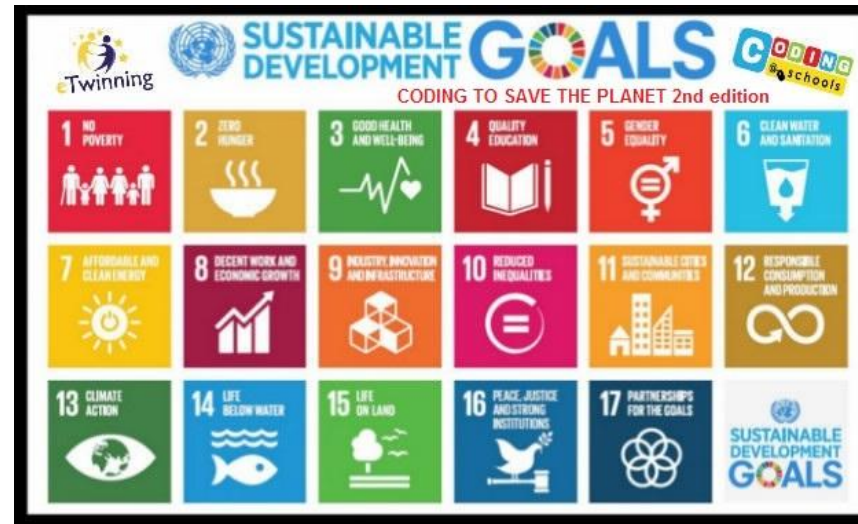


Coding to save the Planet, first edition



eTwinning Project: Coding to save the Planet (2nd edition)



Following the **Agenda 2030** for Sustainable Development, we wish to produce a **real change**. If we implement coding and STEM education at schools, integrating them in the subjects, we can find solutions to the problems of our Planet. Our aim is improving the computational and critical thinking through real-life experiences, stimulating reflection. We want to focus on responsibility of an **active citizenship** and the role of new generations for a **better future**.

<https://twinspace.etwinning.net/123435>

Monthly activities

- October: Global warming and CodeWeek
- November: Quality education and Robotics Week
- December: Life below water and Hour of Code
- January: Life on land
- February: Reduced inequalities and Safer internet day
- March: gender equalities and RosaDigitale
- April: Responsible consumption and production and STEM
Discovery Week
- May: Partnership for goals and Scratch Day

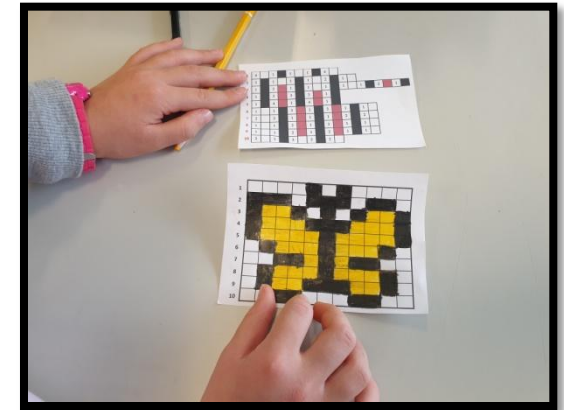
<https://twinspace.etwinning.net/123435/pages/page/1050082>

Activities (on Eu CodeWeek map)

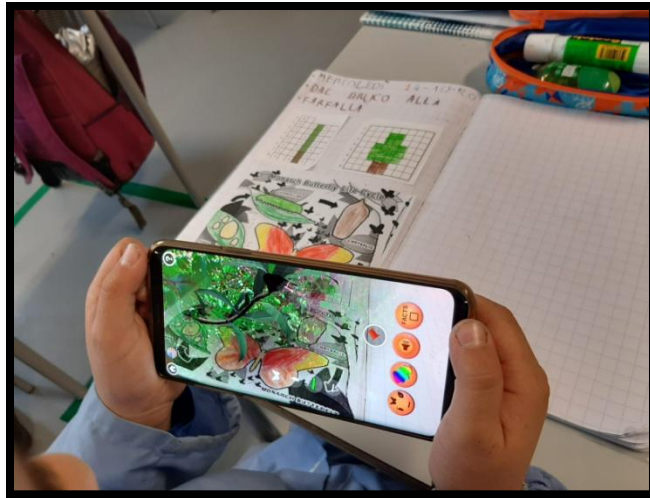
Decomposition game with Scratch and the 3Rs



