



# FABULA C-PLUS

Circular Economy applied to FABULA Project Framework

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## The Project C-Plus

The project, starting from the **Good Practice created by the “FABU.LA– Financial And Business Learning Activities Game”** KA2 Strategic Partnerships for Schools project, code 2015-1-IT02- KA201-015397, which exploited the edutainment logic, i.e. educating while having fun, to involve, motivate and enthuse Primary School children as regards entrepreneurship and financial literacy, expands its scope and range of action, experimenting with innovative forms of interactive, gamified and laboratory teaching to develop in the students of classes IV and V (9-11 years of age) of Primary Schools in Italy, Spain and Greece 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.

The project strategy described falls within the objectives of Agenda 2030, which poses an epochal challenge: "to transmit to all students the knowledge and skills necessary to promote sustainable development" by re-orienting the traditional way of governing, producing and consuming, but also that of educating and to "teaching". On the other hand, sustainable development cannot be built without a cultural change that must start from education systems, at all levels, and whose urgency and improcrastinability is now evident to everyone.



# Objectives

1. **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 in some locations that symbolize their daily lives (home, park, school, etc.) to accompany them to an early cultural leap to face the challenge of the circular model with full awareness, 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.

In support of the OER we will also produce:

- a Teachers' handbook containing the guidelines useful for carrying out activities in the classroom in the best possible way, providing teachers with adequate technical and didactic support to guide students in the use of virtual tours
- a Student's Handbook which will be an easy-to-read booklet to allow young students to learn about the learning path in all its phases, in order to be guided in the use of both the various stages of the virtual tour

**2.The conception and creation of the CIRCLE Game:** Circular Learning Evaluation Game to hone the target skills and evaluate the achievement of the Learning outcomes corresponding to the training objectives programmed by the virtual tours in a playful-didactic learning context.

**2.The design of the methodological manual of the Circular Creativity Labs for Entrepreneurship** - CiCLE to allow teachers to conduct educational workshops aimed at developing the creativity, inventiveness and entrepreneurship of young students to give waste a "second life", transforming it into something artistically and entrepreneurially new.

**2.The methodological alignment of a pool of partnership teachers** through a transnational mobility on the "CiCLE" model to hold the Circular Creativity Labs for Entrepreneurship and facilitate discussion, individual and group work, to enable young learners to apply the knowledge they have learned and translate it into "Re-CiCLE" ideas.

**2.Testing by the students of the partner schools** involved, with the support of the teaching staff, of the OER, of further in-depth materials, of the handbooks and of the CIRCLE Game.

# The Partnership

## Istituto Suor Orsola Benincasa

The Istituto Suor Orsola Benincasa is heir to a centuries-old educational tradition. The Schools of the Institute provide a unit based training programme that covers the entire cycle of studies. Its work plan is based not only on horizontal student development, but also vertical and allows, through research and exchange of experience and knowledge, it to plan and implement the piloting of updated teaching and learning methods that are attentive to the continuous changes of cognitive and learning processes.



## Regione Campania

The Campania Region - Department of Education, Social and Youth Policies is institutionally responsible for programming, management and control of educational and training plans expressed by the local system, with consultative and propulsive responsibilities, as it:

- integrates its action into the framework of educational policies at national and international level;
- coordinates education policies and promotes school-work relationships;
- plans, directs and controls the implementation of a strategy at territorial educational system level, defining long-term objectives to improve the level of supply
- verifies and governs in order to detect the efficiency of the educational institutions and to assess the degree of implementation of the plan for education supply.



## Conform

CONFORM – Consulenza, Formazione e Management S.c.a.r.l. has been working for more than 20 years at national and international level. It promotes and develops important research projects and training plans with innovative formats and solutions in the classroom, experiential learning and e-learning. It provides consultancy and technical assistance to businesses and the Public Sector, with the support of experienced staff and a consolidated team of trainers, consultants, professionals, managers and entrepreneurs all who bear successful experiences.



# The Partnership

## AKMI

AKMI VET Institute was founded back in 1989 and today it is one of the leading Vocational Training Institutes in Greece providing post-secondary education, with more than 37.500 m2 of infrastructure in various cities in Greece, including one of the most highly profiled Campuses in the Country. Every year, approx. 14,000+ active students are enrolled with the aim to study one of the 107 specialties, in more than 340 laboratories offered in 6 cities across Greece. AKMI hopes that with proper education, the youth can become productive, scientific-oriented, broad-minded, and ideal citizens of the society as the society is significantly influenced by this category of people.



## 102 Dimotiko Scholeio Athinon

102 Dimotiko Scholeio Athinon was established in 1955. It is an All-day Public Primary School located near the centre of Athens with about 250 students, aged 6 to 12, attending. Our aim is to raise awareness on various topics concerning climate change, energy saving as well as sustainability and to enable our students to better understand and address environmental issues impacting the local, national or even international community.

## Colegio CAUDE

College CAUDE arises from the common effort of a group of professionals whose project, the main objective is to get all students of our Center to achieve comprehensive development as a person, offering a quality education that encompasses human, and academic training with non-denominational character, within the democratic principles of respect and tolerance.



# The Partnership

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## Formación y Education Integral (FEI)

The company Formación y Education Integral (FEI) was established on 10th October 1997, gathering a team of experts in administration and training coming from Training Centres. The foundational mission is the design, the planning and the implementation of initiatives in the fields of training, technological dissemination activities and participation in projects oriented to the education in the personal, professional and corporate fields.





