



INTERACTIVE
GOALS

**KA220-SCH – Cooperation partnerships in
school education
“INTERACTIVE GOALS – Creating Interactive
SDGs Classrooms Through Augmented
Reality”**

2021-1-LV01-KA220-SCH-000032485
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University of Latvia



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the European Union

Project partners



UNIVERSITY OF LATVIA
FACULTY
OF EDUCATION,
PSYCHOLOGY AND ART



ΔTERMON
EDUCATIONAL PLAY



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- Aim – **to support** mainstream education for teaching sustainable development goals (SDGs) by **empowering** schools **to use** augmented reality (AR) techniques in their educational practices thus developing, creating and implementing innovative SDGs classrooms.





ANALYSIS

National research (30 case studies, questionnaires 92 teachers and 202 students, 7 focus group discussions 53 teachers)



An AR game and Teacher's Handbook.

DEVELOPMENT

- an AR game
- Teacher's Handbook
- SDG in Classroom Activities
- SDG in Classroom AR – Guide for Teachers

TESTING

1 Learning and Teaching Activity
Testing an AR game and Teacher's Handbook

- 5 countries
- 15 teachers
- 208 students



Editing and final design

DISSEMINATION

21 monthly online meetings
3 transnational meetings
6 Multiplier Events
437 participants
4 newsletters
Project website <https://interactivegoals.eu>
39 posts on partner websites
38 posts in facebook.com and linkedin.com



1. Output of the project: Teacher's Handbook

- Methodological guidelines (in English, Spanish, Latvian, Italian, Greek, Dutch)
- 85 pages 3 modules:
- **Module 1** – Introduction to SDGs
- **Module 2** – An approach to education for sustainable development
- **Module 3** – My mobile and the SDGs
 - 3.1. My mobile phone/ benefits/ in schools/ activism
 - 3.2. The mobile phone lifecycle/critical raw materials/ socio-economic impact/environmental impact
 - 3.3. Health and wellbeing/ removing physical barriers to healthcare/ mental problems/ physical illnesses
 - 3.4. Let's take action / solutions for the environment/ Wellbeing/ SDG actions





2. Output of the project: SDG in Classroom Activities

- in English, Spanish, Latvian, Italian, Greek, Dutch
- **46 pages of practical classroom activities for teachers/ youth workers**

1. Take a step forward
2. Throw the string
3. Mobile phone in your pocket
4. The story of the mobile phone
5. Mobile phone in my school
6. A Hamletic doubt
7. Deep impact
8. Let's debate
9. History of things
10. SDGs to protect the environment

Target group/ estimated duration/ aim/ learning outcomes/ teaching methods and means/ complementary to AR game/ lesson plan overview: introduction; learn and explore; reflection and assessment/ trainer reflection/ materials for handouts





3. Output of the project: AR App Guide for Teachers

- A manual that will allow teachers to become familiar with the use of AR applications, immersive technology, as well as the power of Game-Based Learning to create an engaging learning environment.
- 23 pages in English, Spanish, Latvian, Italian, Greek, Dutch
- The use of digital tools as educational channels
- Learning objectives
- What teachers will learn through this manual?
- Technologies in education
- The power of game-based learning in the teaching process
- Immersive technologies and the use of AR in education
- How new technologies can be used as learning tools
- How AR is integrated into the learning process
- INTERACTIVE GOALS AR APP: Manual
- How to use the application





OS Android 11 and up



4. Output of the project: an AR game

- in English, Spanish, Latvian, Italian, Greek, Dutch.
- The application can be downloaded through the project website or by scanning the QR code in the booklet.
- 20 scenarios about the mobile phones and SDGs
- Each scenario includes:
 - - an informative text/ video
 - - a multiple-choice question (three possible answers/ one of them is correct)
 - - a feedback text as explained in the previous section
- Correct answer equals 5 points. Maximum points 100. Each image/scenario can only be scanned once.
- Based on the number of correct answers, a different trophy appears.
- Feedback about the likeability of the game, users are able to rate their experience in the results page through a 5-star scale.



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Scenarios about the mobile phones and SDGs:

- The benefits of using mobile phones;
- Mobile phones in schools;
- Critical raw materials;
- Is my mobile phone made by conflict resources or child labor?
- Mobile phone, removing physical barriers to healthcare-Keep healthy with your mobile;
- Mobile phone associated mental problems;
- The environmental impact of my mobile phone;
- Technology solutions to save your life;
- Physical illnesses caused by an excessive use of the mobile phone;
- Solutions for the environment;
- Solutions for the well-being;
- Solutions for SDGs actions.





Additional output of the project

- Digital escape problem-solving game “Global Impact Exhibition and the Disappearance of Dr. Carter” to raise awareness about the SDGs.
- Digital or hybrid.
- Players must solve the mystery of Dr. Carter’s disappearance.
- To achieve that, the players have to repair the damaged exhibits in six checkpoints. Each checkpoint deals with one or two SDGs. Goals 3, 4, 8, 9, 10, 13, and 16 are included in the game. Upon finishing the game, players will know more about each Goal and will understand the need for collective action for achieving the SDGs.

