



ΠΕΔΕ  
ΠΕΡΙΦΕΡΕΙΑΚΗ ΔΙΕΥΘΥΝΣΗ  
ΠΡΩΤΟΒΑΘΜΙΑΣ και ΔΕΥΤΕΡΟΒΑΘΜΙΑΣ ΕΚΠΑΙΔΕΥΣΗΣ  
ΔΥΤΙΚΗΣ ΕΛΛΑΔΑΣ



ΑΡΣΑΚΕΙΑ - ΤΟΣΙΤΣΕΙΑ ΣΧΟΛΕΙΑ  
ARSAKEIA - TOSITSEIA SCHOOLS  
ΑΡΣΑΚΕΙΑ ΣΧΟΛΕΙΑ ΠΑΤΡΩΝ



ΠΕΚΕΣ  
ΔΥΤΙΚΗΣ ΕΛΛΑΔΑΣ  
ΠΕΡΙΦΕΡΕΙΑ ΔΥΤΙΚΗΣ ΕΛΛΑΔΑΣ  
ΥΠΟΥΡΓΕΙΟ ΠΑΙΔΕΙΑΣ, ΕΡΕΥΝΑΣ ΚΑΙ ΘΡΗΣΚΕΥΜΑΤΩΝ

**3<sup>η</sup> ΔΙΗΜΕΡΙΔΑ**

Ανταλλαγής Καλών Πρακτικών Erasmus+

**Καινοτομία Ευρωπαϊκή  
Διάσταση στην Εκπαίδευση**

**10 - 11 Απριλίου 2024**

09:00 - 13:30

Εστία Επιστημών Πάτρας  
Αρσάκεια Σχολεία Πατρών

**Τίτλος εισήγησης: Green Game**

Εισηγητής: Τζελέπη Βασιλεία – Μελίττα, Σαρκατσάνης Λέο, Δημητριάδη Χριστίνα,

Βλαχοδημητρόπουλος Δημήτριος

Σχολείο: ΑΡΣΑΚΕΙΟ ΓΥΜΝΑΣΙΟ ΠΑΤΡΩΝ



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# GREEN GAME

Project No 2021-1-LV01-KA220-SCH-000031583

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Humanistyczno  
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Institute of Behavioral  
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UNIÃO DAS FREGUESIAS  
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# GREEN GAME

## Project

**Climate change and environmental degradation are seen as a big threat in Europe.** While government policies and actions aim to raise awareness about sustainable development and promote healthy lifestyles, **just raising awareness is not enough.** Even though Europeans acknowledge the seriousness of climate change, they don't always take action to change their habits. This can **negatively impact children**, whose environmental attitudes form at a young age. **GreenGame aims to support children** in developing pro-environmental behaviors and a sustainable lifestyle, through creative activities and teaching approaches. We work to **effectively contribute in educating about sustainable development.**



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# OBJECTIVES

GreenGame will develop targeted interventions to promote pro-environmental behaviour in school children (10-14 year), mainly based on the processes of self-regulation and self-control, and facilitated by new technologies. The aim is to support children to engage in pro-environmental behaviours and to achieve an environmentally friendly way of living, by establishing an enhanced degree of motivation, willingness, autonomy and commitment and to assist teachers in stimulating pro-environmental behaviour to their students.

## The project intends to develop:

- Psycho-education program on development of pro-environmental behaviour based on mindfulness and awareness raising interventions, material and activities, enhanced by advanced ICT technologies and
- A pro-environmental behaviour innovative game which will include empowerment and motivation enhancing interventions for habit formation and change, focusing on linking individual behaviour change with overall social benefit.

# Target Groups

The target audience are teachers and students aged 10-14. Other stakeholders, school counsellors, school managers and parents, are also a strategic channel for dissemination, since they are all responsible for children social development. Inside the partnership involved will be staff, who will be detailed on the project to better facilitate dissemination on behalf of their organizations.