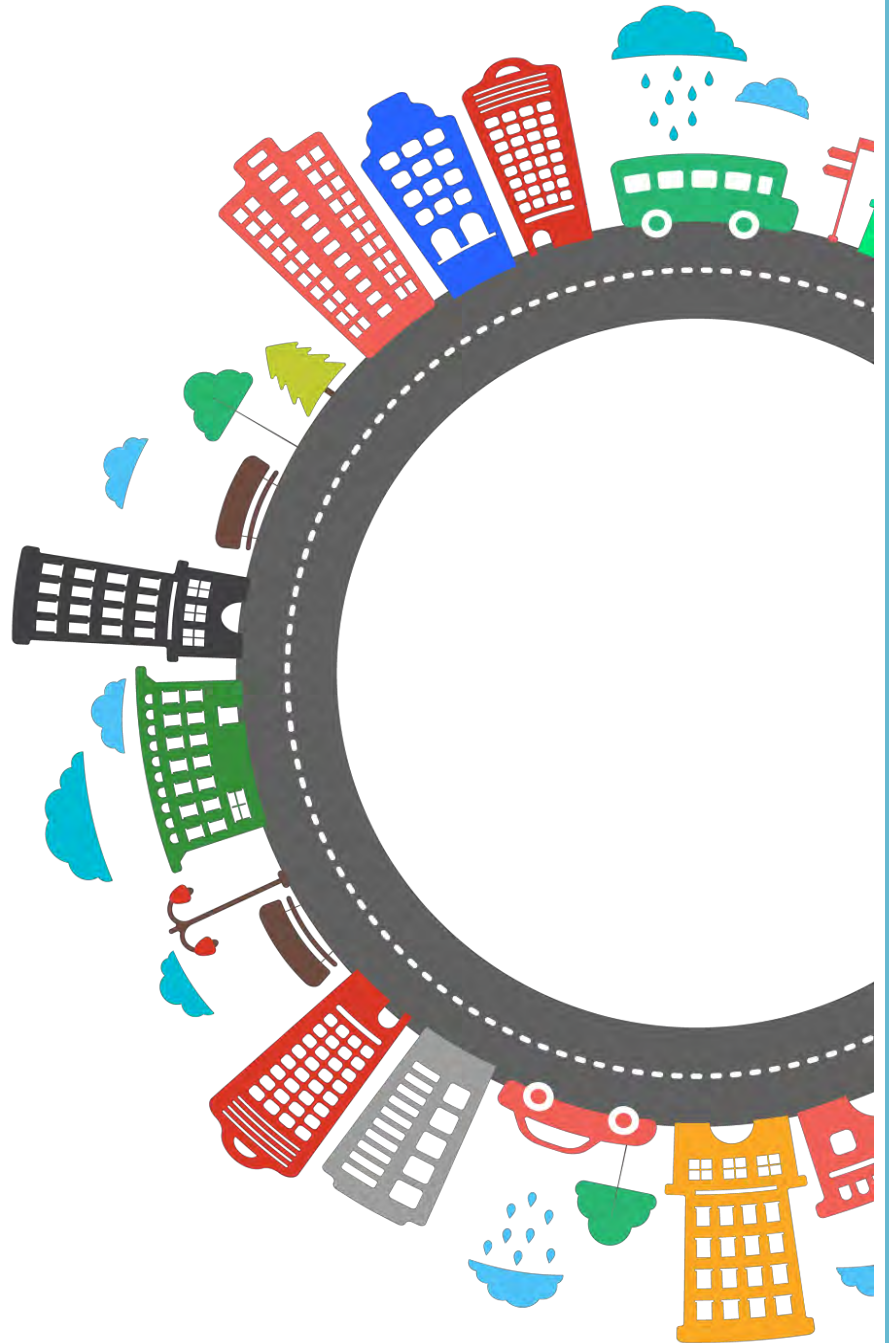
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*The products*

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## VIRTUAL TOUR



# FABULAND

Welcome to FABULAND, the city where we reduce, reuse and recycle!

Together we'll go on an interactive, virtual tour, full of stimuli and suggestions on themes of the circular economy.

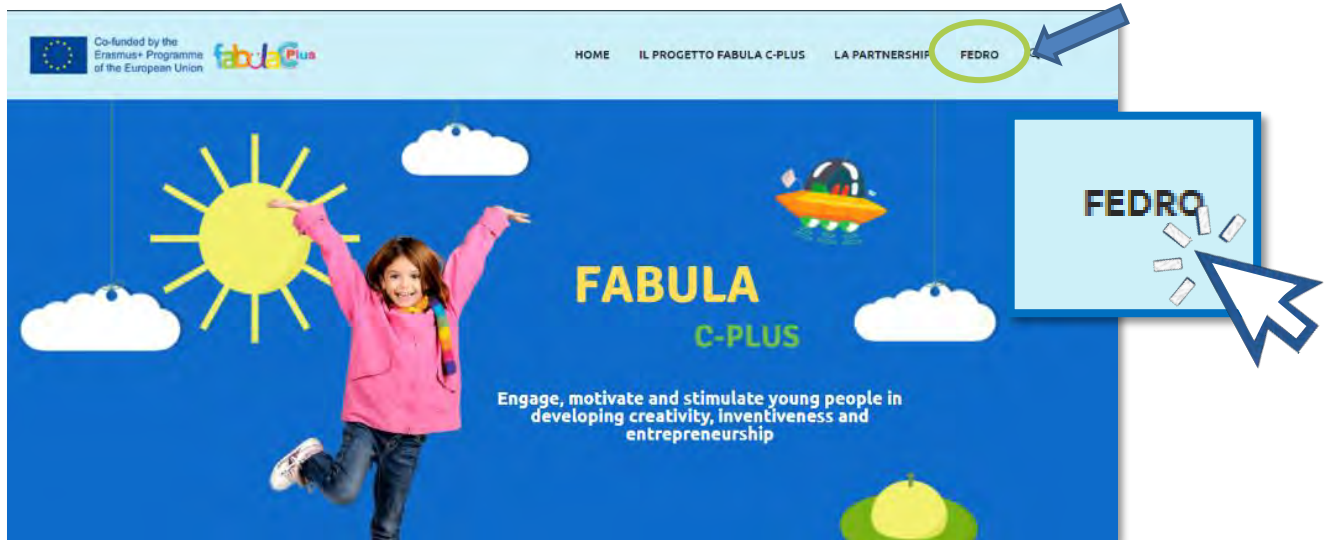
We will visit different locations to learn, through animations, information sheets, in-depth materials and games, about the key concepts to become a real environmentalist.



