GENB
YOUNG BIOVOICES
FOR A SUSTAINABLE
FUTURE

GenB Capacity Building webinars: Basic Level 2

May 16th 2024 | 18:00 – 19:30

Equipping GenB ambassadors to actively “take a role” by actively promoting a sustainable bioeconomy

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CAPACITY BUILDING WEBINAR
Basic Level 2

Module 1: Overview of GenB Toolkit

Clara Blasco - AIJU

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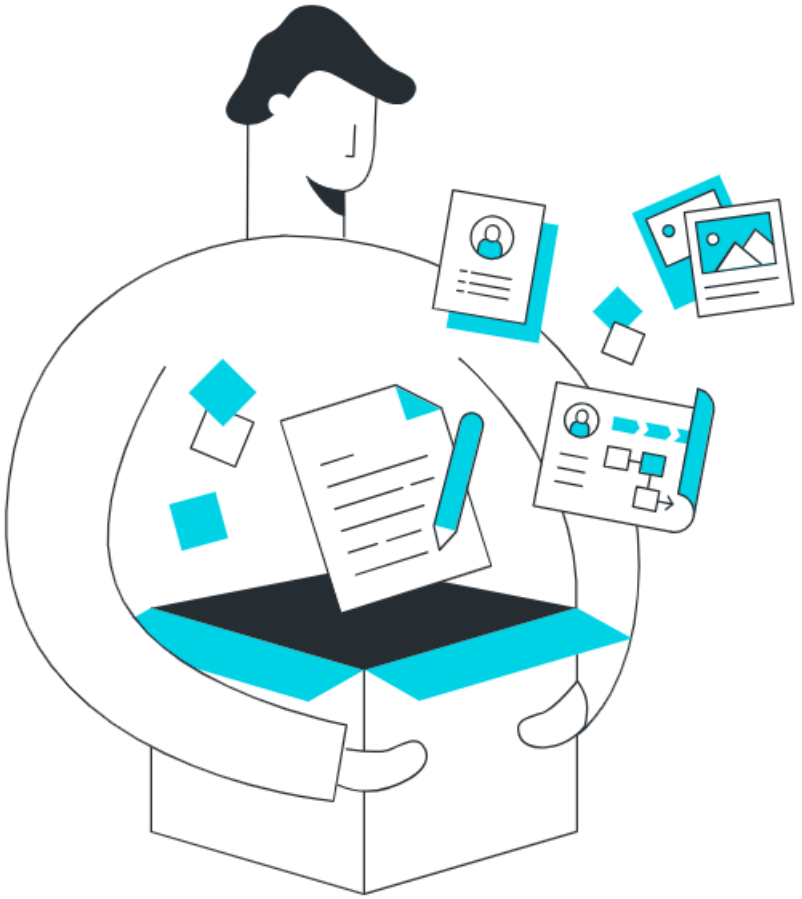
What is a toolkit?

"A set of **resources, tools, and instructional materials** designed to facilitate the understanding and **learning** of **key concepts** related to a topic.“



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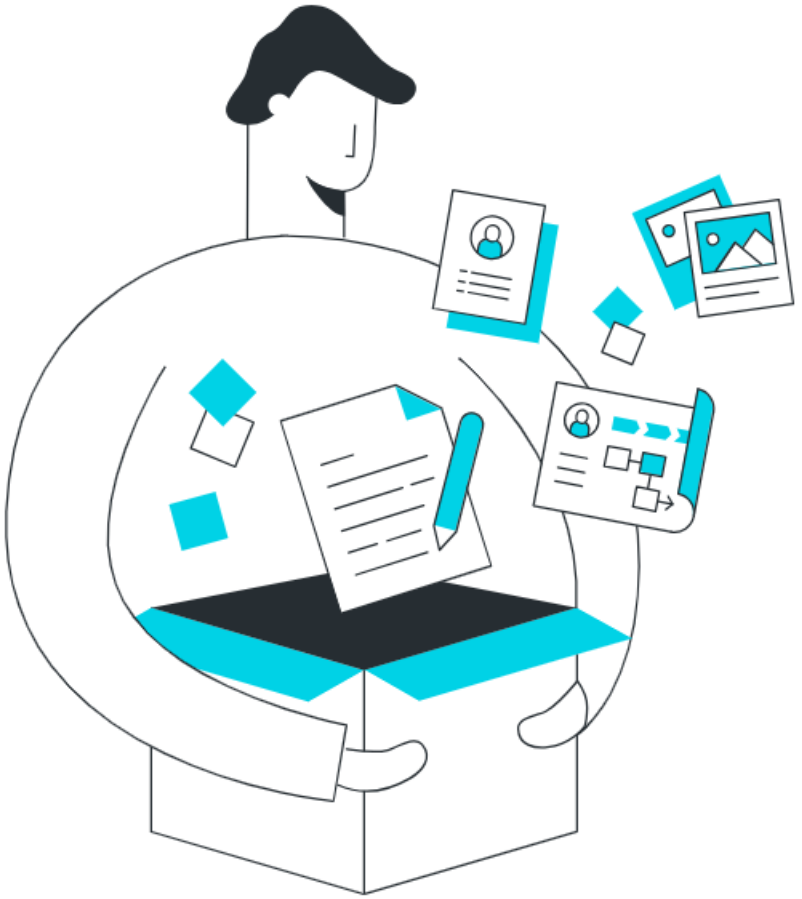
What is a GenB toolkit?

