

**AIM:** Develop educational materials to be used in the classroom



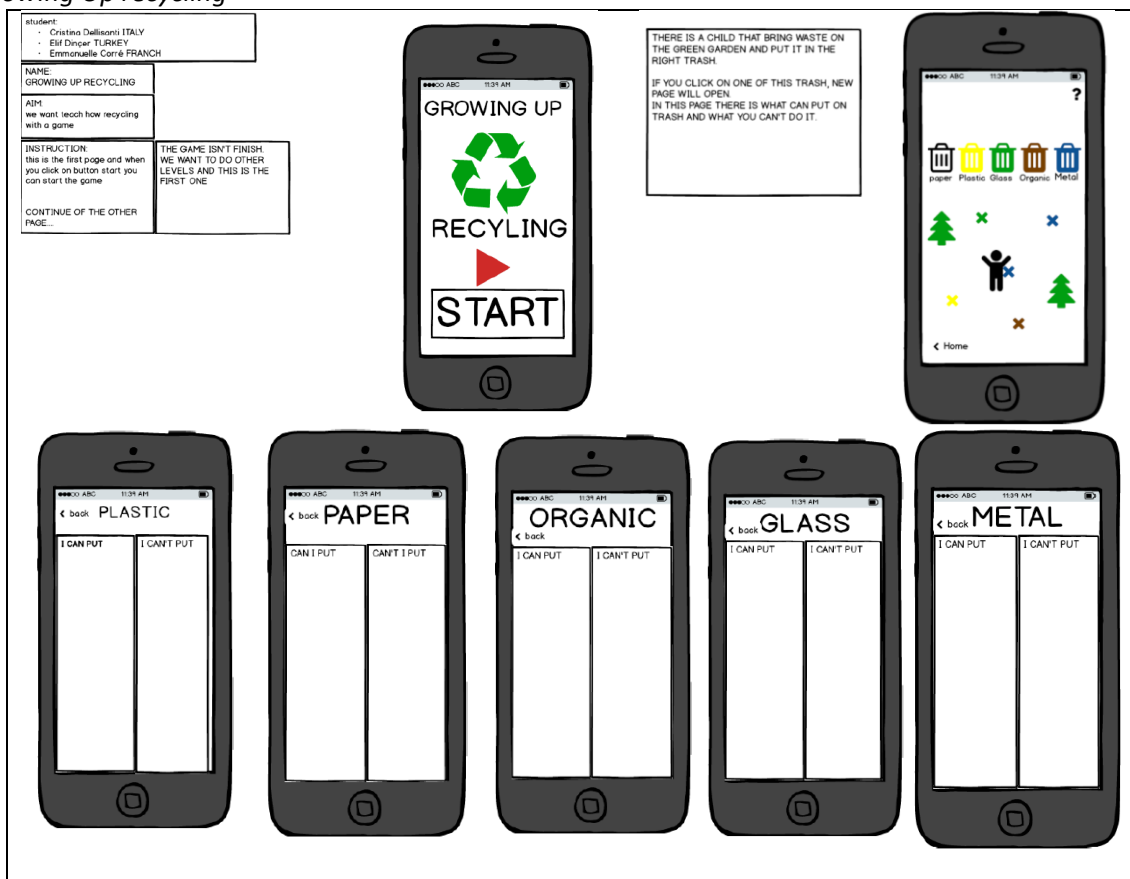
**HOW:** Choose one of the two main themes and get inspired with the ideas of our students

