



Cities Going Green: Development of a Green and Smart City

8th Press Release

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All good things must come to an end! And so the Erasmus+ project "Cities Going Green: Development of a Green and Smart City" came to an end, implemented for 26 months (01/12/2021 - 31/01/2024) in an international consortium consisting of **9 partners** from Estonia, Cyprus, Greece, Spain and Poland:

Association for Innovation and Education, Radom, Poland - project coordinator

Tallinn University, Estonia

Apostolos Varnavas Primary School, Nicosia, Cyprus

M.M.C Management Center Limited, Nicosia, Cyprus

Escola A. Aguilera, Terrassa, Spain

ECECT European Center for Emerging Competencies and Technologies, Nicosia, Cyprus

Theofanis Alexandridis Kai Sia Ee, Kallithea, Greece

Public Primary School No. 1, Grójec, Poland

Ellinogalliki Scholi Jeanne D'Arc, Athens, Greece.

During the project implementation, the consortium produced **three deliverables**:

1. Comparative analysis of examples of good practice in the field of "green skills".
2. Game design: developing thematic blocks, theoretical framework, decision-making, establishing game rules and scoring system.
3. Development of a gaming application available for desktop computers/laptops and mobile devices.

All results are available on the project website:

<https://citiesgoinggreen.projectsgallery.eu/home/>

During four international workshops, partners visited three primary schools in Poland, Greece and Cyprus, where they had the opportunity to interact directly with students who took part in testing the developed results.

A two-day training was conducted for **20 teachers** who became Cities Going Green ambassadors in their schools.

Over **160 students** aged 10-12 in Poland, Spain, Estonia, Greece and Cyprus took part in the pilot testing of the game. The implementation of the game in schools was enthusiastically received by both teachers and students! The developed educational game is an extremely





Application for the Development of a Green and Smart City

effective tool for engaging students in science and the topic of sustainable development in an attractive and interactive way.

The prepared application provides a new approach to learning through play, not only motivating students to learn, but also developing their critical thinking, cooperation and problem-solving skills. Through interactive game elements, students can better understand complex sustainability issues and see their practical application in everyday life.

The results of our project aroused great interest during the dissemination events organized both online and face-to-face. They gathered **99 teachers/school principals/students/parents, methodological experts and representatives of pedagogical supervision** in Poland, Spain, Estonia, Greece and Cyprus.

Introducing a game into the classroom can open up new teaching possibilities, encouraging experimentation with different teaching methods and stimulating creativity

in lesson planning. By supporting active and participatory learning, the game can also promote greater student engagement in the learning process and help develop social and collaboration skills.

This innovative approach to education is not only effective, but also enjoyable for all parties involved. Thanks to this, students can better acquire the knowledge and skills needed to understand and solve problems related to sustainable development, which translates into more aware and engaged citizens of the future.

We hope that the results developed by the Cities Going Green consortium will be used in everyday activities. Thank you all for participating in the project. See you soon!!!

