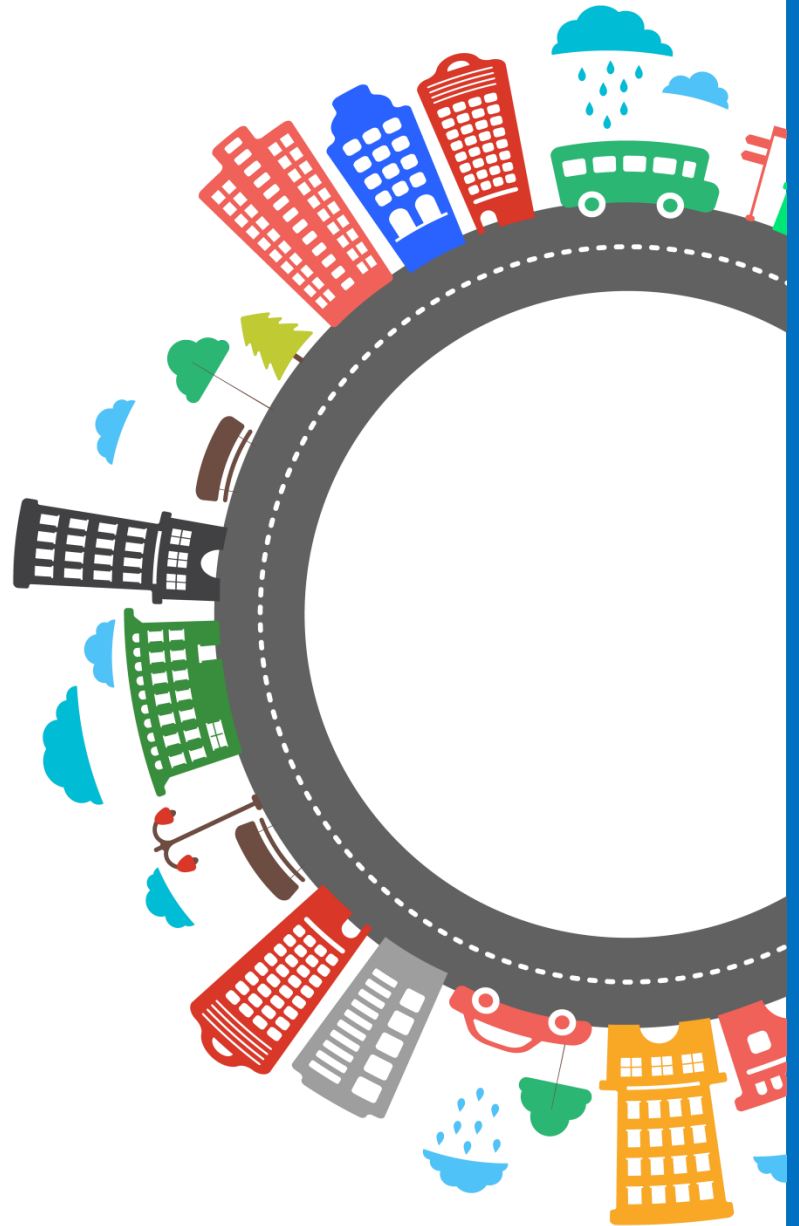


# PILOTING MANUAL



CODE  
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The piloting of the OER and the learning environment implemented within the 'FABULA C- plus: Circular Economy applied to Fabula Project Framework' project consists of the following two phases:

- PHASE 1: Education on the circular economy
- PHASE 2: The CIRCLE GAME

Below is a brief description of these steps, with indications on how to access and use the different tools.

## 1 PHASE 1: Education on the circular economy

The first phase of the piloting is entirely dedicated to circular economy education. Specifically, students and teachers should test the use and effectiveness of the following materials and tools:

- FABULAND – Virtual Tour
- Teachers' Handbook
- Further investigation materials

### 1.1 FABULAND – Virtual Tour

The OERs (Open Educational Resource), contained in a virtual environment "Fabuland - The Virtual Tour", structured in 6 virtual tours, are dedicated to Education on the Circular Economy, available in all languages of the partnership and aim to reinforce the following themes:

- Recycling of clothes
- Composting
- Food waste
- Recycling of expired medicines
- Oil recycling
- Recycling paper
- Recycling wood

Through a virtual tour of different locations (street, pharmacy, house, park, school and valley), pupils can view short 2D animations aimed at providing the basics of circular economy. "FABULAND - Virtual Tour" is available at: <https://fabula.conform.it/it/fabula-cplus/the-virtual-tour-fabuland/>.

To access all OERs, the school project staff can provide teachers and students with access credentials to the e-learning platform <https://erudire.it/>

### 1.2 Teachers' Handbook

The Teachers' Handbook contains a series of activities that the children will carry out in the classroom during the piloting phase. It aims to provide the methodological and operational tools to guide teachers in structuring classroom training actions aimed at facilitating discussion, individual and group work, to enable children to contextualise their learning and understand the key concepts of the circular economy. The Teachers' Handbook, available in all languages of the partnership, will be provided to teachers by the FABULA C-PLUS project reference school staff.

### 1.3 Students' Handbook

The aim of the Student Handbook is to enable pupils to build a knowledge and skills base regarding sustainable development at an early age that encourages them to explore concepts such as environmental protection and recycling, facilitating their creativity and other qualities needed in the workforce of the future. Incorporating sustainable development education into daily household, school and extracurricular activities reinforces the importance of respecting the environment while being creative in contributing to the social and economic well-being of society.

Structured in Work Sheets, this manual enables students to put into practice the skills acquired with the help of the FABULA C-PLUS teaching materials.

### 1.4 Further investigation materials

To complete the circular economy education phase, students and teachers should access a series of further investigation materials available within the 'Fabuland - Virtual Tour' in the tours of the virtual environment.

Consultation of the further investigation materials does not require access credentials.

## 2 PHASE 2: The CIRCLE GAME

The second phase of the piloting is entirely dedicated to the CIRCLE GAME. The game, available in all the languages of the partnership in both an online and a printable version, aims to familiarise children with the themes and system of the circular economy.

You do not require access credentials to access the online game and the printable version, available at <https://fabula.conform.it/it/fabula-cplus/the-circle-game/>