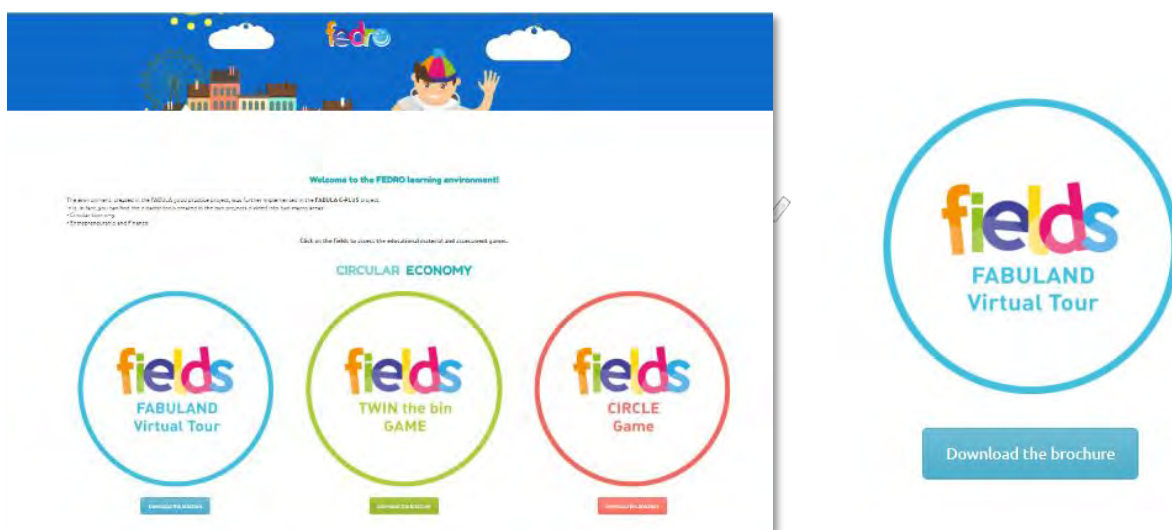


# ACCESS

Go to the <https://fabula.conform.it/it/> site and click on the «Fedro» icon in the top right



Once a new page has opened, click on the «Fabuland Virtual Tour» icon.



# BEFORE YOU ACCESS THE TOUR

Select your language and start this fantastic tour around the world of Recycling!



At the end of a short animation, before clicking on the green button to access the tour, download the educational resources to use in class and, in particular:

- The Teacher's Handbook
- The Student's Handbook

that provide technical and educational support in the use of the virtual tours and raise awareness on the world of circularity and environmental sustainability, also through game-based didactic exercises.