Outside the partnership, several institutions linked with the target groups will be reached, to fulfil the specific priorities in children skills development and enhancement of pro-environmental behaviour. The partnership will closely cooperate with schools, teachers, youth centres and other education providers. At local and regional level, project activities will be addressed to education institutions (public and private schools), children entertainment centres, but also private companies and NGOs who are working with children or training teachers and who are interested in assisting their clients in stimulating environmentally friendly behaviour. The partnership will also approach social centres and institutions contributing to raising awareness on environmental issues

## Results



GreenGame Psychoeducation program on development of proenvironmental behaviour



GreenGame: Pro-environmental behaviour innovative game



GreenGame handbook for children and GreenGame companion for teachers



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## 1ST TRANSNATIONAL MEETING

The 1st transnational meeting of the European Erasmus+ project - GreenGame: Pro-environmental behavior development for school-age children took place from the 18th to the 19th of October in Athens (Greece).

GreenGame is a project that aims to develop pro-environmental behavior through awareness and mindfulness interventions.



This project will consist of the following intellectual products:

1. A Psychoeducational Program
2. An Online Game
3. A GreenGame Handbook for Children and a GreenGame Support Handbook for Teachers/Educators.

In this first meeting, the partners review the progress of work carried out to date of the above-mentioned intellectual products, and defined the tasks to be carried out by the partners to complete these products and to start the development of the Online Game

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## CONSORCIUM

The project has the following European partners:

- Creative Ideas - Latvia (coordinator partner);
- IBTR - instituto erefнас kai terapias tis simperiforas - Greece;
- DEP INSTITUT - Spain;
- Arsakeio Gymnasium of Patras - Greece;
- Akademia Humanistyczno-Ekonomiczna w Łodzi - Poland;
- União das Freguesias Gondomar (S. Cosme), Valbom e Jovim - Portugal.



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Iepriekšrocība

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## GREEN GAME WEBINAR FOR TEACHERS AND EDUCATORS

Join our webinar on **17th January 2023 at 14:00 CET / 15:00 EET** and find out more about the Green Game!

We will present the Green Game Psychoeducation programme, which focuses on 7 topics that are linked to environmental issues: Choosing and consuming green products, Conserving water, Saving electricity, Using sustainable or eco-friendly means of transportation, Reusing, Recycling, Properly disposing of non-recyclable waste.

For each topic you will find:

- a short presentation in video format,
- a classroom activity that promotes further learning, critical thinking, opinion making, problem solving in a engaging and playful way,
- a mindfulness practice to gather attention and concentration inwards,
- a personal commitment plan.

Working language of the webinar - English.

**Link for the webinar:**

<https://us02web.zoom.us/j/84708729326?pwd=KONtN2VyeKljZjVPUWFJT0t4d1plUT09>

Green Game is a project to develop a pro-environmental behaviour based on mindfulness and awareness raising interventions.

The project is addressed at school-age children (10 to 14 years) to develop competences to fight against climate changes and a support for teachers and trainers.

Follow us!

Facebook:

<https://www.facebook.com/GreenGame-111317905015406>

LinkedIn:

<https://www.linkedin.com/company/greengame-pro-environmental-behavior-development-for-school-age-children>

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Nickodm  
Himnifikano  
Ewropejska  
w Loid



PROJEKTOVA  
TOPIJICA



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Zoom Meeting

You are viewing Foteini Lekka's screen

View Options



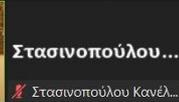
Δημήτριος Βλαχοδημητρίου



Alise Vitola



Foteini Lekka



Στασινοπούλου...



Anna Chalkidi



tsiak



View

Recording

**Earth needs a rest, to renew itself**  
**So, choose mindfully and eat something good**  
**for the planet and for you!**

The greenboard features a hand holding a white marker, a globe of the Earth, and a checkmark icon. The background is light green with white clouds.

