Youth climate lab on learning and AI 4th session

- Learning Scenario

Structured instruction for learners to improve the methods

- Who is going to be the target?

- High school students between 16-18 y.o.:
- More able to work in teams since classes are smaller than in universities, they have a good incentive to learn. They will be the future leading generation, it is better to educate them young when they can learn more and start changing their perspectives and routines and habits.

- What is the goal of our activity?

- Raise awareness on the environmental and social impact of individuals and society as a whole (bigger picture)
- Teach the students how to reduce their own impact in their daily lives (nutrition, reducing overconsumption, using more sustainable transportation…)
- Focus on the institutional activities: what is the current legal framework (national and international)? What should governments do to improve? How can we use climate litigation, pressure and other means to direct institutions towards more sustainable policymaking?
- <u>Perspective on the future:</u>
- Critical thinking
- Brainstorming

- Which competencies should students acquire?

- Data reading
- Systems thinking
- Adaptability
- Political agency
- Individual initiative
- Collective action

Competencies related to digital tools:

- Digital content creation: creative way to combine AI and cc
- Information

- How are we going to learn?

- Project-based learning to stimulate interest and motivation

- Value creation pedagogy
- Playful activities (but not too playful, high schoolers do not like to be treated as children, they like challenges and demonstrating seriousness)