyster reproductive cycle (*Ostrea Edulis*).

Considering the local oyster farming cultural and historical roots, the oyster spat collection, the growing cycle, the organisms set aside, the morphometric evaluations and the environmental assessment were the main activities developed on the matter.

MEDIA



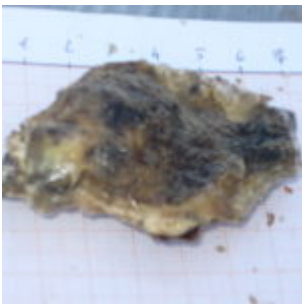


Programa de activitatii in cadrul proiectului
"PROMOTIA ACTIVITATILOR DE RECREATIE SI DEZVOLTARE
A A. ROMANIANI"

DATA	ACTIVITATE	PROFESORUL / COORDONATORUL
2010.01.15		
2010.01.22		
2010.01.29		
2010.02.05		
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2010.12.24		
2010.12.31		

NOI (1) LUNGIMEA ALTEZEA

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100	10





[SCIENZATTIVA Demo Output.pdf](#)

WEBSITE

[*SCIENZATTIVA fuori e dentro l'acqua*](#)

Environment and Sustainable Development using SCRATCH

SAGRADO CORAZÓN IKASTETXEA students talk about Environment and Sustainable Development using SCRATCH.

Scratch helps young people learn to think creatively, reason systematically, and work collaboratively – essential skills for life in the 21st century.

Scratch is a programming language and an online community where children can program and share interactive media such as stories, games, and animation with people from all over the world. Scratch is designed and maintained by the Lifelong Kindergarten group at the MIT Media Lab.

Here are their jobs:

Maria A.

<https://scratch.mit.edu/projects/145812195/#player>

Martin B.

<https://scratch.mit.edu/projects/146320629/>

Andreea D.

<https://scratch.mit.edu/projects/144579324/#player>

Ibai E.

<https://scratch.mit.edu/projects/143314433/>

Oier E.

<https://scratch.mit.edu/projects/143315016/>

Jone E.

<https://scratch.mit.edu/projects/145912859/#player>

Leire G.

<https://scratch.mit.edu/projects/146016579/#player>

Ander H.

<https://scratch.mit.edu/projects/136844015/>

Izaro I.

<https://scratch.mit.edu/projects/143315498/>

Eñaut L.

<https://scratch.mit.edu/projects/143314769/#player>

Maddi M.

<https://scratch.mit.edu/projects/143314822/>

Ariane M.

<https://scratch.mit.edu/projects/146320393/>

Arkaitz O.

<https://scratch.mit.edu/projects/145166572/>

Lezo R.

<https://scratch.mit.edu/projects/142141453/>

Alaine R.

<https://scratch.mit.edu/projects/145815292/>

Andoni R.

<https://scratch.mit.edu/projects/145954046/#player>

Ari U.

<https://scratch.mit.edu/projects/145815580/>

Unai A.

<https://scratch.mit.edu/projects/145379094/>

Kiara B.

<https://scratch.mit.edu/projects/144485728/>

Iñigo B.

<https://scratch.mit.edu/projects/142887039/#player>

Eneko B.

<https://scratch.mit.edu/projects/144144080/>

Hiart C.

<https://scratch.mit.edu/projects/145683870/#player>

Oier C.

<https://scratch.mit.edu/projects/142885264/#player>

Endika E.

<https://scratch.mit.edu/projects/154323248/>

Ekhiotz G.

<https://scratch.mit.edu/projects/145670330/#player>

Andoni G.

<https://scratch.mit.edu/projects/144136739/#player>

Olaia H.

<https://scratch.mit.edu/projects/136622738/#player>

Almike I.

<https://scratch.mit.edu/projects/145379982/#player>

Eider M.

<https://scratch.mit.edu/projects/145381463/#player>

Asier O.

<https://scratch.mit.edu/projects/142886443/#player>

Xabier P.

<https://scratch.mit.edu/projects/144137148/#player>

Ayelen R.

<https://scratch.mit.edu/projects/144138271/#player>

Irune R.

<https://scratch.mit.edu/projects/145383262/#editor>

Itxaso S.

<https://scratch.mit.edu/projects/144617849/>

Jon T.

<https://scratch.mit.edu/projects/145378724/>

Kepa U.

<https://scratch.mit.edu/projects/145729996/#editor>

Enara Z.

<https://scratch.mit.edu/projects/144617258/#player>

DBH1-EKO INFORMATIKAKO JOLASAK