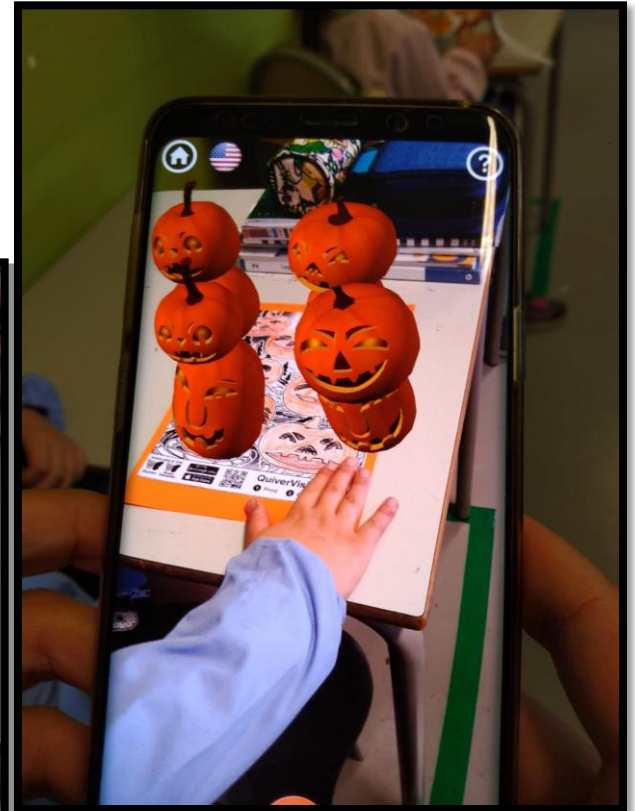
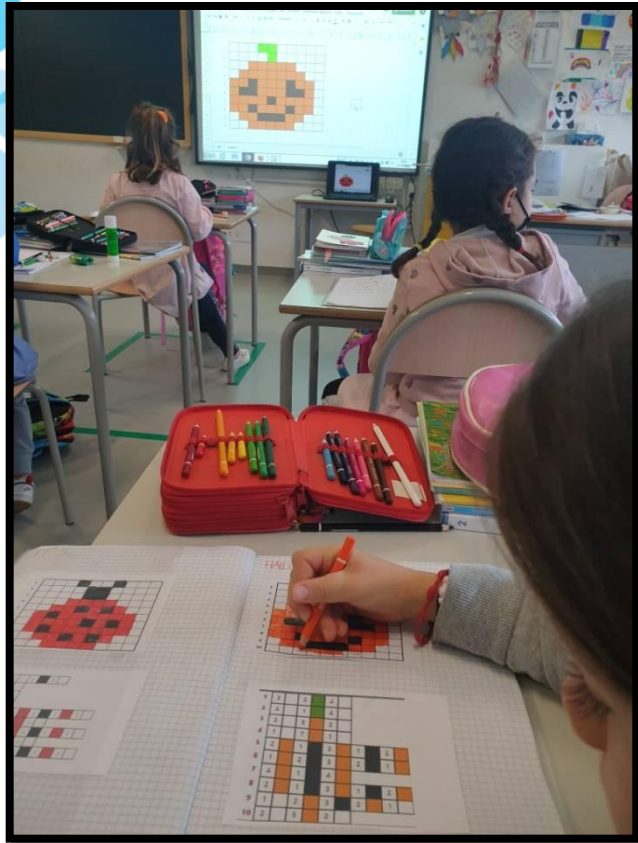
Let's protect the animals with pixel art