Unmute Stop Video Participants 44 Chat 2 Share Screen Record Show Captions Reactions Apps Whiteboards Leave

Participants (44)

Find a participant

MA	Marta Anielak		
MT	Mary Tountopoulou		
NM	Nikoletta Mamali		
PK	Patty Kafousia		
PL	Paulina Linard		
RN	Rachel Nelson -D'EP Institut		
R	Renata		
SR	Sofia Rigopoulou		
SA	Stamatia Androna		
SK	Stellina Koulouzaki		
T	Thanasis Mitroulias		
T	tsiak		
VS	Vasiliki Stratakis		
W	Wiola		
I	Ιλιάννα Δημητρίου- Κούστα		
Π	Παρασκευή Βεργου		

Invite Unmute Me

Windows taskbar: Πληκτρολογήστε εδώ για... 16°C Νεφώσεις 3:26 μμ 17/1/2023



<b>ARSAKEIO SCHOOL OF PATRAS</b>				
<b>GREEN GAME QUESTIONNAIRE</b>				
<b><u>How Green are you ?</u></b>				
	<b>BOYS</b>		<b>GIRLS</b>	
<b>1. How concerned are you about the environment</b>	<b>1. Not at all</b>	2	<b>1. Not at all</b>	1
	<b>2. A little</b>	1	<b>2. A little</b>	2
	<b>3. Somewhat</b>	11	<b>3. Somewhat</b>	12
	<b>4. A lot</b>	16	<b>4. A lot</b>	22
	<b>5. Extremely</b>		<b>5. Extremely</b>	9
<b>2. Do you buy fair trade, organic and/or local products?</b>	<b>Yes, always</b>	12	<b>Yes, always</b>	4
	<b>Sometimes</b>	18	<b>Sometimes</b>	42
	<b>Never</b>	1	<b>Never</b>	
<b>3. Do you take showers instead of baths?</b>	<b>Yes, always</b>	22	<b>Yes, always</b>	36
	<b>Sometimes</b>	7	<b>Sometimes</b>	8
	<b>Never</b>	1	<b>Never</b>	2
<b>4. Do you turn off the faucet while brushing your teeth?</b>	<b>Yes, always</b>	22	<b>Yes, always</b>	33
	<b>Sometimes</b>	8	<b>Sometimes</b>	10
	<b>Never</b>	1	<b>Never</b>	3
<b>5. Do you turn off the television, computer...when you are not using it?</b>	<b>Yes, always</b>	15	<b>Yes, always</b>	29



Step 1:

Watch the video together with the students and afterwards invite a short discussion

**Recycling:** <https://youtu.be/L2QRTBEuGN8>

**Saving water:** <https://youtu.be/bnvcVvaR24I>

**Saving electricity:** <https://youtu.be/P2T0o6WhddY>

**Reusing:** <https://youtu.be/w4vneZScqT0>

**Transportation:** <https://youtu.be/ano7SKRK2aA>

**Waste:** <https://youtu.be/B3UC9IizRCw>

**Green products:** <https://youtu.be/AIQkTjM-OUI>

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*“What have you heard about...?”*

*Ask and investigate how students feel about this environmental issue (Hopeful? Helpless?)*

*Is it something that you are familiar with? Or something that you don't know and want to learn more?*

*What do you know and what do you think about this issue?*

*Which different aspects of the issue are highlighted in the video?*

*Which are the main consequences?*

*Which consequences affect us in the present moment?*

*What is the prognosis for the future?*





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**Recommended questions for promoting dialogue after the activity**

**Additional activity ideas**

**Step by step description of the activity**

- Make an introduction
- Invite them to explore
- Divide students into groups
- Each group finds a title for their artwork

**Supplies / materials**

Paints, markers, brushes, watercolors, and other painting materials you have available, old newspapers or magazines and various, seemingly useless, objects /materials that could be used in a work of art.

**Estimated time requirement**

**60' minutes**

**Title of activity**

**“Let’s make some art!”**

**Preparation steps**

Ask students to bring from home items that they intended to throw away and that could be used in an art project (plastic bottles, aluminum cans, glass bottles, boxes etc).



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Project Green Game



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Invite them, before doing it, to ask themselves:

*Do I know where to dispose this, without negatively affecting the environment?*

*If possible, how could I make use of it instead of throwing it away?*

Now invite them to imagine that they are in front of a bin ready to through something away. Ask them to take a deep breath and just pause.

