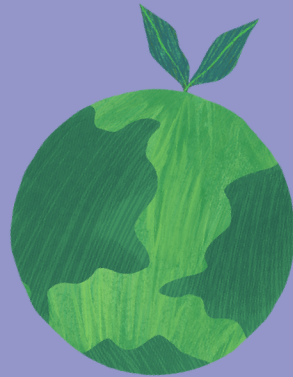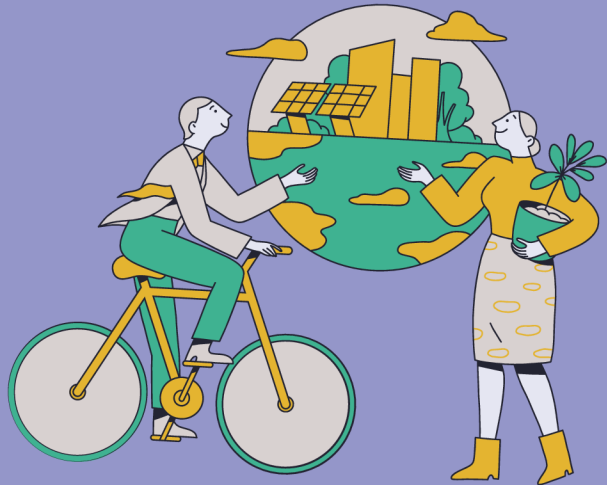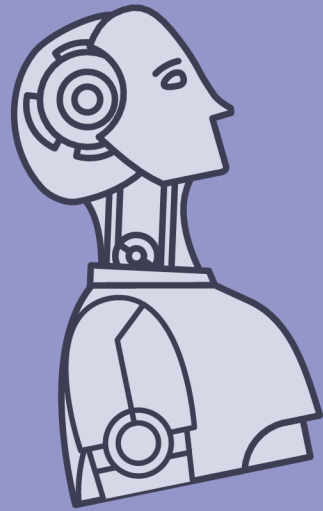# YOUTH CLIMATE LAB 2

HOW TO APPROACH AI AND CLIMATE CHANGE IN LEARNING COMMUNITIES

Practical Recommendations

1. AI-POWERED CLIMATE MODELS
2. PERSONALISED LEARNING EXPERIENCES
3. CLIMATE JUSTICE
4. AI ETHICS
5. AWARENESS CAMPAIGNS
6. INTERDISCIPLINARY LEARNING

✳ OVERALL ACTIVITY
AI FOR EARTH - MISSION CLIMATE

Learning Scenario

- TARGET GROUP: High school students (15-17).
- LEARNING METHOD: Business simulation game with ecological impacts.
- GOAL: Encourage sustainable decision-making.
- COMPETENCIES: Critical thinking, green skills, digital skills.
- TOOLS: AI platforms, digital devices (tablets/PCs).
- ASSESSMENT: Quizzes and self-reflection