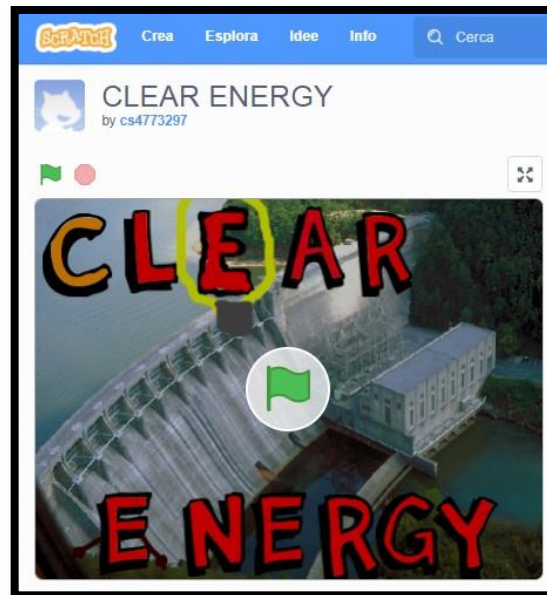
Pixel art and augmented reality



Pixel art and augmented reality



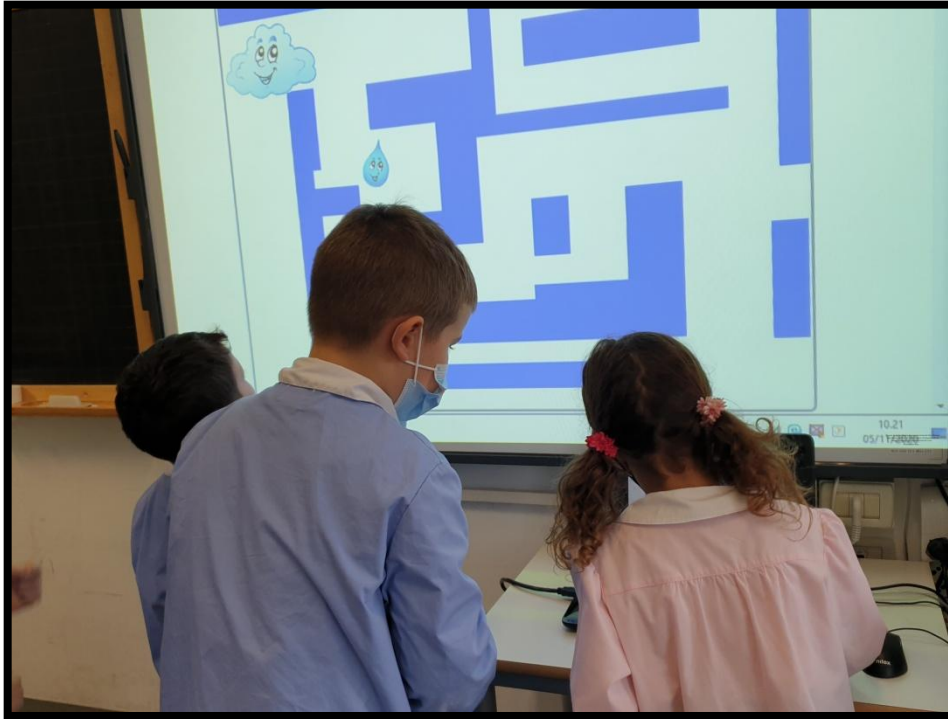
Words of sustainability



Coding e storytelling



Save water



Artificial intelligence for Oceans



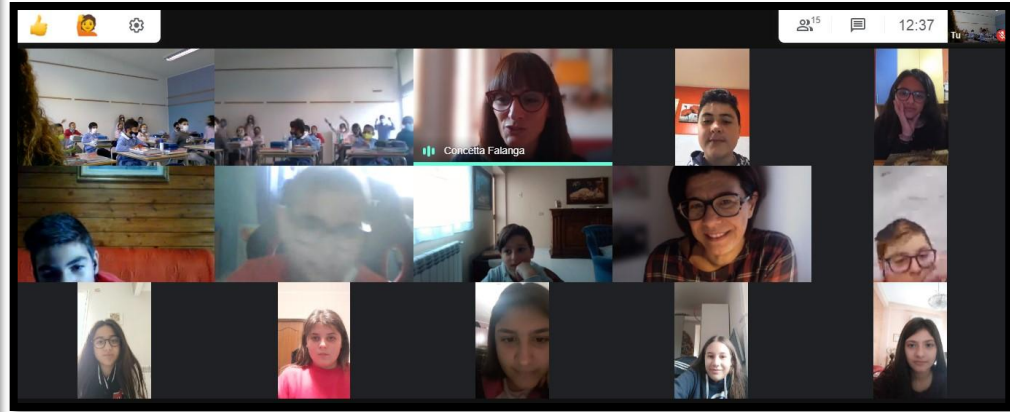
<https://studio.code.org/s/oceans/stage/1/puzzle/2>

Resources about sustainability

Partnership for goals



Online meetings



Grazie!

