CLIMATE PROJECT - PLANNING SHEET

Title: Agents Of Change

Author: -

Age: 8-10

Content:

This event is designed to empower young people to learn in an engaging way and to recognise concrete changes that they themselves can make to take action against climate change. Designed by young people for young people, the information stations were researched and created by the participants themselves. They independently decided for which age group their content should be designed and adapted it accordingly. The increase in greenhouse gas concentrations in the atmosphere is closely linked to human activities, including agricultural production, especially livestock farming. Large cattle populations contribute significantly to the greenhouse effect through methane emissions, which are produced when digesting food, since methane is a more potent greenhouse gas than CO_2. Intensive livestock farming is also associated with high energy consumption and deforestation, which further increases CO_2 emissions. Recycling and reusing is an essential step in reducing waste and saving resources. Recycling reduces the need to mine new raw materials and reduces the greenhouse gas emissions associated with production and disposal.

Development goals:

- Learning about the relationship between increases in CO_2 concentration and the size of cattle populations
- Learning about ways to reuse and recycle
- Learning about energy-saving measures
- Finding a way for young people to make an impact on their environment

Further development:
An older group of students was tasked with research and development work for the information stations. This fostered their research and leadership skills.

Planning:

- Basis:
Selection of three areas of information (see examples in development goals) and creation of information stations. This can be done using short presentations, posters or small exhibitions in an age-appropriate format. Research sources are provided by the University of Bonn.
- Divide the group into three groups and let them rotate through the three information stations
- Reflection:
After rotating through the stations, the groups should take a few minutes to reflect on the following questions, for example: Have I learned anything new? What can I change to make a difference?
- Implementation of ideas:
With the help of templates or freehand, superheroes are created who can use their powers to implement the changes discussed earlier. Example: Plant more trees, turn off lights, clean up rubbish
- Conclusion:
Remind the group that they have exactly these powers too and that joint efforts bring about change.

Resources:

- Information stations
- Paper
- Pens
- Superhero templates
- Ice cream and/or lollipop sticks
- Stickers

Feedback:

"I liked looking at the different stations and learning while I was doing it!"
- "A quick way to find out new things!"
- "I loved making a superhero and having the same powers myself!"