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Circular Economy applied to Fabula Project Framework

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## WHAT IS FABULA C-PLUS ABOUT?

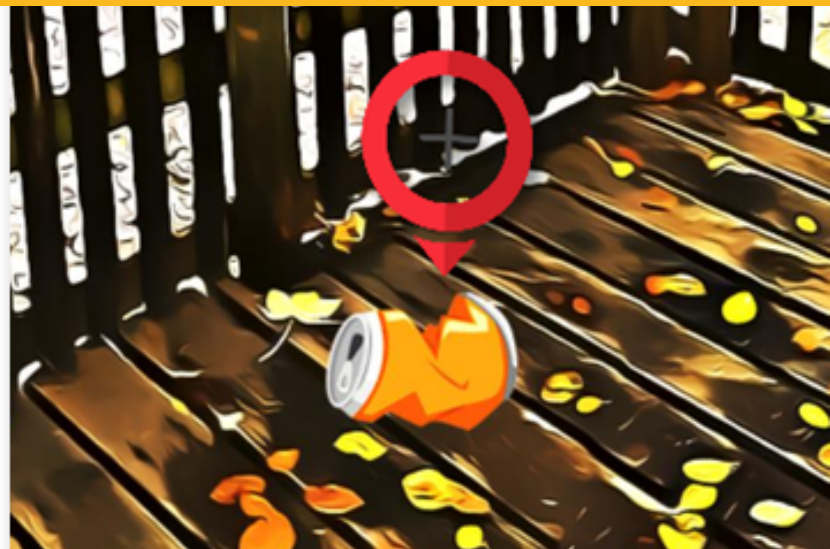
The “FABULA C-Plus: Circular Economy applied to FABULA Project Framework” Project is a two year Project, running from November 2020 to October 2022, co-funded by the Erasmus+ Programme of the European Commission.

It is implemented by a consortium of seven (7) partners from three (3) countries: Italy, Spain and Greece. The project, starting from the Good Practice created by the “FABU.LA–Financial And Business Learning Activities Game” project, experiments with innovative forms of interactive, gamified and laboratory teaching to develop in the students of classes IV and V of Primary Schools a consciousness, knowledge and ability to adopt behaviours oriented to the circular economy, experimenting and, at the same time, producing new creative and inventive ideas for an early entrepreneurial vision in the field of re-use and recycling of resources and materials.

## FABULA C-PLUS: FABULAND - THE VIRTUAL TOUR

One of the objectives pursued by the project was:

- The creation of Open Educational Resources in the form of virtual tours consisting of 360° images, to allow students to make an immersive and interactive visit to some locations that are typical of their daily lives (home, park, school, etc.) to accompany them to an early, fully-aware cultural leap to face the challenge of the circular model, moving from the concept of disvalue inherent to waste to that of value, and then to learn the transformation process of each single material they will encounter along the virtual path.



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