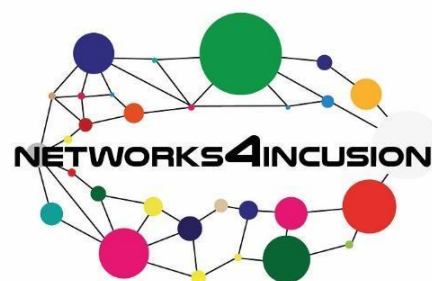


Networks4Inclusion

WP3 - Handbook





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Annexes



Appendix I. Step-by-Step Lesson Plan “Circular Economy Simulation Game”

Activity	Description of Activity	Duration	Number of Participants	Type of Activity	Materials Needed	Tools for Evaluation the Activity
Circular Economy Simulation Game	<p>The Circular Economy Simulation Game is a hands-on activity designed to help adult people understand the principles of a circular economy while indirectly exploring the benefits of a more community-oriented approach. Participants are divided into small groups of 3-4 individuals. The facilitator introduces the concept of a circular economy and explains its key principles, such as waste reduction, resource optimization, and sustainable production. Each group is then given a scenario representing a community facing environmental and economic challenges, such as resource scarcity and waste accumulation. Using a set of materials, participants work together to develop a circular economy strategy for their community. They must consider factors such as resource management, waste reduction and community engagement. The facilitator guides the groups through the activity offering support and answering questions as needed. Once the strategies are developed, each group presents their plan to the rest of the participants, explaining their rationale and proposed actions. After all groups have presented, a discussion ensues, allowing participants to reflect on the challenges and opportunities associated with transitioning to a circular economy model with an alternative framework. Finally, the facilitator encourages participants to consider how a more community-oriented approach, similar to the one explored, could address broader societal issues beyond environmental sustainability.</p>	60-75minutes	12-16 participants	Presential group activity	Paper, markets, recyclable items, cards with scenario.	Observation of interaction; Group Discussion focused on reflection on proposed strategies.



Appendix II. Step-by-Step Lesson Plan “Digital Literacy Scavenger Hunt”

Activity	Description of Activity	Duration	Number of Participants	Type of Activity	Materials Needed	Tools for Evaluation the Activity
Digital Literacy Scavenger Hunt	<p>The Digital Literacy Scavenger Hunter is a dynamic and engaging activity designed to enhance participants’ digital literacy skills while fostering teamwork and problem-solving. Participants are divided into teams of 3-4 individuals and provided with a list of digital literacy-related tasks and challenges to complete within a specified time frame. Each task is designed to assess different aspects of digital literacy, such as information skills, digital tools usage, and critical evaluation of online content. For example, tasks may include finding credible sources for a specific topic, creating a digital presentation using various software tools, and identifying potential cybersecurity risks in online scenario. Teams use digital devices (e.g., smartphones, tablets) and internet access to complete the tasks utilizing search engines, online platforms, and digital tools as needed. The activity encourages participants to collaborate, communicate effectively, and think critically about digital information and resources. After designated time, teams reconvene to discuss their findings and experiences. The facilitator leads a debriefing session where teams share their strategies, insights, and challenges encountered during the activity. In the final discussion, participants reflect on their digital literacy skills development and identify areas for improvement.</p>	60-75minutes	12-16 participants	Presential group activity recurring to digital platforms.	Digital devices (e.g., smartphones, tablets), internet access; Card listing the digital literacy-related tasks and challenges.	Observation; Group Discussion reflection on acquired skills and insights.



Appendix III. Step-by-Step Lesson Plan “Sustainable Solutions in an Activist Way”

Activity	Description of Activity	Duration	Number of Participants	Type of Activity	Materials Needed	Tools for Evaluation the Activity
Sustainable Solutions in an Activist Way	<p>The activity is an interactive and hands-on activity aimed at fostering creativity and problem-solving skills among participants while addressing interconnected societal challenges. Participants are divided into small groups of 3-4 individuals. Each group is given a scenario related to climate change, healthcare advancements, or the needs of an ageing population. They are tasked with brainstorming and designing innovative solutions using a combination of technological advancements and societal transformations. The solutions should prioritize sustainability, inclusivity, and social impact. The facilitator provides guidance and prompts to stimulate creative thinking and encourages participants to consider marginalized people-centered approaches. Participants have a set amount of time to ideate, sketch, and outline their solution on large poster boards using markers, sticky notes, and other craft supplies. After the design phase, each group presents their solution to the larger group, explaining their rationale, features, and potential impact. A mini-exhibition follows, where participants showcase their designs and engage with other groups to gather feedback and insights. The session concluded with a reflection where participants discuss key learnings, challenges encountered, and actionable steps to further develop their solution beyond the activity.</p>	120-150 minutes	12-16 participants	Presential group activity	Large poster boards, markers, sticky notes, scenario cards, other craft materials	Observation; Self and Hetero evaluation of each mini exhibition group presentation; Reflection from group final discussion.