Invite them to open their eyes and write down 1-3 things that the feel they can commit themselves to do the following week to contribute to the aim of properly manage non-recyclable materials.



Ask students to sit comfortably and close their eyes or lower their gaze. Take a few deep breaths.

Guide them with a calm and steady tone of voice to bring to mind the signs of recyclable materials that they learned during the intervention.



You can encourage the discussion and sharing by making questions like:

*What did you notice during the week that followed our activities and discussion about proper management of non recyclable materials?*



*Did you do something differently?  
Did you follow your personal goals and if not, what difficulty did you experience?*



*Did you try to get over these difficulties and how?*



*Do you wish to add something new to your list of personal goals or make some change to it to be workable?*



*How do you wish to continue?*



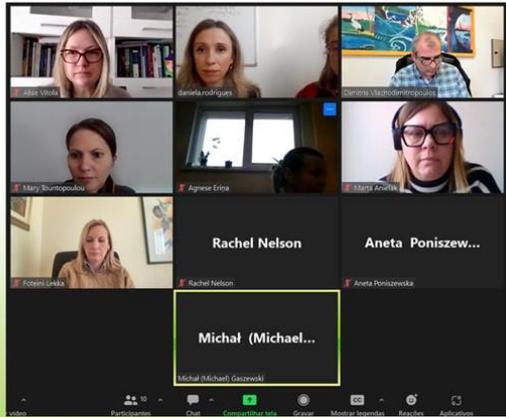
Put on a spot where all students can see the works of art that they created during the activity. Invite them daily to look and use them as reminders for committing to their personal goals.

<b>1.The activities where fun</b>	<b>BOYS</b>		<b>GIRLS</b>
	1.Extremely	12	1. <u>Extremely</u>
	2. <u>A lot</u>	14	2. <u>A lot</u>
	3. <u>Somewhat</u>	3	3. <u>Somewhat</u>
	4. <u>Not at all</u>		4. <u>Not at all</u>
<b>2.The video and activities made me reflect</b>	<b>BOYS</b>		<b>GIRLS</b>
	1.Extremely	15	1. <u>Extremely</u>
	2. <u>A lot</u>	8	2. <u>A lot</u>
	3. <u>Somewhat</u>	5	3. <u>Somewhat</u>
	4. <u>Not at all</u>	4	4. <u>Not at all</u>
<b>3. I liked the mindfulness practice</b>	<b>BOYS</b>		<b>GIRLS</b>
	1.Extremely	8	1. <u>Extremely</u>
	2. <u>A lot</u>	15	2. <u>A lot</u>
	3. <u>Somewhat</u>	6	3. <u>Somewhat</u>
	4. <u>Not at all</u>		4. <u>Not at all</u>
<b>4. The activities motivated me to make changes in my habits</b>	<b>BOYS</b>		<b>GIRLS</b>
	1.Extremely	10	1. <u>Extremely</u>
	2. <u>A lot</u>	14	2. <u>A lot</u>
	3. <u>Somewhat</u>	6	3. <u>Somewhat</u>
	4. <u>Not at all</u>	1	4. <u>Not at all</u>
<b>5. I would recommend these activities to other students</b>	<b>BOYS</b>		<b>GIRLS</b>
	1.Extremely	18	1. <u>Extremely</u>
	2. <u>A lot</u>	9	2. <u>A lot</u>
	3. <u>Somewhat</u>	2	3. <u>Somewhat</u>
	4. <u>Not at all</u>		4. <u>Not at all</u>

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## Green Game Online Meeting 15<sup>th</sup> March

The purpose of the meeting was to analyze the progress of the activities inherent to the project.

In the first part, the partners discussed the best way to carry out the piloting of the first result: the **Psychoeducational Program** for the promotion of pro-environmental behaviors.

In the second part, we discussed the evolution of the second result: a **serious online game** for the promotion of pro-environmental behaviors.