A comprehensive and diverse set of resources, tools, and instructional materials designed to **educate, raise awareness, and facilitate understanding of the bioeconomy**



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Who is the GenB toolkit aimed at?

Children from 4-8 years old

Preadolescents from 9-13 years old

Adolescents from 14-19 years old

Teachers

Multipliers

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What materials constitute the GenB toolkit?

#1 “What’s Bioeconomy?” - Books for kids

#2 “ BioHeroes: Let’s save the planet! ” - Role play card game

#3 “Super-bio” - Educational board game

#4 “Escape4Future” - Gamified experience

#5 “Biowiz: sustainable minds” - Quizzes and educational cards

#6 Video teasers and educational videos

#7 Online factsheets “bioeconomy job profiles”

#8 Hands-on experiments

#9 “The Apple That Wanted to Travel” - Fairy tale

#10 Participatory photography

#11 Podcasts

#12 Lesson plans

More focused on teachers and educators:

#13 Educational and informational packages

#14 Training contents

#15 Massive Open Online Course (MOOC)

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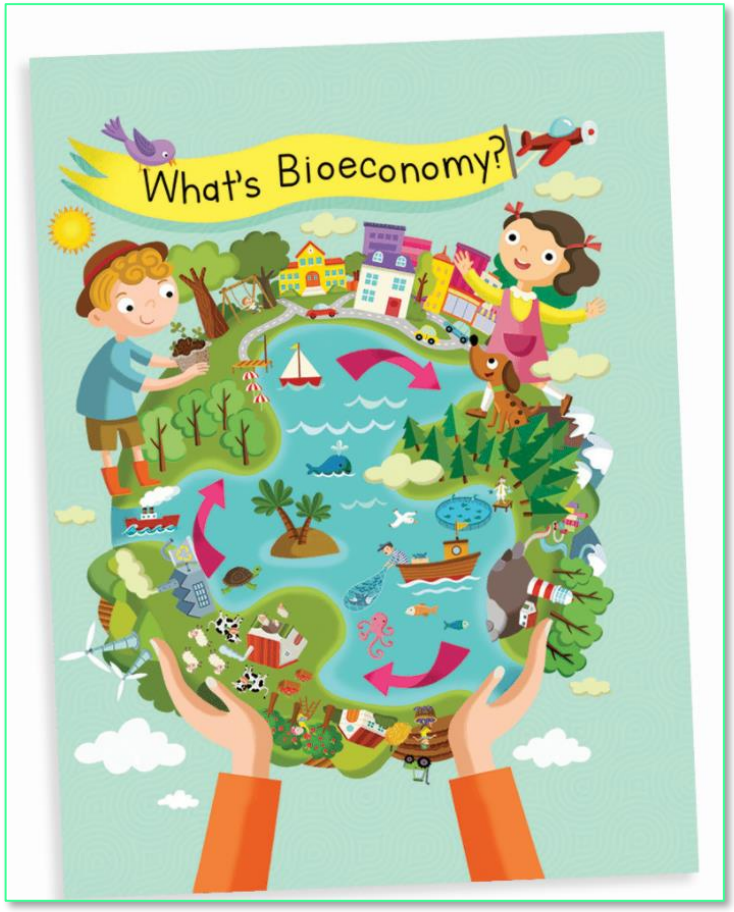
Books for kids

"What's bioeconomy?" illustrates a story of a family living in the world of a sustainable and circular bioeconomy, where something new can come out from what is usually wasted.



Core target: 4-8 y.o.

Secondary target: --

Format: physical book, interactive book, online

Languages: Multilanguage (16)

Location: GenB website, BIOVOICES & Transition2bio

Full launch: October 2024

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Role play card game

"BioHeroes: Let's save the planet!" is an immersive card game which aims to educate in a fun and practical way about not only what kinds of professions can arise in the bioeconomy, but also to familiarise them with the specific tasks they perform and how these relate to each other.

Core target: 4-8 y.o.; 9-13 y.o.

Secondary target: teachers

Format: print to play, online, downloadable

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: Soon at GenB website

Full launch: December 2024

Funded by the European Union

Educational board game

It is a game where the participants will learn about circular bio-economy and bio-based production in different environments through quizzes, actions, interactions. They will create new bio-based products by completing the recipes assigned to them. Each recipe can be considered completed when it is transformed into a bioproduct, at the biorefinery.

Core target: Over 8 y.o.

Secondary target: teachers

Format: print to play, online, downloadable

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: --

Full launch: December 2024

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Game "Escape4Future"

The **"Escape4Future - Chemistry meets Circular Bioeconomy"** engages students and parents in solving six interconnected enigmas that address green chemistry and bioeconomy issues through hands-on experiments or games. The objective is to find the way out to a more sustainable and circular lifestyle.

Core target: 14-19 y.o.

Secondary target: --

Format: online, downloadable

Languages: EN,IT

Location: Soon at GenB website

Full launch: December 2024

Funded by the European Union

Quizzes and educational cards

"Biowiz: sustainable minds" attempt to bring the basic concepts of bioeconomy in a gamified and visual way.