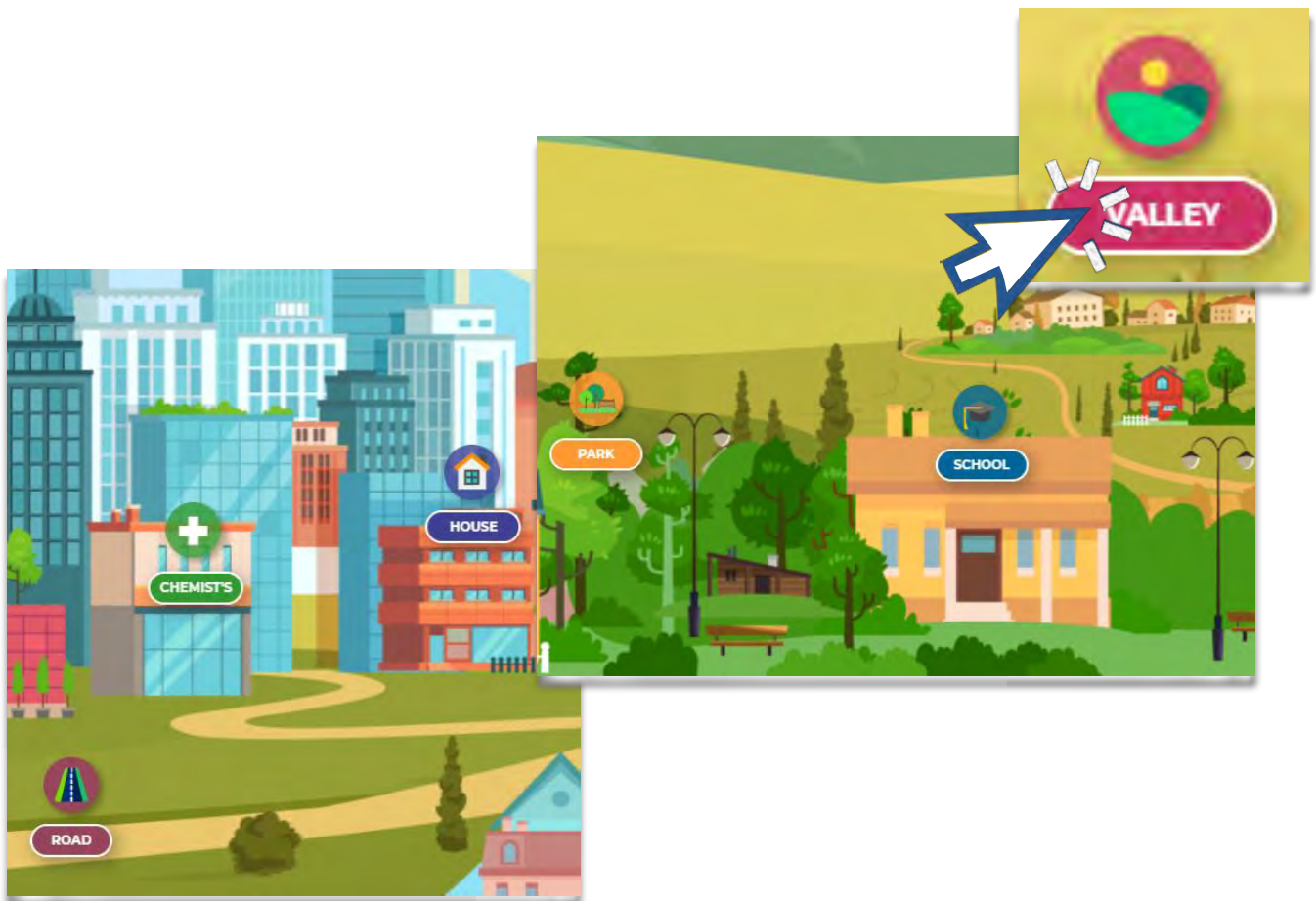
# THE VIRTUAL TOUR

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Once inside the city of FABULAND you can visit different locations:

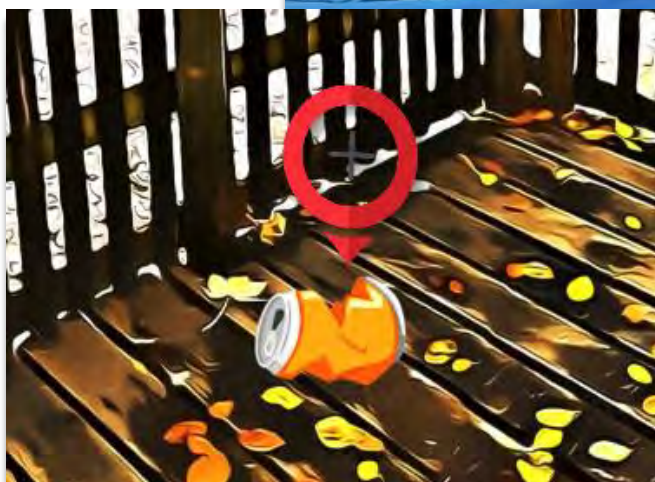
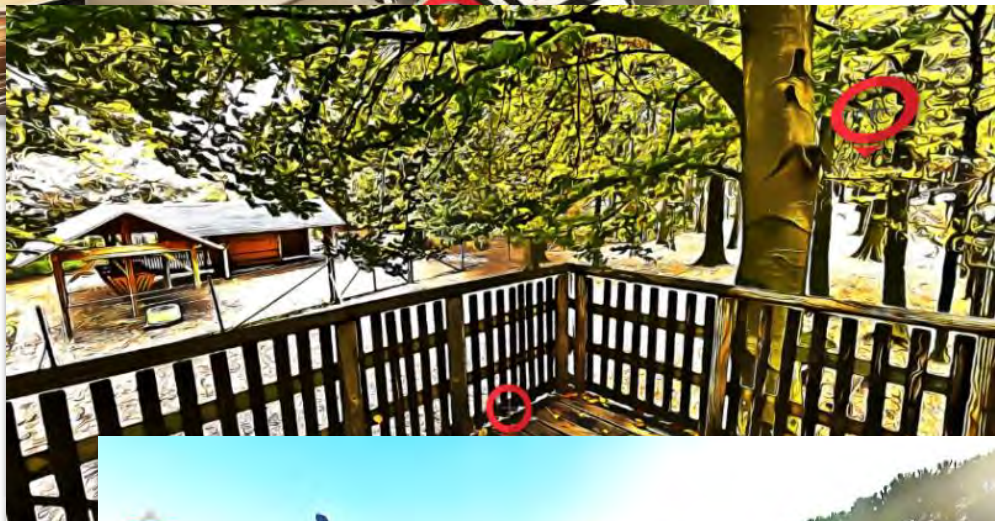
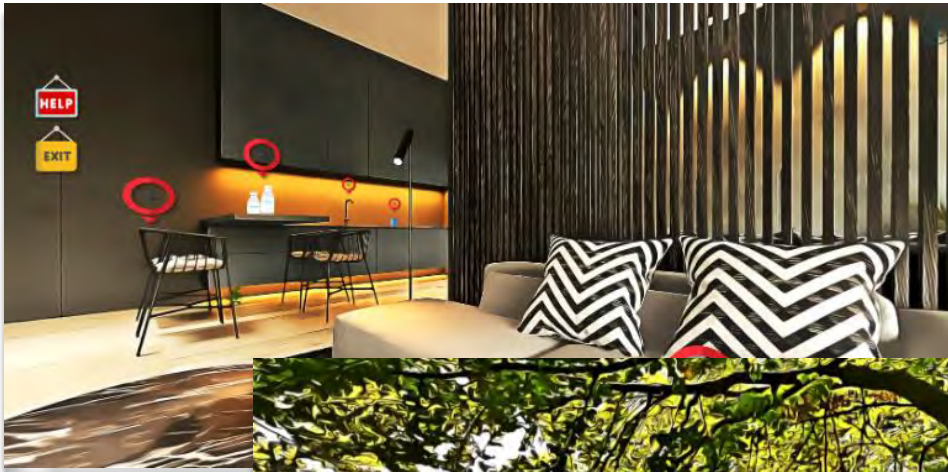
- Valley
- House
- Road
- Chemist's
- Park
- School

Find the symbols and click to access each one.