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<https://www.linkedin.com/company/greengame-pro-environmental-behavior-development-for-school-age-children>



On the 22nd of November, another online meeting took place with all the partners of the European project consortium - GreenGame: Pro-environmental behavior development for school-age children.

We remind you that it is a project that aims to develop pro-environmental behavior based on mindfulness and awareness-raising interventions with children between 10 and 14 years old.

In this online meeting, revisions to the contents of the Psychoeducational Program were discussed, namely the activities that will operationalize these same contents. The format in which these activities should be reviewed by teachers and/or educational agents was also discussed in order to collect feedback for their improvement.

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**Διαχείριση Σελίδας**

GreenGame

- Πίνακας πληροφοριών επαγγελματικού λογαριασμού
- Στατιστικά
- Κέντρο διαφημίσεων
- Δημιουργία διαφημίσεων
- Ρυθμίσεις

Περισσότερα εργαλεία

Meta Business Suite

**GreenGame**

GREEN GAME 143 "Μου αρέσει!" • 150 ακόλουθοι

Επεξεργασία φωτογραφίας εξωφύλλου

Προβολή διαφημίσεων Διαχείριση Επεξεργασία

Δημοσιεύσεις Πληροφορίες Ονομαστικές αναφορές Κριτικές Ακόλουθοι Φωτογραφίες Περισσότερα

Πρώθηση



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GREEN GAME

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# Green Game Pro

Pro-environmental behavior development for school-age children



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## Video Materials

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♻️

RECYCLING

GreenGame Recycling

Αντιγραφή...

cleaner  
greener  
sustainable

Παρακολούθηση σε YouTube



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### CONSUMPTION OF GREEN PRODUCTS





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Padlet



Dimitris Vlachodimitropoulos + 4 • 18 ώρες

# Green Game Riga

Project No 2021-1-LV01-KA220-SCH-000031583

Info

1st day 18/4

2nd day 19/4

3rd day 20/4

4th day 21/4



**GreenGame**  
Pro-environmental behavior development for school-age children  
Project No 2021-1-LV01-KA220-SCH-000031583

**19th Transnational project meeting in Riga, Latvia**  
Hosted by Creative Sites  
18-22 April 2023

**Agenda**

<b>Tuesday, 18 April 2023</b>	
18:00	Departure from Pabils with a minivan
18:30	Arriving at the airport (Balticair Lines)
19:30	Flight with AIR BALTIC (BT 8622)

**DOCX**  
\*to go to the city center

Agenda Riga



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Rija Domus Hotel (Riga)





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el.padlet.com/dimvla1966/green-game-porto-t2swbvzaqy4qr7pk

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**Padlet**  
Dimitris Vlachodimitropoulos + 15 • 2 μήνες  
**Green Game Porto**  
Project No 2021-1-LV01-KA220-SCH-000031583

Porto 1st day 23/6 2nd day 24/6 3rd day 25/6 4th day 26/6

4

12

Περιμένοντας το ηλιοβασίλεμα...

13

11

11

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## GREEN GAMES PROJECT

### 1. Find the hidden words!

- Flower
- Tree
- Nature
- Leaves
- Grass
- Bush
- Woods
- Branch
- Earth
- Mushrooms

REWOLFNT EESYAVDAPPIYVYNP  
 REIO O PRA AMIHL EAVESIBBT  
 CAII O JETRTYIA AGRASURKIO  
 VYUWT EUTWOODSLEAVESAAH  
 SAMIUHPRHMUSHROOMSHNN  
 NMOPOIU EGHPOFFTUNO C W  
 TUOPPOIYM JOURNAL N N H M

### 2. Match the places to the corresponding photo!



1	2	3
4	5	6

- a. National Gardens – Athens
- b. Central Park – New York
- c. Hong Kong Park – Hong Kong
- d. Hyde Park - London
- e. Luxemburg Gardens – Paris
- f. Hibiya Park - Tokyo