**WHAT:** Produce **Smartphone Apps, Computer Programs, Roll Games or Educational Videos**

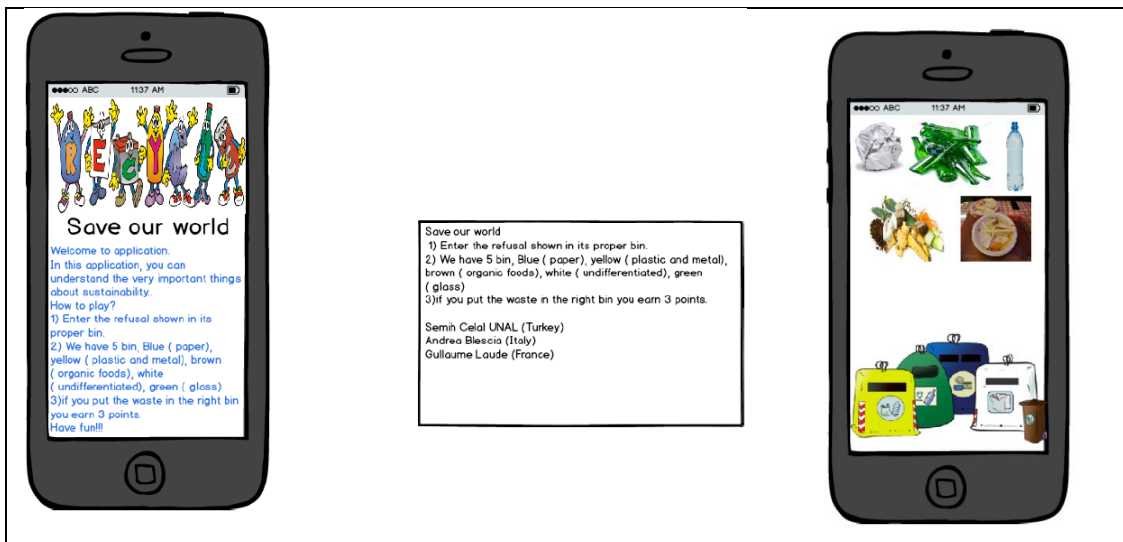
## Theme A - *Learn to Recycle*

Mockup examples/Ideas:

### 1. *Growing Up recycling*



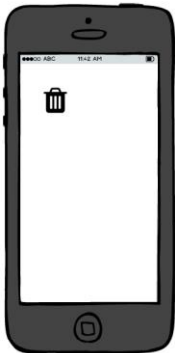
### 2. *"Save our World"*



Erasmus+



### 3. "Recycle Bins"





**Recycle bins**

The aim of this game is to teach children how to collect waste.


Children have to put trashes in the right bin with their fingers.  
 Green bin is for paper and plastic.  
 Yellow bin is for food.  
 Grey bin is for battery.


Zeynep YURTCU Turkey  
 Bence Vincze Hungary  
 Bonni Claire Réunion






you have 1 minute and 30 seconds to reach this level






at the end they can share their scores and invite others to play.


The fall of trashes will be more and more faster, if a trash fall down the player lose 1 point.  
 You only have 1 minute to reach this level