# FABULAND

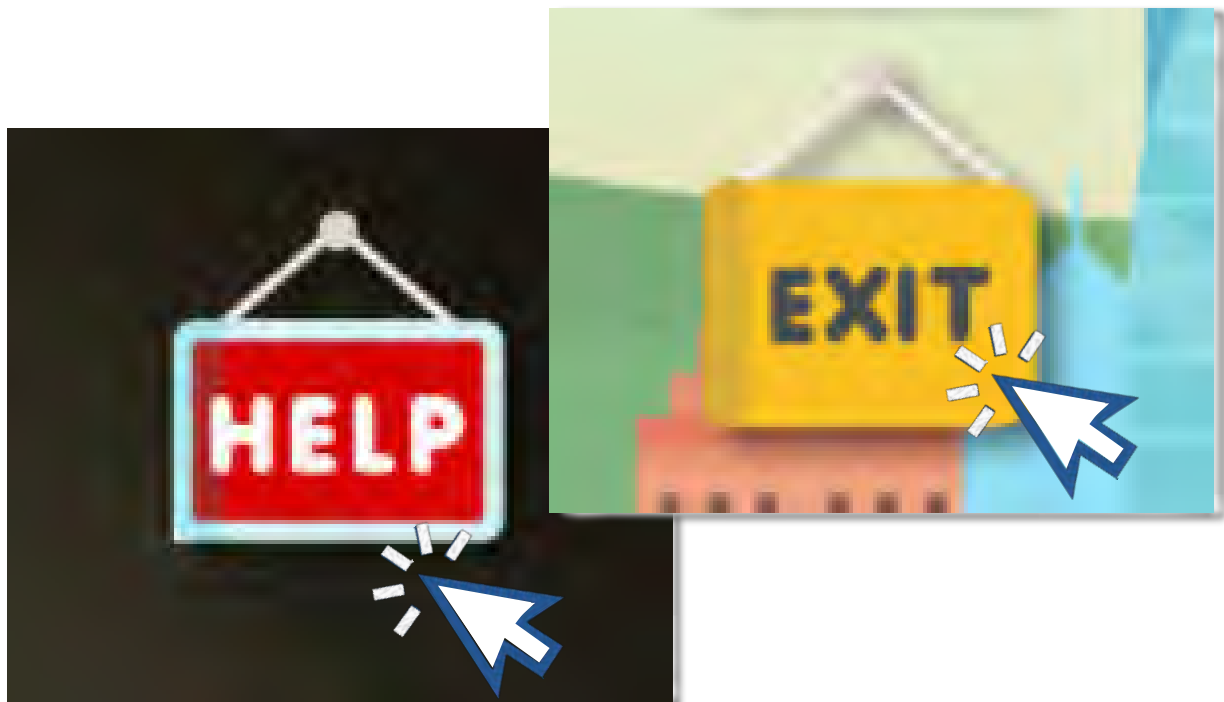
Once you have chosen the location, explore the environment and look for the points of interest indicated with a red icon.



## REMEMBER!

To go back, click on the "EXIT" button.

If you need help, however, click on the «HELP» button in the top left. You will find all the information you need!



YOU CAN MOVE AROUND THE TOUR FROM YOUR DESKTOP, BY MOVING THE CURSOR, AND FROM A TABLET/SMARTPHONE USING THE GYROSCOPE, AS WELL AS WITH "CARDBOARD" AND "VR VIEWERS", THAT ALLOW YOU TO HAVE AN ALL-ENCOMPASSING EXPERIENCE.

WITHIN THE CITY, YOU CAN VISIT VARIOUS LOCATIONS.

FIND THE 🌐 📺 📄 📁 📧 📧 📧 SYMBOLS AND CLICK TO ACCESS EACH ONE OF THEM.

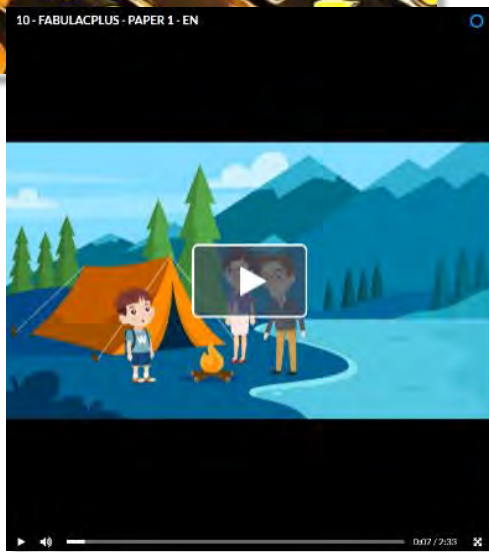
ONCE YOU HAVE ENTERED EACH OF THE ENVIRONMENTS, YOU WILL FIND "GATE" OBJECTS INDICATED WITH THE 📍 SYMBOL WHICH WILL ALLOW YOU TO ACCESS NUMEROUS MULTIMEDIA ITEMS:

- WATCH A VIDEO
- OPEN A PERSONALIZED INFORMATION SHEET, A WEBSITE, ETC.
- DOWNLOAD A FILE (PDF, PPT, ETC.)

HAPPY SURFING!

# FABULAND

By selecting the different objects, you will be able to access different audio-visual contents, that will help you to understand how important it is to recycle and how to become a true environmentalist!



## TIN CAN

How nice it would be to walk around the park and not see any garbage!  
When you see a tin can on the ground, do you throw it in the bin or do you leave it there?  
Did you know that in the first case you would help to save energy, save our natural resources and make the environment cleaner?  
Let's find out more together!



