

# Bulletin 1

## Digital Gamification to Prevent Climate Change



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The National Sport School, Malta

**Partner Organisations:**  
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**Project Duration:**  
01/12/2023 - 30/11/2025  
**Total Grant:**  
€60,000

**Programme:**  
Erasmus+ - Small-scale Partnerships in School Education (KA210-SCH)  
**Project Number:**  
KA210-SCH-E0355F86

## Our Project

**Project Title:**  
Digital Gamification to Prevent Climate Change  
**Project Acronym:**  
#ClimateDigiGames



**Funded by  
the European Union**

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### Our Project

The main aim of the #ClimateDigiGames project is to raise awareness about climate change and promote environmental responsibility among students and teachers by using digital gamification methods in education.

We want to turn learning into an engaging experience through games, digital tools, and creativity inspiring young people to act for a sustainable future.

### Project Objectives

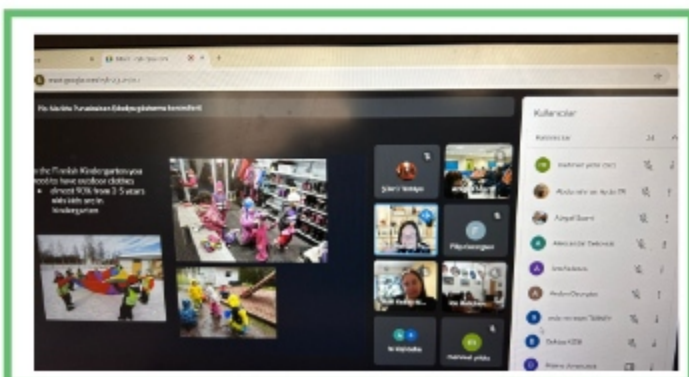
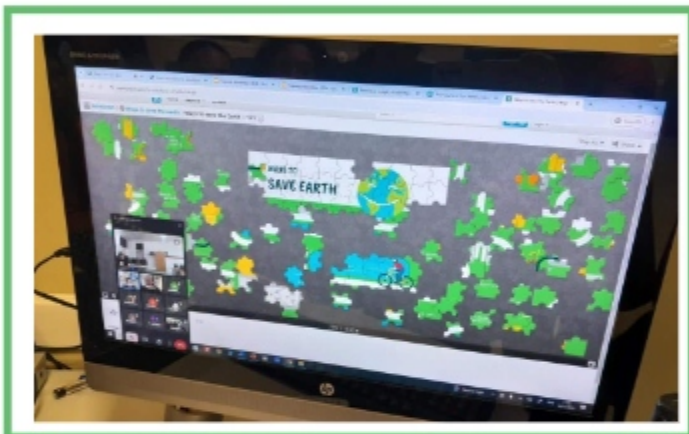
- To develop digital competencies of teachers and students through gamification tools.
- To integrate environmental education into the digital learning environment.
- To design interactive games related to climate change, energy efficiency, and water pollution.
- To exchange good practices and innovative teaching methods among partner schools.
- To strengthen European cooperation, inclusion, and cultural awareness among participants.
- To encourage SEN students and parents to take part in digital learning activities.

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### Become an EnergyStar for Energy Efficiency



### Online Trainings: From Climate Awareness to Digital Gamification

As part of the Erasmus+ project “Digital Gamification to Prevent Climate Change,” two comprehensive online training programs were successfully held with the participation of teachers and students from Malta, Türkiye, Finland, and North Macedonia.

The activities aimed to raise awareness about climate change and introduce digital gamification tools that can make environmental education more engaging and effective.

#### – Understanding Climate Change

This two-day online session focused on the causes, impacts, and possible solutions to climate change. Participants, including teachers, school administrators, and students aged 12–16, engaged in collaborative tasks using digital tools such as Nearpod, AnswerGarden, Google Slides, and Padlet.

Through brainstorming sessions, interactive presentations, and digital collaboration, participants explored concepts of weather, climate, and climate variability. They created joint digital presentations proposing practical actions schools can take to reduce their carbon footprint.

The training enhanced participants’ understanding of climate change, developed their ability to use digital platforms for education, and encouraged interdisciplinary teamwork between teachers and students.

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### Adapting Digital Transformation for the Climate Crisis



#### Finland MOBILITY

As part of the Erasmus+ project “Digital Gamification to Prevent Climate Change,” teachers from Türkiye, Malta, and North Macedonia participated in a five-day mobility hosted by KEUROPA ry in Kerava, Finland.

The training aimed to strengthen teachers’ skills in digital-based gamification methods and to promote innovative approaches to climate change education.

