

**Circular Economy** is part of the modernisation and transformation needed for the EU to become world's first major economy to go climate neutral by 2050.



## HOW are WE going to DO IT?

through the various educational resources that will be designed, developed and implemented:

series of

### Comic Strips

to introduce the concept of reducing waste, reusing old products and recycling waste

children 6 to 10 years

series of

### Online games

as Digital Breakout Challenges based on circular economy themes

children 11 to 15 years

online challenges using the

### WebQuest model

each challenge will build a strong understanding of environmental issues, environmental protection and the benefits of the circular economy

teenagers 16 to 20 years

### induction training programme for parents

to develop their knowledge of circular economy and support their role as facilitators

### in-service training programme for adult and community educators

to support the delivery of the family learning model being developed

### Online interactive portal

providing instant access to the full suite of resources developed in a range of formats

**Consumers** are key players in the development of circular economy – if they change their habits, market will follow.

# WHAT WE HAVE ACHIEVED SO FAR?

In the first 6 months of the project, partners have:

Developed **the suite of 12 monthly themed comic strips** addressing different environmental themes.

This suite of comic strips addresses raising awareness of environmental issues.

## How to get connected with ICE-CAP

If you would like to join the **stakeholder groups**

please contact the partner in your home country or the coordinator for further information.

Visit our website:

<https://ice-cap.eu/>

and join our **Facebook page**:

<https://www.facebook.com/wastenotwantnot.eu/>



## IN THE PROCESS....

The development of **digital breakout challenges** that will address key environmental themes to introduce the concepts and philosophy driving the circular economy.

Scenarios for each resource will be developed that adequately address key environmental themes in both positive and negative scenarios.

The ICE-CAP **WebQuest challenges** will be designed to support family members to develop an acute understanding of key environmental issues, the emerging circular economy and circular economy business models.

The WebQuests will present real-world scenarios related to environmental issues in both positive and negative scenarios and set tasks for learners to complete.

**ICE-CAP is a consortium of 6 partners representing: Croatia, Finland, Ireland, Portugal, Spain and United Kingdom**



Co-funded by the Erasmus+ Programme of the European Union

"The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein."

2019-1-UK01-KA204-061444



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