Glossaries



PDF



Research



Videos



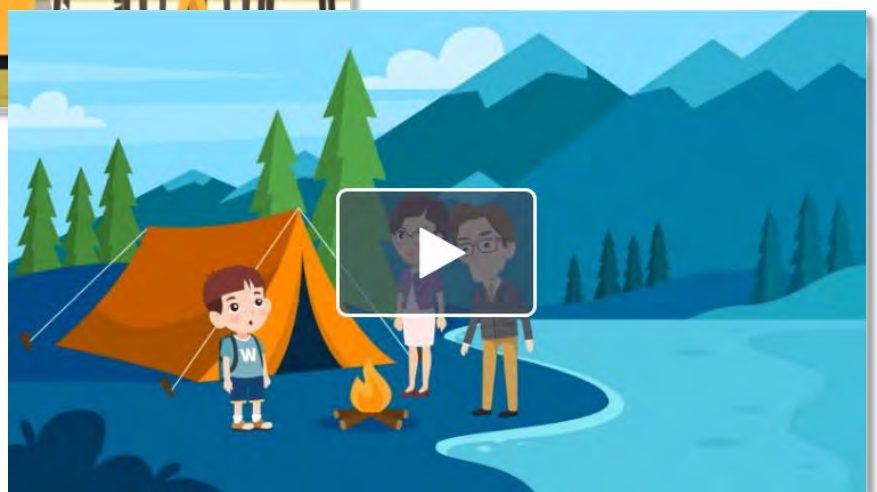
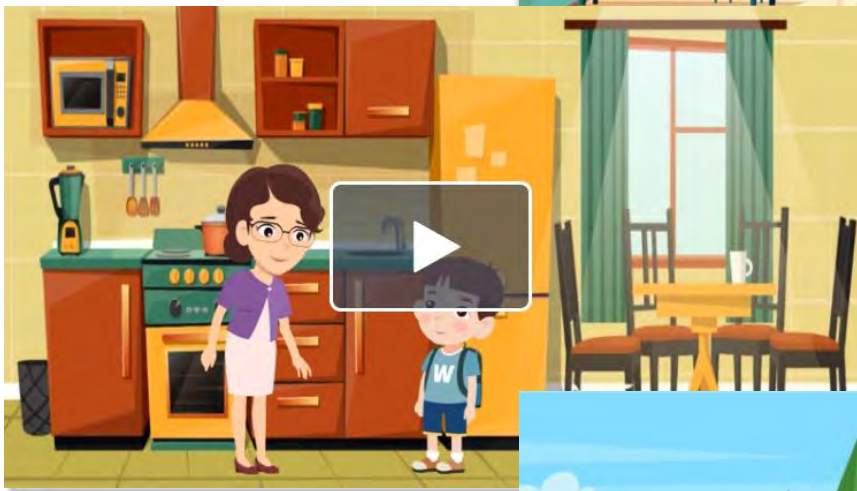
Games

# FABULAND

For each theme, you will find animated sketches.

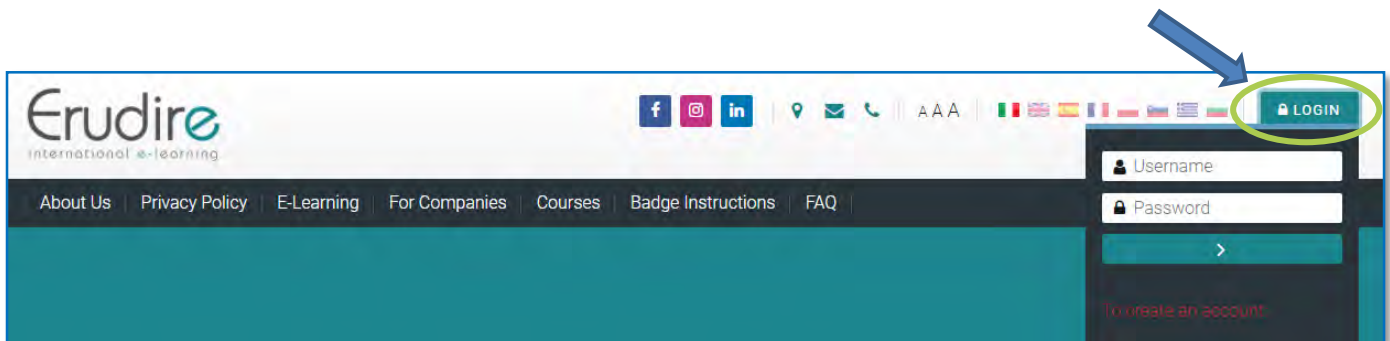
## Please note!

To see the animations, you should access the «erudire.it» platform.

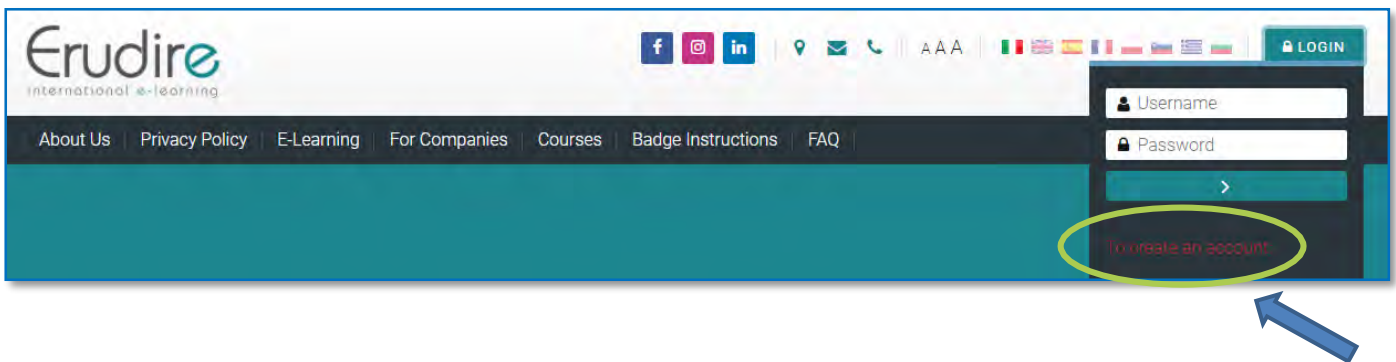


# How to access

In order to access «erudire.it» you must have login credentials for the platform. After selecting the language you desire, log in, in the top right, as shown below:



If you do not have access credentials, you need to register. Click on the «login» button and then on the «create an account» button, as shown below:



After clicking on «create an account» follow the registration procedure, entering the data requested. Once you have registered, you will be sent an e-mail at the address you provided. Read the e-mail and click on the link, in the body of the message, to confirm your account.

