



<p>Subject, class: Circular Economy – Reusing and recycling Subjets involved – Social Studies, Tourism, Geography, Economy, Physical Education.</p>	
<p>Entry Scenario</p> <p>Present current economies are based on a linear model of resource extraction, unsustainable production and use of products, generating a large amount of waste and pollution. Changng the mindset into a circular economy means having a regenerative system based on circular design, in which less resources are used, products are kept in use as long as possible, materials are recovered as much as possible and pollution is prevented. It is achieved by narrowing the loop, slowing the loop and closing the loop.</p>	<p>Activity/ product</p> <ul style="list-style-type: none"> - Building and implementing a recycling system at school. - Waste separation containers. - Reusing clothes. - Promote reduction of energy consumption at school. - Promote the use of eco bottles. - Attending workshops on circular economy. (Eco Tourism, Recycling, reusing).
<p>Essential competences</p> <ul style="list-style-type: none"> – To be able to understand the concepts and principles linked with circular economy – To be able to identify the produt cycle in a context. – To be able to build sustainable solutions in and outside the school context. – To be able to adopt good pratices examples regarding circular economy. 	<p>Concretisation of the contents/ learning outcomes</p> <ul style="list-style-type: none"> - New recycling system at School. - Monthly “Flee market”. - Creating a school campaign to draw attention to reuse and recycle. - Implementing Go Green project at school. (Deco Jovem). - Creating a good practise guide for local sustainable tourism in a circular economy.
<p>Learning and working techniques</p> <ul style="list-style-type: none"> - Guided group work research. - Workshops to collect and create materials (containers, posters, videos, etc). - Visit to awarded recycling companies (Delta Cafés, Vintage for a Cause, ECO). 	



Teaching materials/resources

Video projetor.

Worksheets.

Internet.

Newspapers/online news / magazines (authentic documents).

Material to build containers.

Organisational information

e.g. responsibilities, need for specialist rooms, involvement of experts/excursions, cooperation with learning locations

- NGOs invitation (Ponto Verde, ECO, Vintage for a Cause, Deco Jovem, etc).

- Flexible curriculum room to exhibit the posters.