Core target: 14-19 y.o.

Secondary target: teachers, multipliers

Format: print to play, professional printer, web, social media, online, downloadable

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: GenB website

Full launch: December 2024

Funded by the European Union

Video teasers and educational videos

By harnessing the power of storytelling and visual examples, GenB videos aim to captivate audiences, spark curiosity, and drive engagement in GenB.

Core target: 4-8 y.o.; 9-13 y.o.; 14-19 y.o.

Secondary target: teachers, multipliers

Format: online

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: GenB website

Full launch: December 2024

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Online factsheets

"Bioeconomy job profiles" aims to awaken interest in young people about the different jobs that coexist in the bioeconomy. In this way, they can discover aspects that they did not know and motivate them to learn concepts to develop and implement in the bioeconomy.

Core target: 14-19 y.o.

Secondary target: teachers, multipliers

Format: online, downloadable

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: GenB website

Full launch: December 2024

Hands-on experiments

Three experiments where young people actively participate with the aim of discovering many uses for bio-waste and seeing how it can be transformed into products.

Core target: 6-13 y.o.

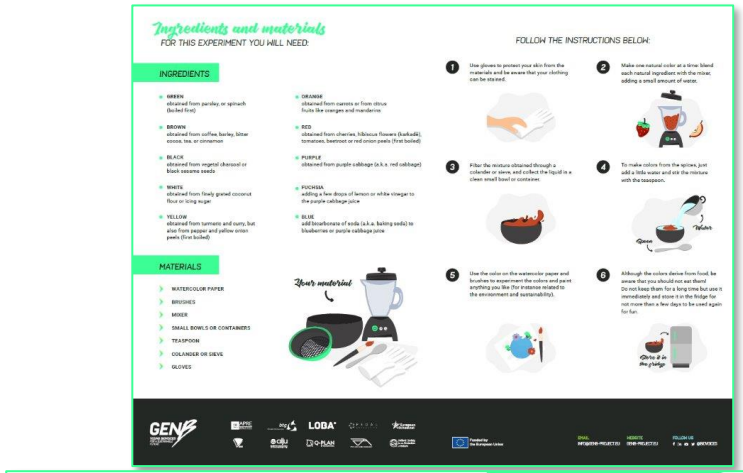
Secondary target: 4-8 y.o.; 9-13 y.o., teachers, multipliers

Format: online, downloadable

Languages: EN,IT

Location: Corn experiment, Toothpaste experiment, Fruits experiment. Soon at GenB website

Full launch: December 2024



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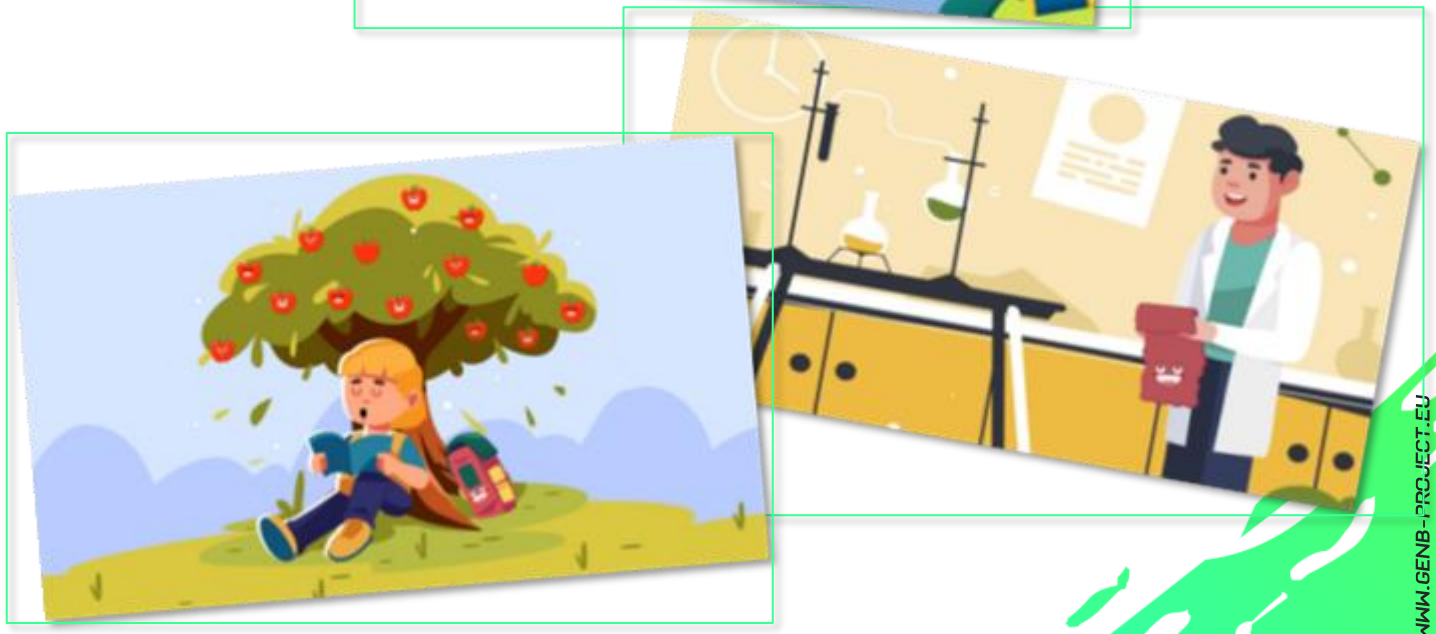
Fairy tale

"The Apple That Wanted to Travel" aims to introduce the concepts of bioeconomy through storytelling.



