

### GREENCOMP SCHOOL LAUNCHES NEW SUSTAINABILITY TOOLS FOR PRIMARY EDUCATION

The GreenComp School project proudly announces the completion of two major educational outputs aimed at strengthening sustainability competences in primary education: the development of Participatory Activities for Pupils and Parents (Output 4.1) and the creation of Project-Based Learning (PBL) Board Games (Output 4.2). These results mark a significant step toward embedding the European GreenComp framework into practical, school-based learning environments.

### ENGAGING SCHOOLS AND FAMILIES: THE PARTICIPATORY ACTIVITIES FRAMEWORK

The GreenComp School project has launched a new framework of Participatory Activities (Output 4.1), designed to bridge the gap between classroom learning and home life. These inclusive methodologies actively involve primary pupils and their parents in the sustainability journey, ensuring that environmental values take root within the entire community.

#### Key Objectives:

- Collaborative Learning: Strengthening the bond between children and families through shared ecological goals.
- Critical Thinking: Encouraging students to question and improve their environmental impact.
- Community-Based Education: Supporting experiential learning that extends beyond school walls.
- Intergenerational Dialogue: Fostering meaningful conversations about the planet's future across different age groups.

By connecting school-based knowledge with family engagement, the project reinforces GreenComp competences as a lived, social experience.

 [www.greencomp-project.com/](http://www.greencomp-project.com/)

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**PBL BOARD GAMES: LEARNING SUSTAINABILITY THROUGH PLAY**

The GreenComp School project is revolutionizing sustainability education through the launch of two key initiatives: a Participatory Activities framework (Output 4.1) and Project-Based Learning (PBL) board games (Output 4.2). By bridging the gap between school and home, the project engages both pupils and parents in collaborative, intergenerational dialogue, while its gamified PBL approach transforms complex environmental concepts into interactive, problem-solving challenges. These tools move beyond theory, empowering young learners to apply GreenComp competences in real-world scenarios—fostering the critical thinking, teamwork, and responsibility needed to live in harmony with our planet.



**INTEGRATING THE GREENCOMP FRAMEWORK FOR A SUSTAINABLE FUTURE**

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