### 3. True or False: Recycling

- Do cardboard boxes go in the regular bin? **T or F**
- Can a plastic bottle be recycled? **T or F**
- Is plastic good for the environment? **T or F**
- Does glass go in the regular bin? **T or F**
- Is the material of a can recyclable? **T or F**
- Are petrol and diesel bad for the environment? **T or F**
- Is carbon dioxide CO<sub>2</sub> good for humans? **T or F**
- Are the trees useful for the environment? **T or F**



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GAME 1

Match the correct rubbish bin with the correct word:



- |                       |                       |                       |                       |
|-----------------------|-----------------------|-----------------------|-----------------------|
| <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| GLASS                 | PLASTIC               | ALUMINIUM             | PAPER                 |

GAME 2

Find the hidden sentence or words: **environment, recycling, do not pollute the environment, disaster, Save the world, climate change, pollution, do not spend water, solar energy, wind turbine**

- 1) IOUFHDONOTPOLLUTETHEENVIRONMENTUICNFHFUJYIVOGY
- 2) IOVHCNUVMCOJOHUGUHNIDISASTERHSSDFWVCZGHBJJ
- 3) UTRFUVHIFNIPONSXCXDEDEDZDFGHNNENVIRONMENTJ5FA
- 4) JVTDICJCRJCYCLINGJSECDSGYIGUFNGYIFBCNJRJUOYF
- 5) SAVETHEWORLDUFOFRETYSFDUJUYUTFGHJKLDFVHFTY
- 6) TUGFDASITERTYUIOPCLIMATECHANGEIETASDFGHJKLZX
- 7) WERTYUIOPASDFGHJKLZXCVBNMDONOSPENDWATERIOI
- 8) CVBVCVBNMMLKJHGFDSA WERTYUIOPOLLUTIONYOGBZX
- 9) QWERTYUIOPASDFGHJKLZXCVBNMWINDTURBINEMEQRQTQH
- 10) SOLARENERGYQWERTYUIOPASDFGHJKLZXCVBNMQDGNHFCG

GAME 3

What are these images talking about? (Write a small sentence):

EK: = This picture talks about recycling batteries

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

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= \_\_\_\_\_





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0:35

# Pick a word

✓ 0

3

6

1

7

8

4

10

9

2

11

5



## Green Game Constantinos Filippakis

by Konstfilippis

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### INTERACTIVES

Crossword

Match up

Find the match

Quiz

Gameshow quiz

Show all

0:03

GREEN	ENERGY	RECYCLE	ANIMAL	ENVIRONMENT	TRASH
FOREST	FOOD	OXYGEN	SUNLIGHT	TREE	

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
We need it to grow	The Grizzly bear is an endangered ...	Grass is ...	A lot of them create a forest	It helps plants grow	A place with alot of trees
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Our house is powered by ...	We recycle them	Without it, we can't breathe	We have to protect it	Trash have the potential of being reused	



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i inicjatywy



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# We have to protect it

A

TREE

B

TRASH

C

ENVIRONMENT

D

FOOD

x2 Score

50:50

Extra Time

1 of 11

0:16

✓ 0



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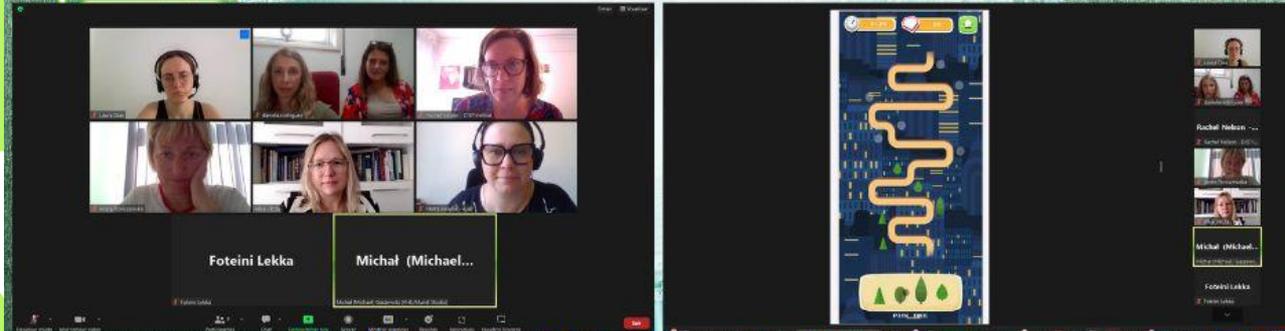
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# Green Game