Per creare un account:

1. Compila il form **"Nuovo account"** con i dati richiesti.
2. Ti verrà spedita una email all'indirizzo da te fornito.
3. Se non ricevi la mail, prima di contattarci, controlla la tua cartella di spam.
4. Leggi l'email e clicca sul link presente nel corpo del messaggio.
5. Dopo aver confermato il tuo account, sarai autenticato dal sistema.
6. Una volta autenticato, potrai scegliere a quale corso iscriverti.
7. Per i corsi a pagamento è possibile l'acquisto diretto tramite PayPal o bonifico bancario.

**CREA UN ACCOUNT**

**Nuovo account**

Scegli il tuo nome utente e la tua password

Username \*

La password deve essere lunga almeno 6 caratteri, contenere almeno 1 numero(), contenere almeno 1 lettera(maiuscola o minuscola), contenere almeno 1 carattere speciale(.,\_!@#\$%^&\*~) e almeno 1 spazio.

Password \*

Ulteriori informazioni

Indirizzo email \*

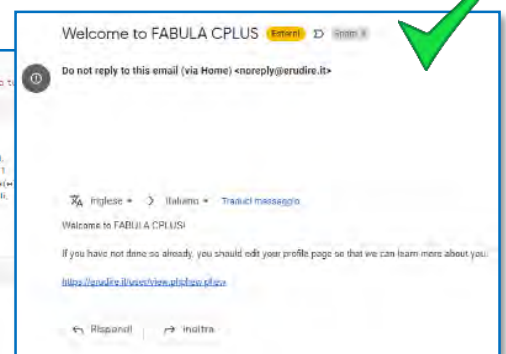
Indirizzo email (ripeti) \*

Nome \*

Cognome \*

Città / Località \*

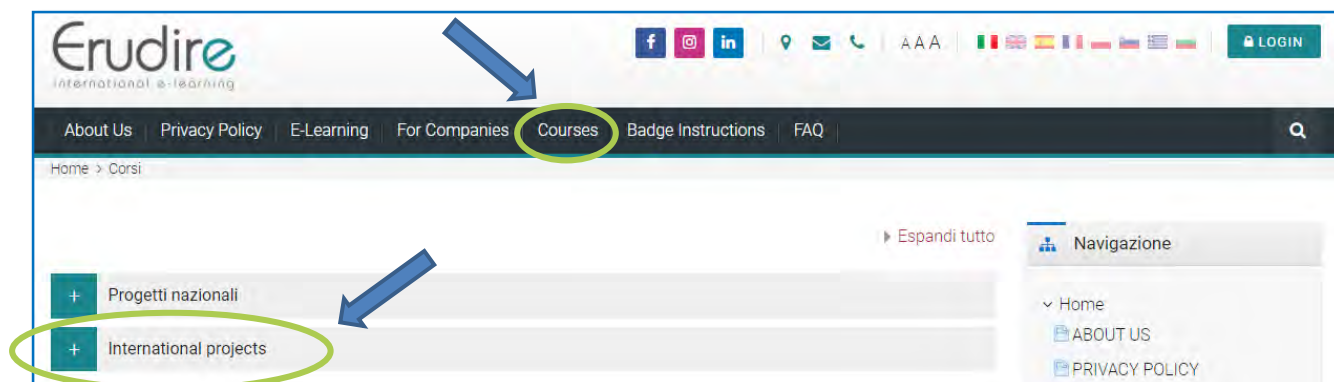
Nazione \*





## How to access

After logging in, with the credentials you already have or with those specifically created, on the platform homepage, click on the "courses" button and select the "international projects" button.



Once you have selected the button «international projects», click on «FABULA CPLUS». At this point you will have full access to the project materials.



The screenshot shows the Erudire platform interface for the FABULA CPLUS project. The top navigation bar includes links for 'About Us' and 'Privacy Policy'. The 'Home > Courses' breadcrumb is visible. Below the navigation bar, there are buttons for 'Dashboard', 'Site home', and 'Calendar'. The 'International projects' section is expanded, showing the 'FABULA CPLUS' project, which is circled in green with a blue arrow pointing to it. To the right, a large banner for 'fabulaPlus' is displayed, featuring a child holding a sun and a rocket. Below the banner, there is a section for 'FABULA CPLUS - EN' with a list of activities: 'CLOTHES 1', 'CLOTHES 2', and 'COMPOSTING'. The 'CLOTHES 1' and 'CLOTHES 2' activities are marked as 'Done: Complete the activity', while 'COMPOSTING' is marked as 'To do: Complete the activity'. A green checkmark is visible in the top right corner of the banner area.