Core target: 4-8 y.o.

Secondary target: teachers, multipliers

Format: script, images. online, downloadable

Languages: EN,IT

Location: Soon at GenB website

Full launch: December 2024

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Participatory photography

Activity to raise awareness of the many concrete applications of the bioeconomy by taking photographs and/or video recordings.

Core target: 4-8 y.o.

Secondary target: teachers, multipliers

Format: online, downloadable

Languages: EN,IT

Location: Soon at GenB website

Full launch: December 2024

Funded by the European Union

Podcast

The first series of the podcast will consist of 10 episodes/fairy tales written by famous authors.

Core target: 4-8 y.o.

Secondary target: teachers, multipliers

Format: online, downloadable

Languages: EN,IT

Location: GenB website

Full launch: December 2024

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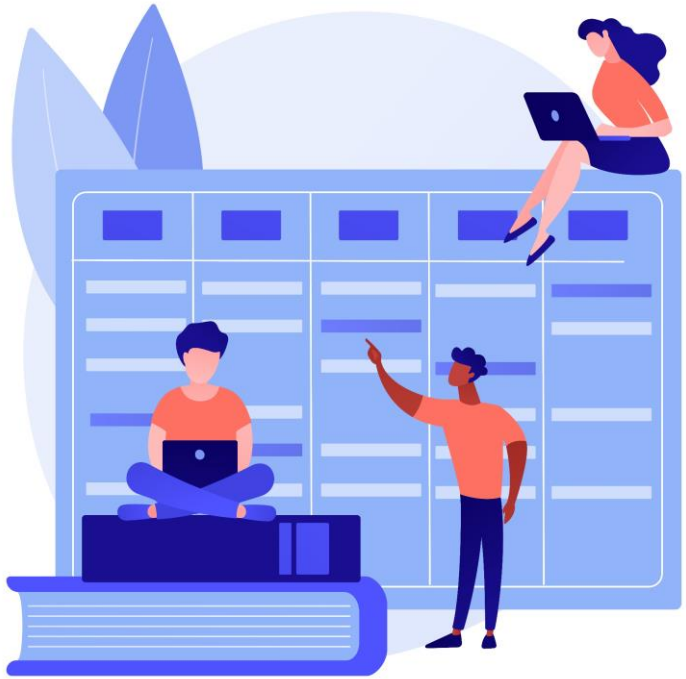
Lesson plans

Lesson plans help to introduce young people to bioeconomy concepts through a combination of discussions, activities, artificial intelligence tools and interactive games. The content seeks to make complex topics accessible and engaging for young learners.



Core target: teachers, multipliers

Secondary target: --

Format: online, downloadable

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: GenB website

Full launch: December 2024 (first launch: June 2024)

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Educational and informational packages

It offers learning content that reinforces all the other toolkits so that students of the three different targets understand the concepts of bioeconomy.

Core target: teachers

Secondary target: --

Format: online, downloadable

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: Soon at GenB website

Full launch: December 2024

Training contents

It offers learning content that reinforces all the other toolkits so that students of the three different targets understand the concepts of bioeconomy.

Core target: --

Secondary target: --

Format: online, downloadable

Languages: EN,FR,IT,GE,NL,SP,PT,GR,SL (9)

Location: Soon at GenB website

Full launch: December 2024 (first launch: June 2024)

Massive Online Open Course (MOOC)

It is a free, high-quality training course designed for teachers and educators across different educational settings and levels. It aims to provide comprehensive knowledge and practical tools for integrating bioeconomy concepts into teaching practices.

