HUG YOUR ENVIRONMENT AGAINST THE 4P

Environmental pollution occurs when pollutants contaminate the natural surroundings. Pollution disturbs the balance of our ecosystems, affect our normal lifestyles and gives rise to human illnesses and global warming. Pollution has reached its peak due to the development and modernization in our lives. With the development of science and technology, there has been a huge growth of human potentials. People have become prisoners of their own creations. We waste the bounties of our nature without a thought that our actions cause serious problems. So we are 5 schools who have come together to deepen our knowledge of nature`s laws and broaden our understanding of the laws of the human behavior in order to begin dealing with pollution problems at school age. So, it is very important to know different types of pollutions, their effects and causes on humanity and the environment we live in.

This Project "Hug Your Environment against 4P" has been created by aims to adapt 21st century skills with 80 students and 64 teachers. 4P represents 4 types of pollution: Air, Land, Sea, Light. We all met on eTwinning where we use to share the needs of our staff, students and schools. We have seen that we have the same problems, with the same goals. All our objectives and goals met the Et2020 goals which are Nature-Based Solutions and Providing viable solutions of natural ecosystems. Of course we cannot overcome pollution totally. But we can raise awareness for it at a very early age. Since the consciousness begin at an early age, it continues whole your life. Besides as today's children are born into technology, they already know how to use smartphones, tablets or computers. In order to keep them far away from playing games or social media, we wanted to teach them the educational site of technological devices. We will combine the traditional methods and 21st century skills. We will improve the quality and efficiency of education and training which is one of the goal of ET2020. As we will integrate the topics into curriculum, we will use web2 tools to practise them and to keep their sustainability and to inspire the next generations to enhance creativity and innovation which is one of the goals of ET2020. Another goal is making lifelong learning and mobility a reality, 80 students and 64 teachers will join the mobility. These long-term goals and in addition promoting equity, social cohesion and active citizenship, including entrepreneurship at all levels of education and training all meet each partner schools' strategic plans as well. Involvement of teachers, students, neighbouring schools, directorates of education, parents make this project more valuable.

By learning different web2 tools to be integrated into lessons we will find out and improve students' critical thinking skills, problem solving skills, creative thinking skills and communicative thinking skills. More than 2000 participants will play active role in project activities. The profiles of the participants have one in common. They all met web2 tools very short time ago and all of them are willing to adapt them into their curriculum.

The games, digital storytelling, video making and evaluation web2 tools will be adapted. Traditional games related to environment will enable students have fun while learning storytelling will improve their creative thinking skill. Learning to evaluate assessment using web2 tools teachers will save time

Instead of assessing papers, they will get instant results or feedbacks and thus can prepare extra activities for students to practise. Outdoor activities will allow them to find out their skills while exploring.

By emphasizing the world's most common problem pollution, participants will be more sensitive to this problem and they are expected to be more environment friendly citizens. They will be aware of environment degradation but on the other hand will be aware of the solutions which each citizen in the world should take care of.

Besides technology and pollution each participant will be aware of respecting other cultures, speaking a foreign language and lifelong learning

The methodology used is based on the principles of learning-by-doing, peer-education, team working and collaborative learning, with a strong focus on developing problem solving skills via web2 tools.

The impact of the project will be Europeanwide. More than 400 schools will be aware of our project by the cooperation of Education Directorates. Our books will reach more than 10000 students and 1000 teachers. The exchange and combination of a variety of working methods, teaching styles and competences will also allow developing a common, work-based learning methodology, which will be replicable and adaptable to different contexts and in different European countries. Teachers and trainers will increase their relevant didactic and methodological skills, and will promote collaboration between schools and companies/organizations across Europe.