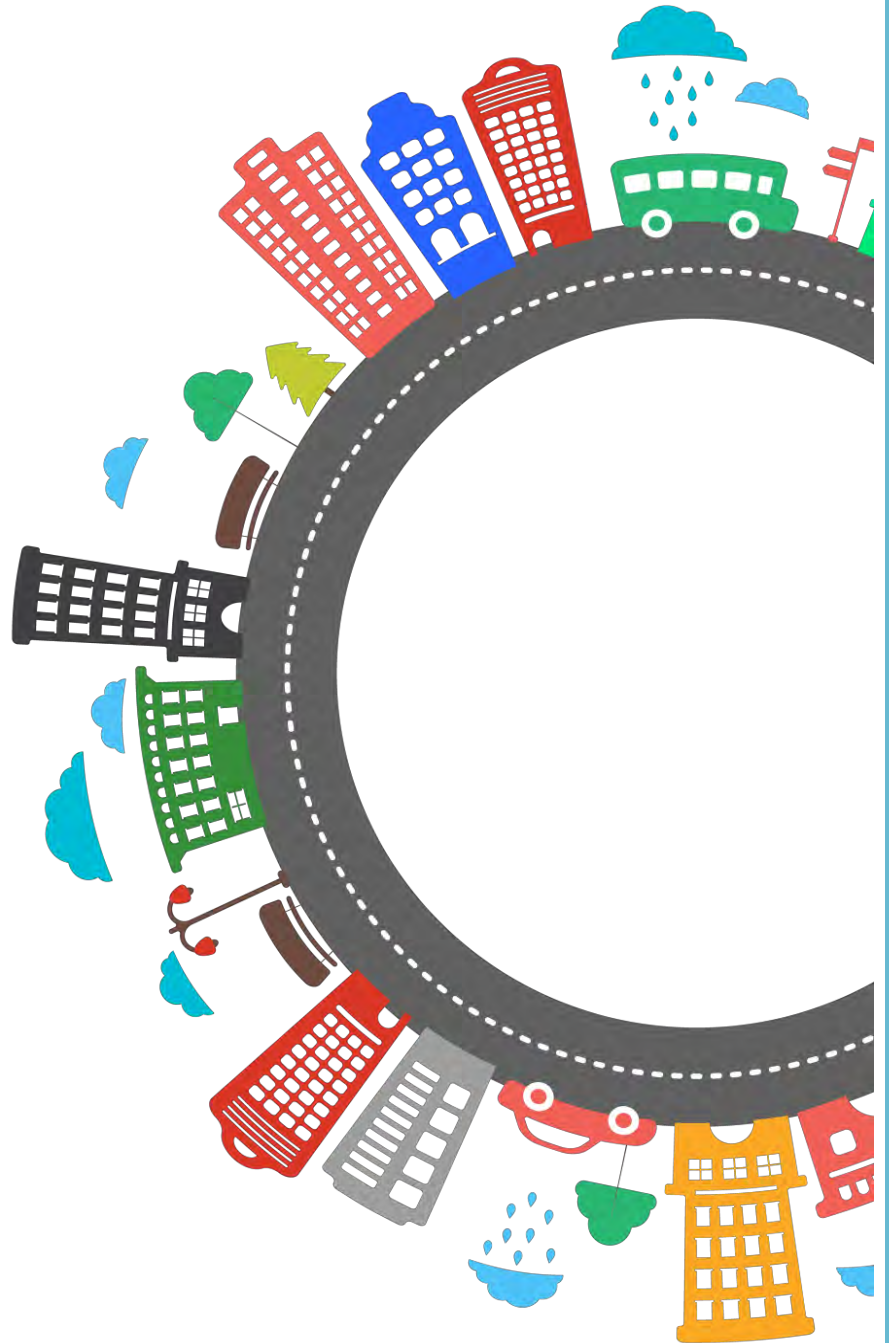
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## *The products*

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# TWIN THE BIN



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## THE GAME

"Twin the bin" is an HTML5 arcade game, in English, freely provided by the partnership. You do not need to have access credentials to access the online game, available at the following address:

<https://fabula.conform.it/it/fabula-cplus/twingame/It>.



The aim of the game is to dispose of as much rubbish as possible before the time runs out. Remember to select only rubbish that goes in the bin in your possession.



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## CIRCLE GAME



## THE GAME

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"CIRCLE Game: CIRCULAR LEARNING EVALUATION GAME" is an assessment game that draws inspiration from the goose game, as a traditional form of board game, stimulating the direct participation of students in a recursive process of activation, verification and feedback, "training" the target skills and evaluating the achievement of the Learning Outcomes corresponding to the training objectives planned in the FABULAND virtual tour, in a gamified learning context.



The game is available in all partnership languages in both an online and a printable version and aims to explain the circular economy system in a simple and intuitive way.

# THE GAME

You do not need to have access credentials to access the online game and also the printable version, available at the following address <https://fabula.conform.it/fabula-cplus/the-circle-game/?lang=it>.

The screenshot shows the website for 'The Circle Game'. At the top, there is a navigation bar with links for 'HOME', 'THE PROJECT CPLUS', 'THE PARTNERSHIP', and 'FEDRO'. Below this is a blue header with the title 'THE CIRCLE GAME' and a search icon. The main content area features a large graphic with the text 'The circle Game' and a circular arrow icon. A green button labeled 'PLAY THE GAME' is prominently displayed. To the right, there is an 'INFO' button and an airplane icon. Below the main graphic, there is a disclaimer in small text and the 'fields' logo. A row of partner logos (including CONFORM, AKMI, and FEI) is shown. A yellow button with the text 'IF YOU DON'T SEE THE GAME CORRECTLY, CLICK HERE!' is present. At the bottom, there is a yellow box with an image of the game kit and the text 'Download the kit to print', followed by another yellow button labeled 'DOWNLOAD THE PAPER GAME'.

# THE GAME

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The digital version has been designed to offer greater interactivity, also playing with images and sound effects. The paper version, on the other hand, has been created with three objectives:

- to involve children in the creation of a real game, from cutting the individual components (the cards, the pawns, the board) to its assembly
- to help them understand the importance of using recycled materials in its construction
- to allow them to rediscover the fun of board games.



# THE GAME

The game unfolds along a series of 40 squares that correspond to places in the city such as the shopping centre, the park, the school. The aim of the game is to move as quickly as possible along the board, to correctly answer the questions and queries proposed, to verify the learning of concepts related to the circular economy.



Each correct answer allows players to collect recycling points in the online game and recycling materials in the paper one. The wrong answer involves the subtraction from those available to the player. The player who manages to earn the most, to be able to become a "circle baby", a real environmentalist at the end of the course, wins!





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