Core target: teachers

Secondary target: multipliers

Format: online

Languages: EN

Location: GenB website, EUN Academy platform

Launch: October 2024

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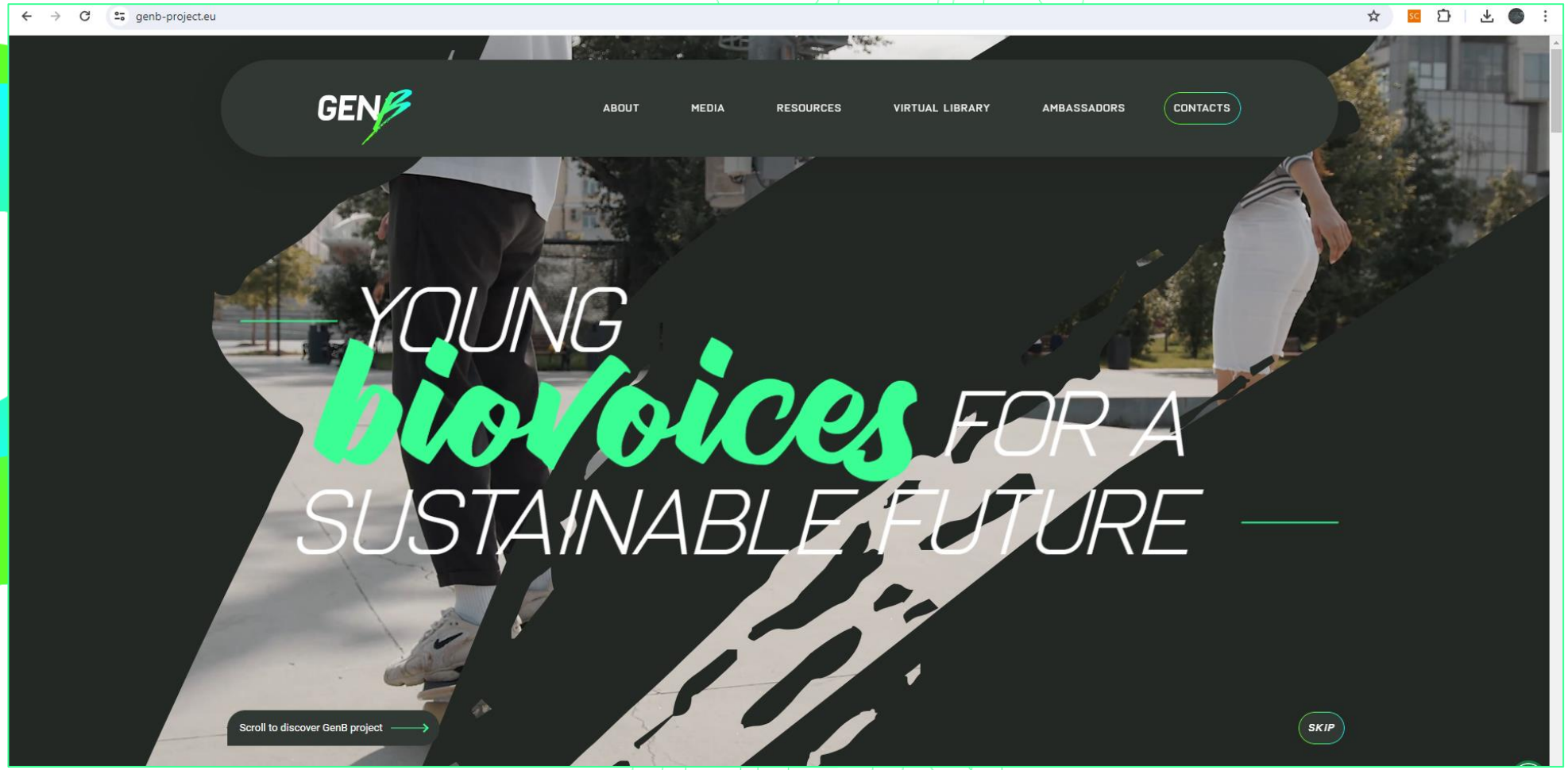
Module 1. Overview of GenB Toolkit – Where is the GenB toolkit located?



GenB website

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Module 2: Bioeconomy Job Profiles

Isidora Salim,

European Schoolnet

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01

How and why to talk about careers in bioeconomy?

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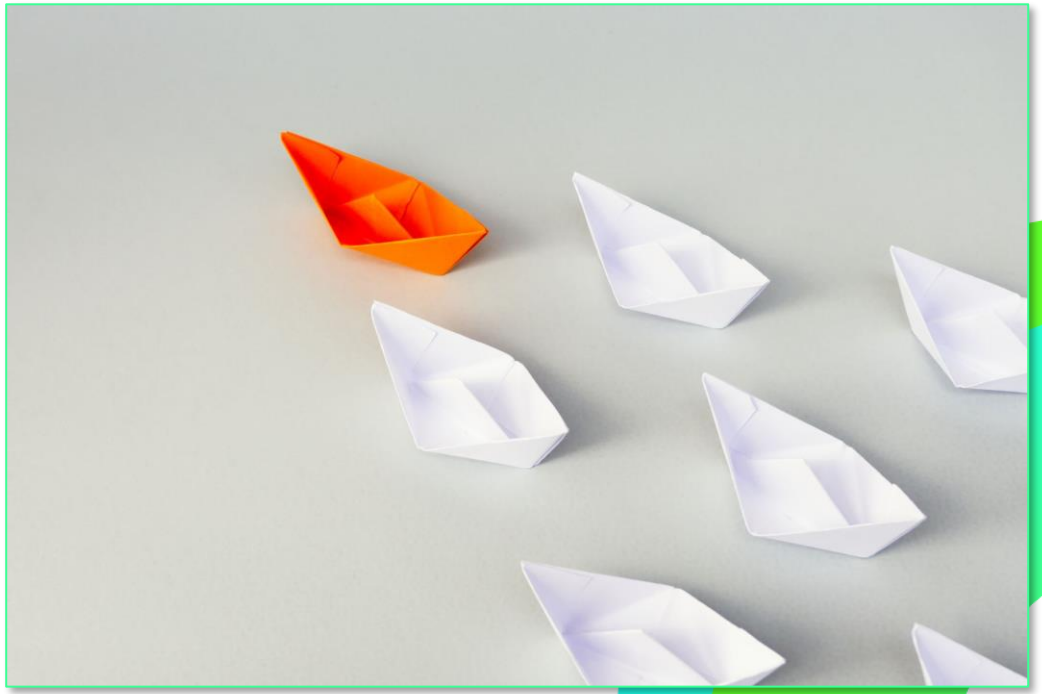
How to talk about careers in bioeconomy?