## GreenGame

### Pro-environmental behavior development for school-age children

Project No 2021-1-LV01-KA220-SCH-000031583



TPM Transnational project meeting in Łódź, Poland  
Hosted by AHE

28 November -2 December 2023



GREEN GAME



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The Erasmus+ GreenGame project consortium met between the 29th and 1st of December, in Poland for a peer-to-peer learning and training activity.

The Psychoeducational Program for the development of pro-environmental behaviors, included in work package 1, was reviewed, focusing on feedback from teachers and improvements to be made to the Program.

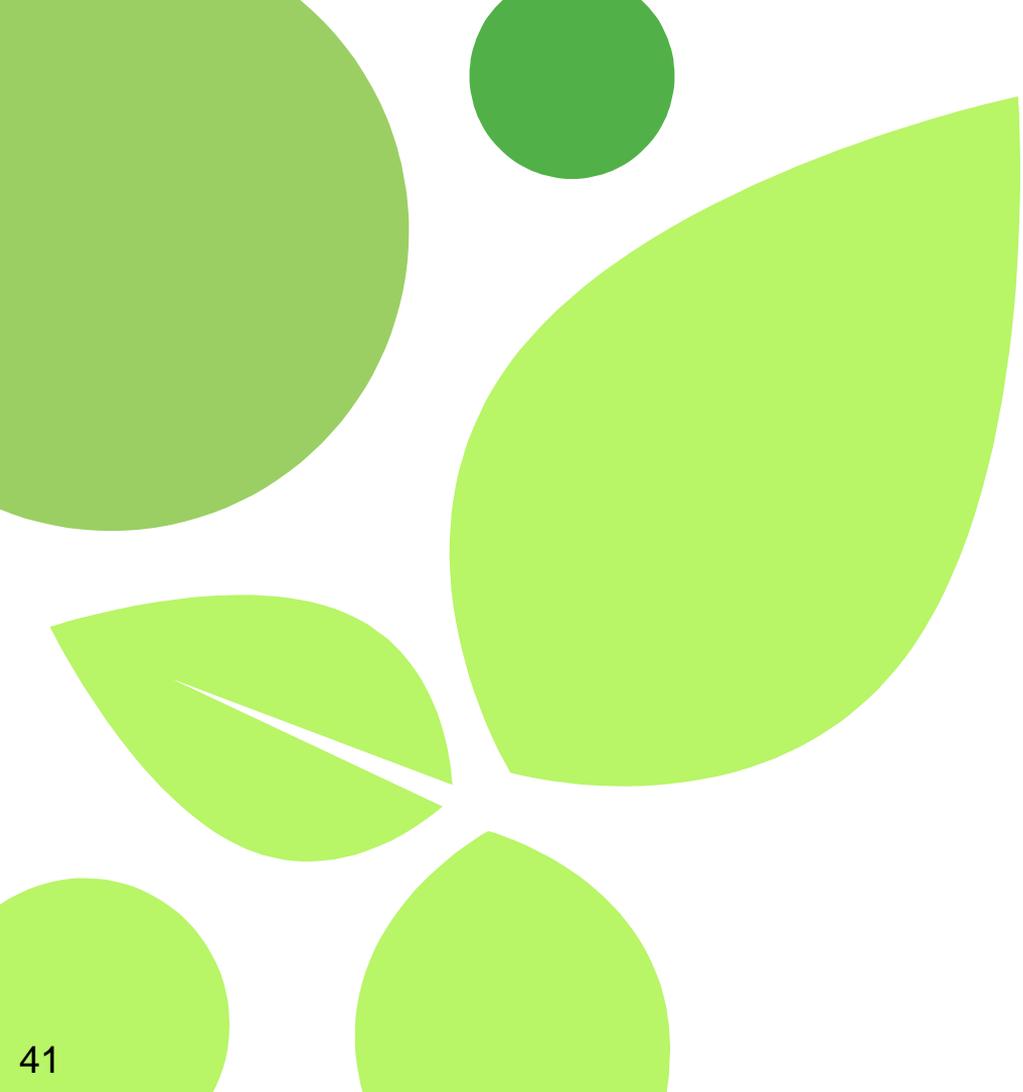
Regarding work package 2 - serious green game - the consortium discussed the technical improvements to be implemented with the aim of strengthening the project's visual identity and connection. For work package 3, the Manual for teachers and young people was presented, namely the progress of the work developed and the next tasks.

