

Train the Trainers -

Design a classroom workshop with computer simulations about raising CO2 emission awareness. Best practices

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Preliminary actions / 1

- □ **Title**: Classroom Workshop: Raising CO2 Emission Awareness with Computer Simulations. Best practices.
- □ Definition of workshop purpose: The purpose of the workshop is to raise the awareness about CO2 raising emissions in young students of age
- □ Objectives:
 - Describe how CO2 emissions affect the global climate,
 - present the main sources of CO2 emissions,
 - acknowledge the dynamic of the phenomenon
 - Examine different scenarios about how the phenomenon will continue to evolveby 2100
 - identify actions/best practices that contribute to CO2 emissions





Preliminary actions / 2

- Materials needed:
 - Computers/laptops with internet access
 - Projector
 - Whiteboard
 - Markers
 - Handout sheets
 - Classroom that allows group working



Oper	pening - Introduction. (10-15 min)			
	Welc	Welcome, present of other facilitators, if any		
	Brief	Brief overview of the workshop and its objectives		
		Can ask questions to cause brainstorming from the participants.		
			Do you know what is global warming?	
			Do you know what is the main cause of global warming	
			Do you the role of CO2 in global climate	
			Do you know the term green, etc.	
		You can use a short presentation up to 6-7 slides to present the main aspects of the subject		
	Can a	Can also present a video simulation that will attract their interest.		
			the raise of global temperature from 1884 to 2022. ://climate.nasa.gov/interactives/climate-time-machine/	





Agenda /2 p.1

- ☐ Mini lectures. (20-30 min)
 - Present subject background theory.
 - Starting by explaining the role CO2 in earths climate.
 - Short theory introduction can be enriched with a simulation activity that describes this.
 - e.g. https://phet.colorado.edu/sims/html/greenhouse-effect_en.html
 - ☐ Explaining what CO2 emissions are and their effects on environment.
 - Short presentation
 - Discussion of the main sources of CO2 emissions, including transportation, electricity generation, and industrial activities
 - Ask students to calculate carbon emissions using a carbon emissions calculator such as: https://offset.climateneutralnow.org/footprintcalc or https://ecotree.green/en/calculate-flight-co2



Agenda /2 p.2

- ☐ Mini lectures. (20-30 min)
 - □ Using visual aids, such as graphs or video, illustrate how CO2 emissions will affect the environment the next years.
 - □ E.g: https://www.youtube.com/watch?v=7KQ-cAqwtXs



- □ Work time/practical exercise (20 min)
 - □ Ask students to share their thoughts and their idea on how CO2 emissions can be reduced so that greenhouse effect can be restricted or even reversed if possible.
 - Introduce students to a computer simulation such as https://en-roads.climateinteractive.org/scenario.html?v=23.2.1 explore how changes in various human activities affects CO2 emissions and global warming.
 - □ Students will work in groups to examine various simulation scenarios and see the impact that each action has to planet temperature increase.
 - Debrief with the entire class to discuss their findings and the impact of their actions on CO2 emissions and temperature increase.



- □ Adopting environmentally-friendly habits (20 minutes)
 - Discussion of simple actions that can be taken to reduce CO2 emissions, such as reducing energy use, reducing waste, and using environmentallyfriendly transportation
 - □ Encouragement of students to make a personal commitment to reduce their
 CO2 emissions
 - Create a handout to take home with best practices about how to reduce CO2 emissions.



- □ Debrief and (5-10 minutes)
 - ☐ Summary of the key points covered in the workshop
 - Reflection on the impact of human activities on CO2 emissions and the importance of adopting environmentally-friendly habits
 - ☐ Final thoughts and closing remarks



Evaluation (optional)

- □ Evaluation (5 minutes)
 - At the end of the workshop, students will be asked to complete a short evaluation form to provide feedback on the workshop and their learning experience.
 - The facilitator/teacher will also use this feedback to make improvements for future workshops.



Thank you for your attention