- Define the career
  - Sector
  - Industries
  - Needs
- Focus on the required knowledge → connect it to their school curricula
  - Career Paths
  - Skills
- Make real-world connections
  - Role models



Source: Microsoft Stock Image

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Why to work in bioeconomy?

Diverse **and new field** that links **existing industrial sectors with new ones**

Making primary sector **and industries more sustainable**

Development of a unique skill set to meet future challenges

Highly **qualified and sought-after** profession

Work **with innovative tools, technologies and companies**

Creation **of new knowledge, discoveries and innovations**

Source: iStock image

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02

Defining a job in bioeconomy

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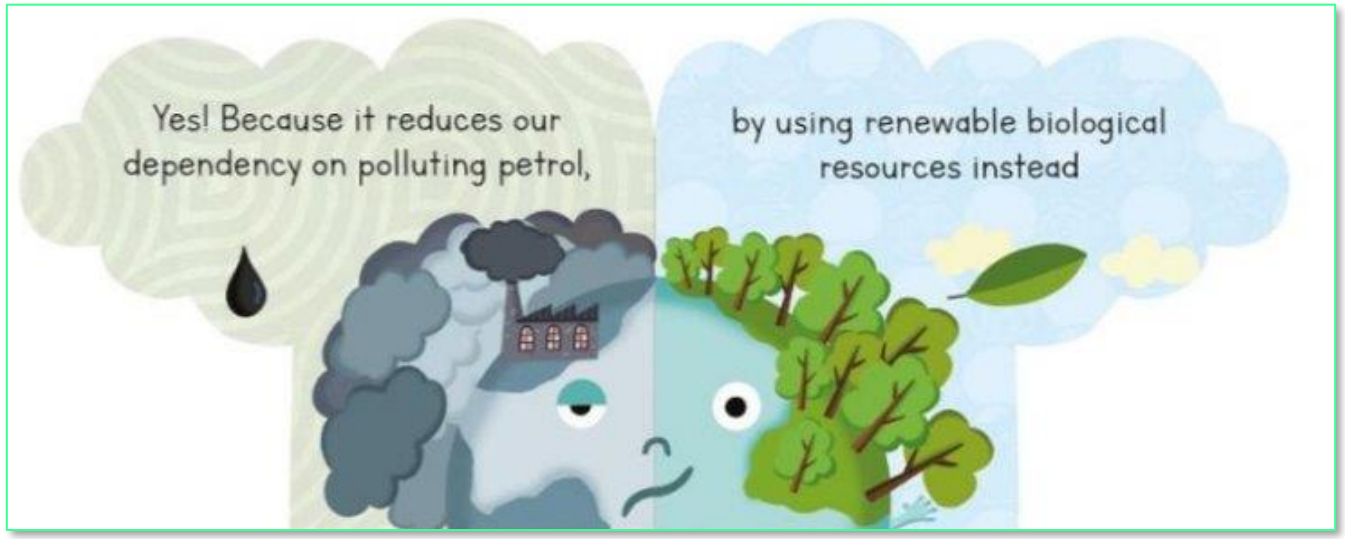
- Bioeconomy is meta-sector which contributes to sustainable development
- Promotes circular and maximal use of resources
- Less dependent on fossil fuels and non-renewable resources



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Source: European Comission (2020): https://bb4k.fvaweb.eu/en/index.html

03

Become a professional in the bioeconomy field

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Bio-farmer, breeder, forester

- Take care of the soils and forests → avoiding harmful chemicals and planting new trees when needed
- Animals are treated kindly → without using antibiotics or chemicals, with adequate space to live
- Local bio-based production using leftovers from farming, forestry, and raising animals
- **Secondary and tertiary education**: Agricultural schools and faculties, Forestry schools and faculties
- **School curricula**: biology, geography, chemistry lessons

Source: iStock image

Source: iStock image

Source: iStock image

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Biorefineries

- **Produce** green chemistry products and biofuels using bio-mass
- **Transform** waste into bio-based products, chemicals, clean energy…
- **Employ:** Scientists, technicians, administrative staff and workers
- **Secondary and tertiary education:** STEM specialised schools, lyceums, STEM related universities
- **School curricula:** chemistry, physics, biology

Source: iStock image

Fonte: Bio Based Europe Pilot Plant

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Researcher

- Develops new technologies and innovative methods to create bio-products:
  - to reuse the wastes produced by different sectors
  - to discover new uses of biological resources
- **Secondary and tertiary education:** depends on the sector
- **School curricula:** depends on the sector

Source: iStock image

Source: iStock image

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Skills most required in bioeconomy

