

Press Release

The GoGreen partners are pleased to announce that the Green Curriculum for VET providers is completed and available on the GoGreen project website.

The aim of this curriculum is to equip VET providers to advance their skills and key competences, increase their knowledge about climate change issues and provide them with the necessary tools to address the challenges the private sector and entrepreneurs face.

The training course is divided into the following six sections:

- **Section 1:** Available Digital Tools for Mobile Augmented Reality Games
- **Section 2:** Training Module 1 - Business - High greenhouse gas (GHG) emissions which affect the climate
- **Section 3:** Training Module 2 - Risk for Penalty/fines
- **Section 4:** Training Module 3 - Identify opportunities for significant cost reductions
- **Section 5:** Training Module 4 - Increase marketing image – Corporate social responsibility
- **Section 6:** Learning Design Framework

Additionally, the curriculum includes guidelines with an explicit set of Learning Outcomes (LO), allocated time for each learning unit, and a tutor manual. Furthermore, a learning design framework was produced so that the VET providers can create lesson plans/scenarios, using Mobile Augmented Reality Games to promote green and digital competences to private entities and entrepreneurs.

Each Training Module includes the following subsections:

- An "Outline of Module" a subsection that provides an overview of the learning objectives, content, activities, assessment, and equipment.
- A detailed "Lesson Plan": presents each subtopic/activity, the duration needed approximately and the training material required.
- The "Material for activities and assessment": provides the pre- and post-quizzes to assess the initial and acquired knowledge, respectively, as well as any further details that are important for the exercises presented in the lesson plan.

The curriculum will now be translated in all partner languages (EL, ES, IT, CZ) and will be available on the project's website soon.

What is Augmented Reality?

The curriculum focuses on Augmented Reality, which can be described as an emerging technology that allows the real, physical world to be enhanced/enhanced by virtual information. The curriculum includes examples of methods of Augmented Reality as well as recommendations for these tools. The Curriculum includes a list of all the available digital tools for Mobile Augmented Reality Games and relevant software in lesson plans/scenarios related to the VET providers' work and analytical instructions on using the tools and their affordances limitations.

Visit our website at www.gogreen-project.eu and follow us on Facebook [@GoGreenProjectEU](https://www.facebook.com/GoGreenProjectEU) to stay up-to-date with the project's news, activities, progress and announcements.