Throughout the week, participants learned to plan and implement gamified lessons using digital tools such as ART Generator, SEESAW, Puzzle.org, LearningApps, and CoSpaces. They explored the differences between games and gamification, created avatars, joined team-building activities, and designed interactive digital learning materials related to environmental issues.

A highlight of the program was the school visit in Finland, where teachers observed how digital gamification is applied in real classrooms. The week concluded with project presentations, reflections, and a certificate ceremony.

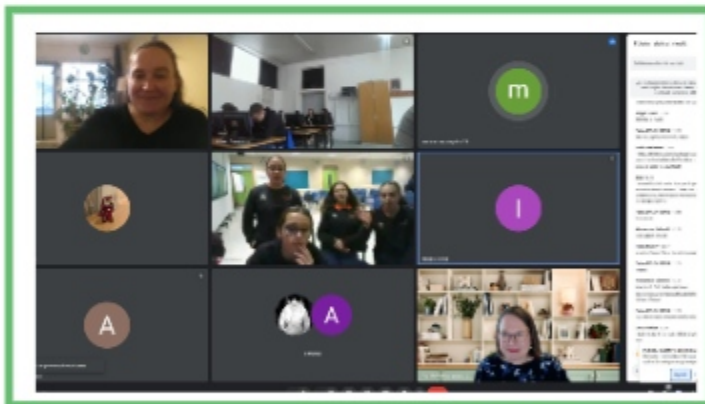
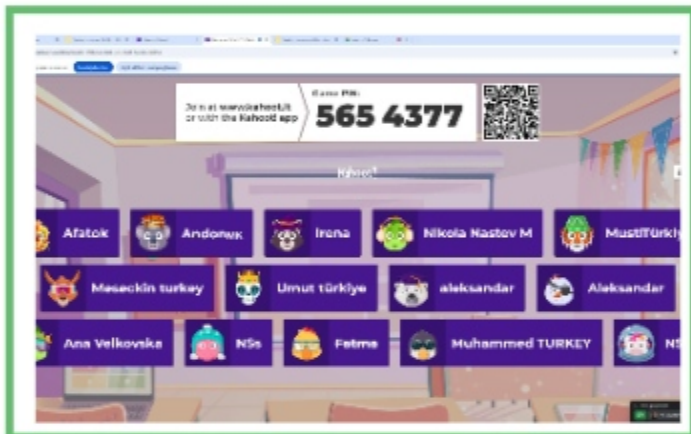
This training enhanced teachers’ digital literacy, creativity, and ability to integrate game-based learning into climate education. It also fostered cross-cultural collaboration and inspired participants to design their own 3D learning environments to motivate students in their schools.

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### 2. Online Training - Digital Gamification in Environmental Education



The second online session introduced participants to the concept of digital gamification and its role in environmental education.

Participants learned how game-based learning can motivate students to take action for nature protection and sustainability.

During this two-day event, participants created their own avatars, formed teams using Team Maker, and explored Spatial, Metaverse, CoSpaces, and ARTSTEPS platforms for building digital environments. They also practiced using Puzzle.org, LearningApps, JigsawPlanet, and other tools to create ecology-themed educational games.

The sessions combined theory and practice, helping students and teachers to develop digital literacy, teamwork, and creativity while addressing global environmental challenges.

#### Results and Impact

- Teachers and students gained knowledge on climate science and digital gamification methods.
- Participants developed sample digital games and interactive materials on environmental topics.
- Teachers improved their professional and digital competencies, while students enhanced their problem-solving and collaboration skills.
- The activities promoted cultural exchange and inclusion, involving students from refugee and disadvantaged backgrounds.

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### Forest and Digital Based Game Integration



#### TÜRKİYE MOBILITY

As part of the Erasmus+ project “Digital Gamification to Prevent Climate Change,” a face-to-face training program was held in Muğla, Türkiye, from 21–25 October 2024.

The event brought together 16 students and 10 teachers from Türkiye, Malta, and North Macedonia to enhance their understanding of climate change and explore the use of digital gamification tools in education.

Throughout the five-day program, participants took part in both theoretical and hands-on activities designed to connect science, technology, and sustainability:

- Day 1–2: Workshops on digital tools such as ClassCraft, Pictrama, FACERIG, STRUCKD, and Alice 3D, focusing on creating engaging educational content.
- Day 3: A field trip to observe burned and green forest areas in Muğla, where students discussed the environmental impact of forest fires and collected materials for digital storytelling.
- Day 4–5: Group work sessions where teams designed VR-based materials demonstrating the effects of climate change, concluding with final presentations and a certificate ceremony.

The training successfully combined environmental awareness with digital creativity, encouraging participants to use technology to promote sustainability.