GreenGame is making significant progress, committed to providing an immersive and transformative educational experience for future generations. With the goals outlined during this meeting, the project is closer to offering an innovative approach to environmental education.



Project ID: 2021-1-LV01-KA220-SCH-000031583

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## GreenGame Students' Handbook

The Adventures of an Ecological Hero

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v. Lodi



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Radošās  
Idejas



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Once the task has been checked, we can start the game by clicking on the Start button.



#### DAY 1

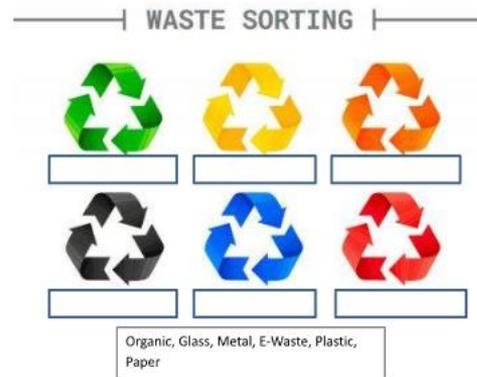
Today, we are focusing on waste separation and raising awareness about proper disposal of our waste. Your goal is to place each type of waste in the appropriate container. Do you know the different colours of bins for each type of waste? If not, take a few minutes to research it or ask your teacher. Click on each waste and place it in the appropriate bin. Make sure all the waste is in the right place!

We all need to be aware of the amount of waste we produce and its impact on the planet. If we dispose of our waste correctly and recycle it, then its impact can be reduced.



#### 9\_ Recycling

A. Do you know what colour different recycling bins have? The words you have to use to fill in the gaps are given below.



B. Then, see the items below and say in which of these bins you would throw them.



Όνομα	Κάτοχος	Άνοιξα τελευταία ▾
 R3 GreenGame handbook for children and GreenGame companion for teachers	 vitola.alise	1:16 μ.μ.
 3TPM Portugal	 rodriguesdanioliveira	1:16 μ.μ.
 R2 GreenGame Serious game	 rnelsondepestudis	1:16 μ.μ.
 Submitted proposal	 marytounto	1 Απρ 2024
 Game	 michal.gaszewski	28 Ιαν 2024
 Multiplier events	 vitola.alise	7 Νοε 2023
 R1 GreenGame Psychoeducation program on development of proenvironmental behaviour	 vitola.alise	23 Οκτ 2023
 Grant agreement budget	 vitola.alise	23 Οκτ 2023
 Visual Identity	 danypsirodrigues	29 Σεπ 2023
 Reports	 vitola.alise	29 Σεπ 2023
 Newsletters	 vitola.alise	12 Ιουν 2023
 Dissemination	 rodriguesdanioliveira	12 Ιουν 2023
 1st TPM Athens Greece	 marytounto	6 Απρ 2023
 2TPM Riga	 vitola.alise	6 Απρ 2023



## GreenGame

146 "Μου αρέσει!" • 157 ακόλουθοι



Σας αρέσει

Μήνυμα

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Συνδεθείτε στη Σελίδα του χρήστη GreenGame για να αρχίσετε να τη διαχειρίζεστε.

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PROJECT • Waiting for co-founder

## GreenGame: Pro-environmental behavior development for school-age children

It is widely accepted that climate change and environmental degradation are an existential threat to Europe. Relevant policy initiatives and actions target the need to create awareness of sustainable development among ...

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