

CASE STUDIES – GOOD PRACTICES

CASE STUDY 3

Malle pédagogique pour une conscience numérique durable

Title	Educational toolkit for sustainable digital awareness
Abstract	<p>3 types of production have been created:</p> <ul style="list-style-type: none"> <li>- <b>A European booklet</b> to raising awareness of digital environmental, social and economic issues, challenges and impacts of digital technologies analysed with regards to the United Nations Agenda 2030 for Sustainable Development and its 17 Goals. The informative booklet is full of references to relevant scientific publishings and sources, as well as it encompass a wide range of practices, case studies and practical recommendations tailored to meet the educational needs of teachers, trainers, educators, local technicians, school managers, the general public, etc. The booklet has been validated by a Group of distinguished experts.</li> <li>- <b>A Pedagogical Guide of the Educational Activities</b> on digital uses and "eco-uses" addressed to educators, teachers and trainers working with students aged 11-16 and more, secondary schools level and else.</li> <li>- <b>A Modular Training Pathway</b> for a flexible duration of a few hours to full days (intended for schools, teachers and adults in general)</li> </ul>
Partnership	<p>Ligue de l'Enseignement de la Loire (France), the social cooperative Le Mille e una Notte (Italy), and the Ligue de l'Enseignement de la Belgique are three organizations working in the sectors of formal and informal education and solidarity for all and throughout life.</p> <p><b>Support from Erasmus + agency! Best practice!</b></p>

<b>Level (local, national, international)</b>	Local, national, european
<b>Overall objective</b>	<p>This is a project whose objective is to collaboratively develop a set of educational tools allowing reflection on the sustainability of the digital world and its impacts. Various books and articles call for this to be called the "hidden face of digital technology". For us, it is a question of building tools to facilitate the discovery of these issues; to show what is hidden behind the ergonomic screen, behind the tool and its functions. In this project we will try to open a backdoor to see the back of the set, the hidden face of digital. We will look both at the promises and the advantages of these technologies to move towards a true ecological transition, as well as its risks, its limits and its negative consequences under the prism of the environment (water, air, soil and subsoil ...) and of globalized society (human costs of manufacturing and recycling our devices, for example).</p>
<b>Specific objectives</b>	To create turnkey tools for educational actors
<b>Target group</b>	Educators, teachers and trainers (for 11-16 or +)
<b>Impact</b>	<p>180 educational kits were published in French, Italian and Belgian territories. No edition has been produced in the English language.</p> <p>However, by going to the "Resource downloads" tab and checking the "English" box, you will see that some content is downloadable and printable in English. But not all.</p> <p>All ligues (103 federations have bought it and are using it in workshops, trainings with several groups youth and adults, associations)</p>
<b>Link</b>	<a href="https://eng.conscience-numerique-durable.org/ressources">https://eng.conscience-numerique-durable.org/ressources</a> (in italian, french and english)



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CASE STUDY 4

<p><b>Title</b></p>	<p>IGPDE Digital Responsibility Awareness Kit</p>
<p><b>Abstract</b></p>	<p>The Institut de la gestion publique et du développement has designed an awareness-raising resource on digital responsibility in the form of a Kit including posters and a card game (creative common license). This kit is designed to help you learn about the pollution caused by our digital tools, and to develop your eco-responsibility for an "ethical digital world".</p> <p>The kit includes :</p> <ul style="list-style-type: none"> <li>- 6 poster panels (exhibition): "Virtual world, real pollution: the unsuspected itinerary of our digital devices." These posters explain the origins of digital pollution (the greenhouse gas emissions generated, the global pollution rate...), how a smartphone is manufactured (its composition, its carbon impact...), data usage and the end-of-life of devices.</li> <li>- An "Ethical Digital" card game with various possible game rules, proposing 6 themes:</li> </ul> <p>Making your equipment last, saving electricity, choosing the right equipment, adopting the right reflexes, limiting your data flows, optimizing your messaging.</p>
<p><b>Partnership</b></p>	<p>IGPDE (L'Institut de la gestion publique et du développement) has created this awareness-raising kit under the governance of the Ministry of the Economy, Finance and Industrial and Digital Sovereignty.</p>



<b>Level (local, national, international)</b>	Local, national
<b>Overall objective</b>	<p>As digital is a government priority, the aim is to integrate it into all digital-related training courses.</p> <p>The kit is aimed primarily at raising awareness of eco-responsible digital practices among employees of economic and financial ministries and IGPDE trainees.</p> <p>It is also available to transformation players, HR departments, community leaders, innovators, etc...</p>
<b>Specific objectives</b>	Raise awareness of the importance of responsible digital use and the challenges of the ecological transition. Introduce eco-actions in daily and professional activities (durability of equipment, energy savings, good habits, limiting and optimizing digital use).
<b>Target group</b>	Adults, young adults.
<b>Impact</b>	Civil servants, transformation players, facilitators
<b>Link</b>	<a href="https://www.economie.gouv.fr/igpde/kit-de-sensibilisation-au-numerique-responsable">https://www.economie.gouv.fr/igpde/kit-de-sensibilisation-au-numerique-responsable</a>



CASE STUDIES – GOOD PRACTICES

CASE STUDY 5

Title	Le numérique écocitoyen" game
Abstract	<p>A fun card game designed by the GREID EDD de l'accadémie de Créteil in 2021-2022 to educate and raise awareness about responsible digital and the importance of the environmental impact of digital. The game promotes eco-responsible attitudes (ecogestures) and digital practices in line with sustainable development objectives.</p> <p>It takes the form of a deck of 56 cards on which you can find questions of varying complexity, with a choice of answers to be argued. On the reverse side of the cards, you'll find elements to help you build your argument for younger audiences.</p> <p>Sample questions:</p> <p>What to do with ink cartridges or toner after use?</p> <p>Why should I delete unnecessary applications from my smartphone?</p> <p>I'm saving my phone's battery. Explain how.</p> <p>A profile is awarded according to the game master's assessment of the quality of the answers and arguments.</p> <p>Blank cards are supplied in addition to the 56 basic cards, so that other questions can be added.</p>

<b>Partnership</b>	Accadémie de Créteil, GREID EDD (Groupe Ecoute Information Dépendance Education au développement durable)
<b>Level (local, national, international)</b>	Local, national
<b>Overall objective</b>	<p>Raise awareness of digital uses among secondary school students, encourage them to think about the impact of digital technology on the environment, and promote eco-responsible digital attitudes and practices. Training in eco-citizenship.</p> <p>Open the door to the functional implementation of digital sobriety in everyday life, and encourage the implementation of digital eco-sustainability actions/behaviors.</p>
<b>Specific objectives</b>	<p>Raise awareness of rights and duties as a user (notions of "individual responsibility" and "collective responsibility").</p> <p>Argue one's choices in terms of the environment, citizenship and health, using scientific and reliable elements.</p>
<b>Target group</b>	High school students, middle school students, young adults, teachers.
<b>Impact</b>	French schools, teachers, Club Education au développement durable, groupe d'éco-délégués. Secondary schools in the Créteil region.
<b>Link</b>	<a href="https://edd.ac-creteil.fr/JEU-LE-NUMERIQUE-ECOCITOYEN">https://edd.ac-creteil.fr/JEU-LE-NUMERIQUE-ECOCITOYEN</a>