- Good balance between sectoral and transversal skills such:
  - problem solving,
  - collaboration,
  - entrepreneurship,
  - holistic/systemic thinking,
  - design
  - critical thinking
- Proactive attitude
- Identifying and implementing solutions
- Managing and monitoring technical processes
- Specific skills matching companies' needs related to their geographical specificities

Source: iStock image

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04

Real-world connections

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Real-world connections

- **Provide real examples of people working in different positions in the field of bioeconomy**
- **Organise meet ups or visits**
  - Visits to Profesionals place of work
  - Virtual meetings and visits
- **Encourage participation in (online) career related events**
  - Career info-days
  - Open-door events
  - Webinars
  - Career Chats
  - Job fairs

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Useful materials

- **GenB Bioeconomy Job profiles**
  - Sets of teaching materials: factsheets and interviews with bioeconomy experts,
  - Explanations of career and educational possibilities,
  - Insights and experience from the field,
  - Raise awareness, inspire and motivate to pursue a profession in bioeconomy.

- **Materials developed within different projects**
- **Visit for more information:**
  - GenB (genb-project.eu)
  - Resource repository (scientix.eu)

Thank you

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CAPACITY BUILDING WEBINAR
Basic Level 2

Module 3: Quizzes and educational cards

Clara Blasco - AIJU

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Introduction

What this material is about?

- Know the main concepts of the bioeconomy
- Be able to differentiate the main aspects of the bioeconomy
- Be aware of the different processes involved in the bioeconomy

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Introduction

Who is it aimed at?

Children from 4-8 years old

Preadolescents from 9-13 years old

Adolescents from 14-19 years old

Teachers

Multipliers

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Biowiz: sustainable minds

Game-based learning

- A set of questions and answers to help you learn and/or test your knowledge about the bioeconomy through play.
- Context of use? Self training, Competitions, etc.

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Educational cards

Learning approach based on visual and practical resources

- A set of concise information on the topic of the bioeconomy, presented in a visually appealing format.
- Educational cards can include diagrams, illustrations, text, or other visual aids to convey information effectively.

Quizzes and Educational cards

What they are used for?

- Review and **consolidate** what you have learnt
- **Study aids**
- Identify areas in which is needed to **improve** their understanding
- Encourage **active participation** and promote more **interactive** and **dynamic** learning

