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Designing an educational activity for your class: the CliC – PoliT templates & approach

Age: Grade 3-9 (9-15 years old)

Topics: Light pollution, Biodiversity, Urban species, Monitoring, Impact, Projectbased learning, Inquiry-based methods, Interactive tools, Critical thinking, Environmental awareness, Collaborative problem-solving

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Engaging in a project-based activity to understand and monitor the impact of light pollution on urban species, utilizing inquiry-based methods and interactive tools.

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CliC-PoLiT

Template Outline

- O Title & Duration
- O Target group(grade), Description & Learning objectives
- O Ideas to support school & out of school activities
- O Green Competences Linked
- O Educational approach & Links to school curricula
- O Equipment, materials & tools
- O Tasks & Timeline

CliC – PoLiT Lesson Plan template

Module title (i.e. Light Pollution & Energy Efficiency or Light Pollution & Biodiversity)	
Topic title (i.e. Monitoring impact on urban species)	
Lesson Plan title (i.e. Green parks hunters)	
1- Duration	i.e. 45 minutes or 2 school hours (45 + 45 minutes)
2- Short Description of the Lesson	Students will learn about
3- Learning Goals	This activity will help students to: i, ii, iii, v,
4- Green Competences Linked	Linkages to the Green Comp. Framework
5- Target Group	9 – 12 or 12 – 15 years old (3 – 9 grades)
6- Educational Approach	i.e. Inquiry – based, Project – based, Experiential learning etc.
7- Link to School Curricula	i.e. Science, Math, Environment, Geography
8- Facility/ Equipment & Tools/ Materials	i.e. Classroom, internet access, printables, presentation
Main Tasks	

Module Title, Topic Title, Lesson Plan Title: Different topics per module covering all aspects of Light Pollution.

1-2-3) Simple to complex activities, experiments, inside and outside of school activities.
4-5) ** Competence-based activities related to the green & sustainability skills per age group.
6-7-8) Educational approaches to be used, STEAM activities, materials and equipment needed.

****GREEN COMP**

GreenComp: The European sustainability competence framework by JRC

12 competences organised into the four areas below:

- 1- Embodying sustainability values, including the competences
 - valuing sustainability
 - supporting fairness
 - promoting nature
- 2- Embracing complexity in sustainability, including the competences
 - systems thinking
 - critical thinking
 - problem framing
- 3- Envisioning sustainable futures, including the competences
 - futures literacy
 - adaptability
 - exploratory thinking
- 4- Acting for sustainability, including the competences
 - political agency
 - collective action
 - individual initiative



MAIN TASKS

Educational approaches to be used, STEAM activities, materials and equipment needed

Module title (i.e. Light Pollution & Energy Efficiency or Light Pollution & Biodiversity)	
Topic title (i.e. Monitoring impact on urban species)	
Main Tasks	
10 minutes	Task 1: Introduction to light pollution
	1.1 Start the lesson with the following video
15 minutes	Task 2: Understanding light pollution
	2.1 Provide your students with sticky-notes and ask them to provide answers
10 minutes	Task 3: Light pollution monitoring and mapping
	3.1 Using online tools to identify light pollution from space
25 minutes	Task 4: Discuss with the students
	4.1 Create a poster presenting the light pollution levels in

Note to Educators: This report offers teachers a structured guide to designing engaging lessons on topics like Light Pollution. By integrating hands-on activities, green competences, and a variety of educational approaches, this framework aims to empower students across different grade levels to develop sustainability skills, fostering a deeper understanding and appreciation for environmental issues.