Wrong answer




Right answer




Wrong answer



Right answer



Wrong answer



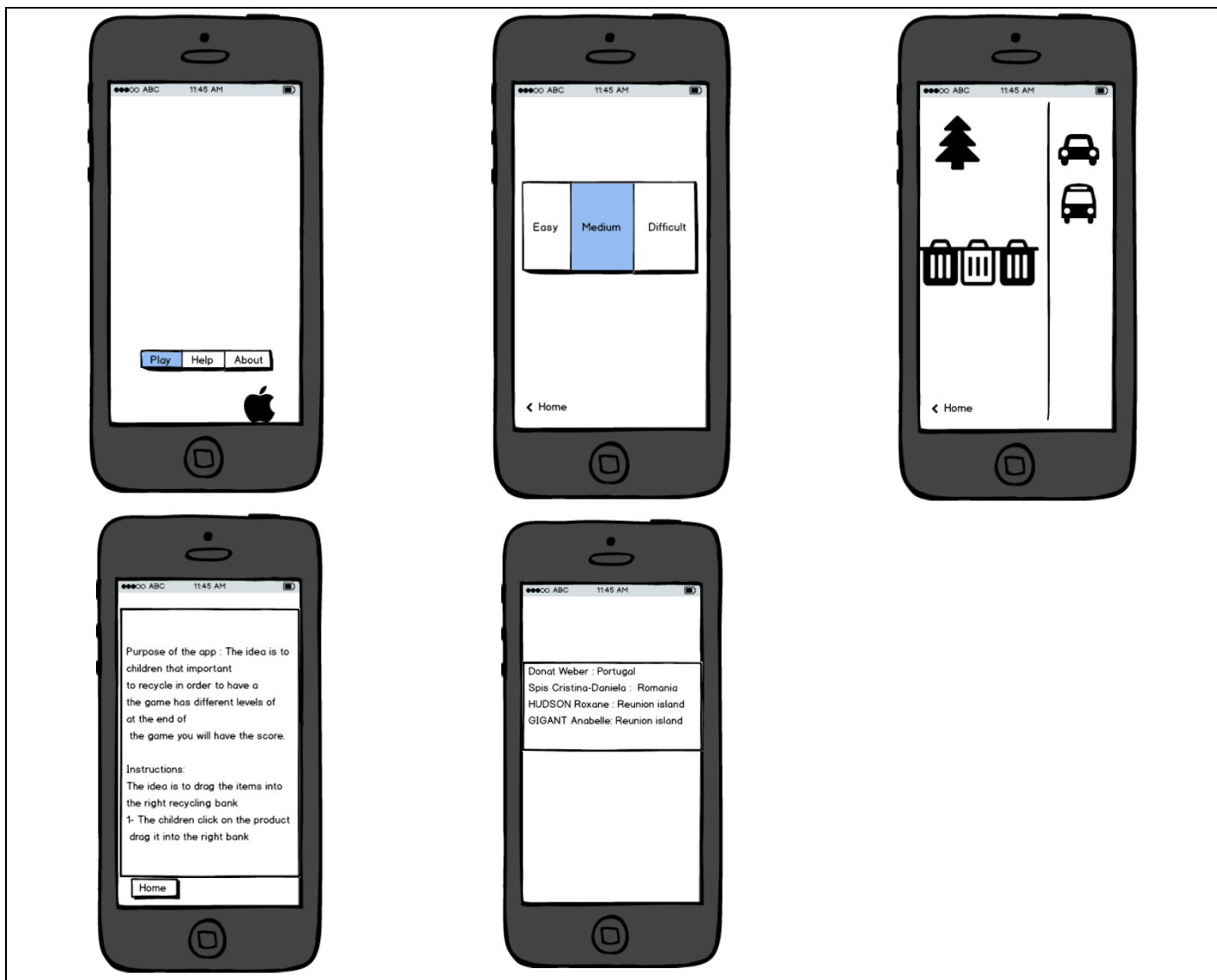
Right answer



Erasmus+



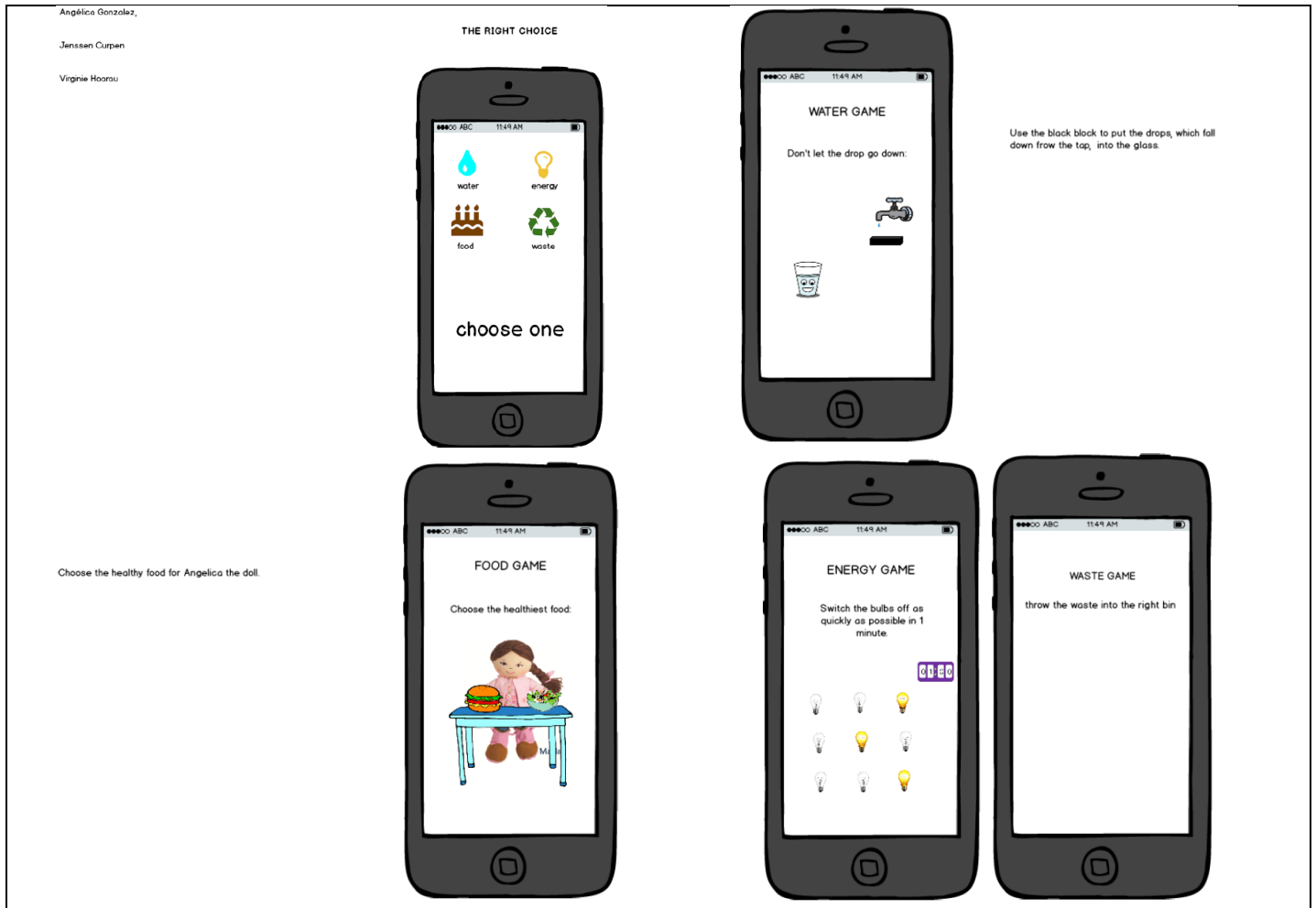
4. "Learn to recycle"



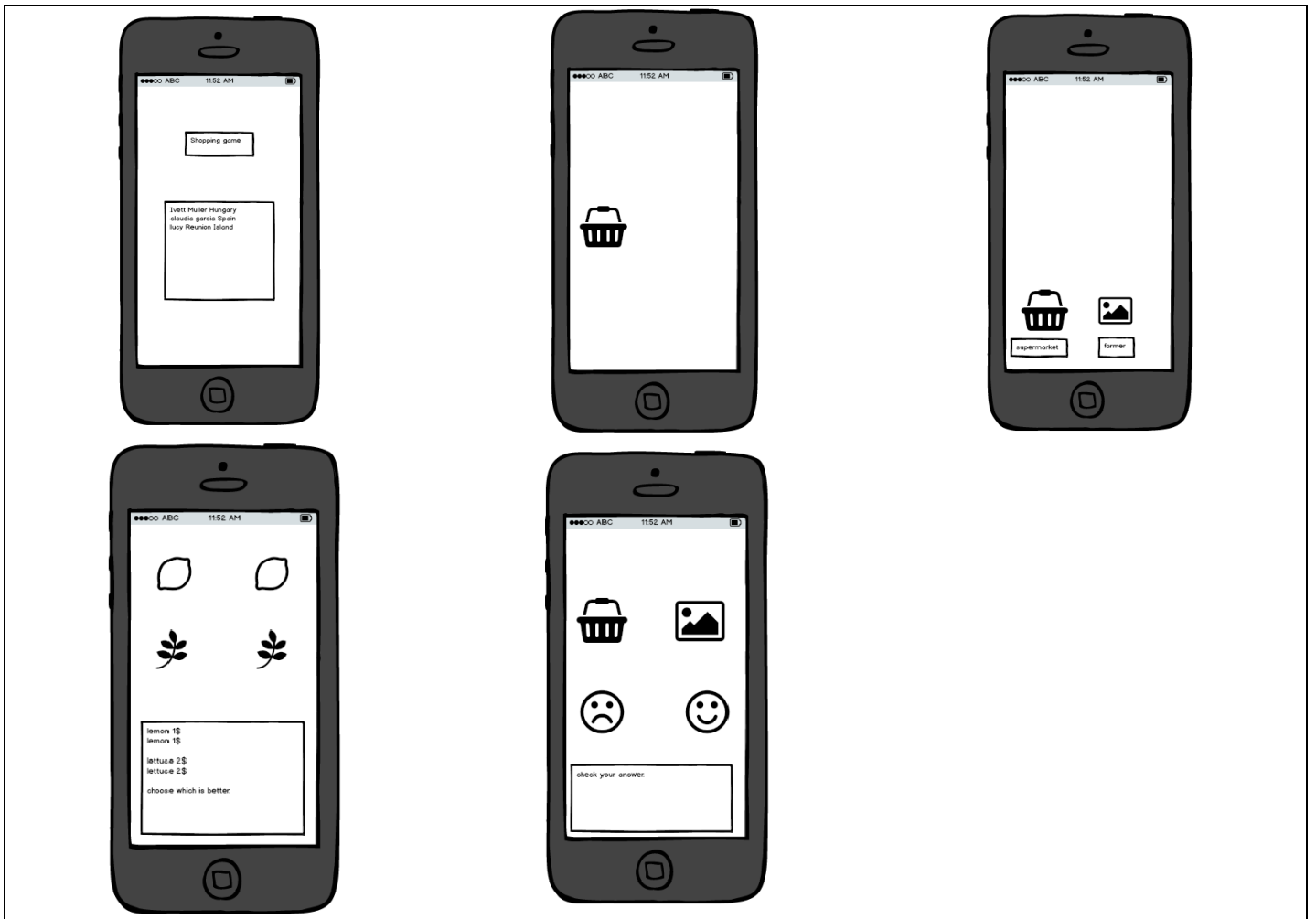
# Theme B - *Good practices for a sustainable consumption*

Mockup examples/Ideas:

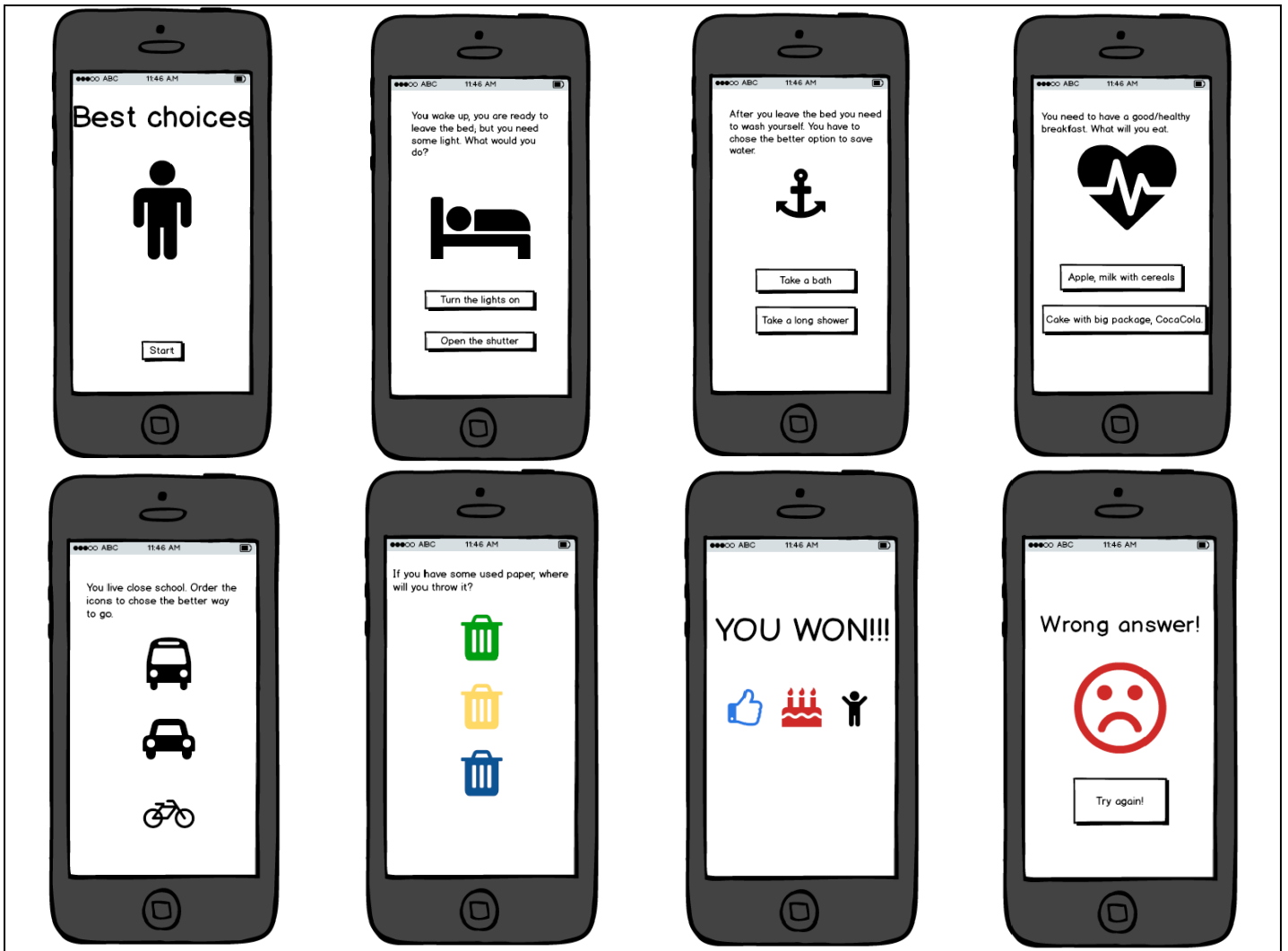
## 1. "The Right Choice"



## 2. "Shopping Game"



3. "Best choices"



#### 4. "ESChallenge"