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Quizzes

- Print to play: home printers

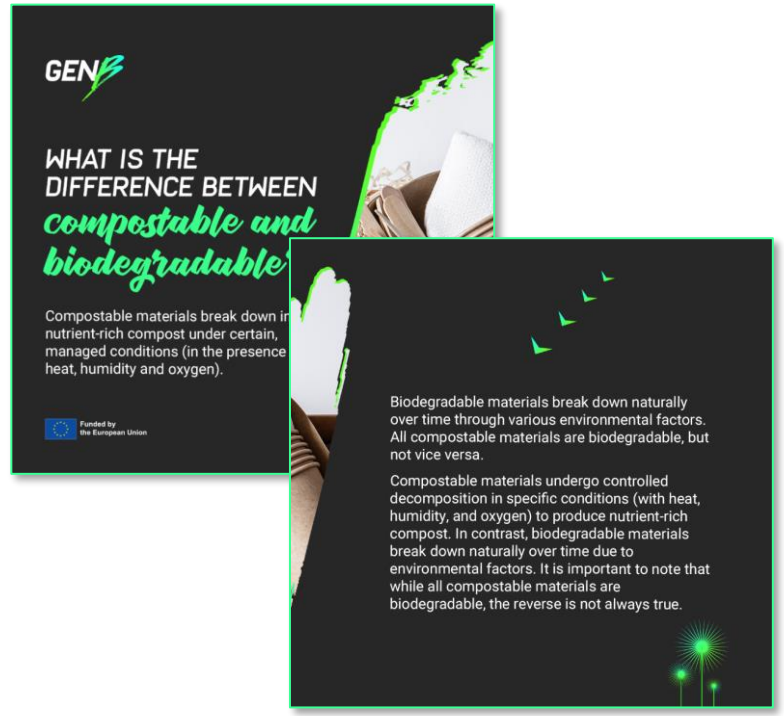
- Print to play: profesional printers

Available Soon

- Social Media

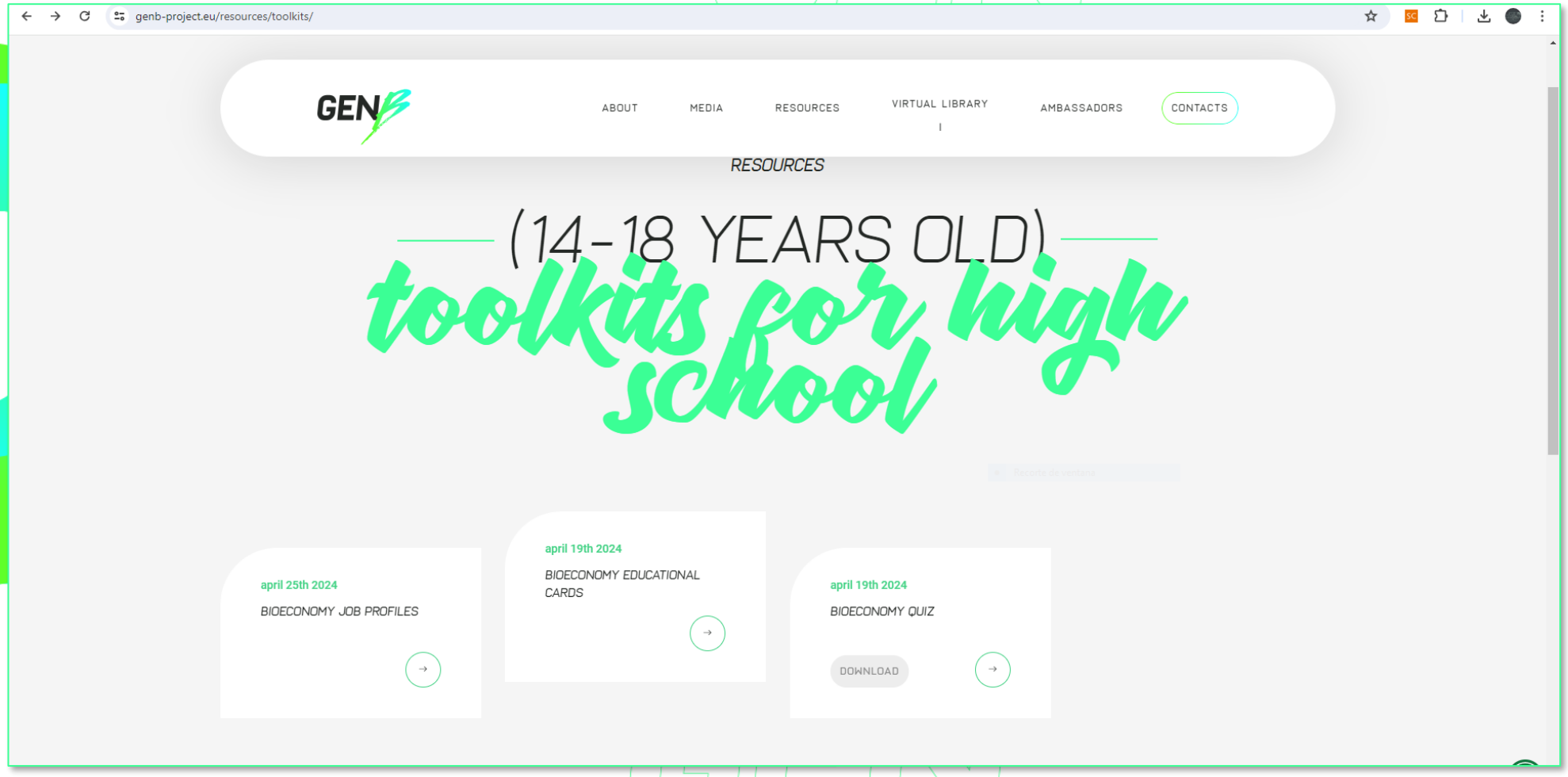
Educational cards

Available Soon



- Print to play: home and profesional printers
- Web
- Social Media

Module 3. Quizzes and educational cards – Where and in what formats can you find these materials?



GenB toolkits on GenB website

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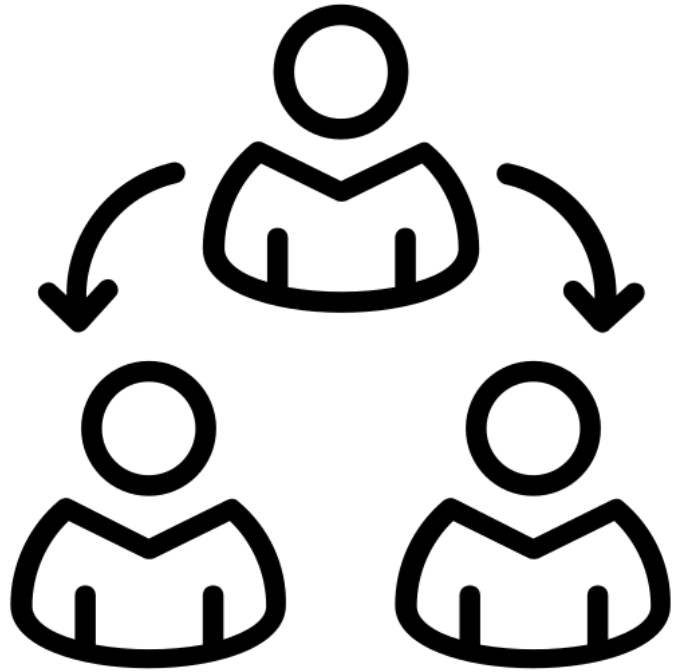
Multiplier!

- YOU are an agent of change and information transmission in your community or network of influence.
- YOU inspire and empower others to become advocates and agents of change.



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We count on you to…

- Effectively sharing the concepts, principles and benefits of the bioeconomy
- **How?** In informal talks, organising educational events, facilitating workshops or seminars, promoting initiatives in institutions, etc. Be creative!
- **With whom?** Friends, students, family, decision-makers, entrepeneurs, your dog… anyone!

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Knowledge is power. Information is liberating. Education is the premise of progress, in every society, in every family."

Kofi Annan, Former Secretary General of the United Nations and Nobel Peace

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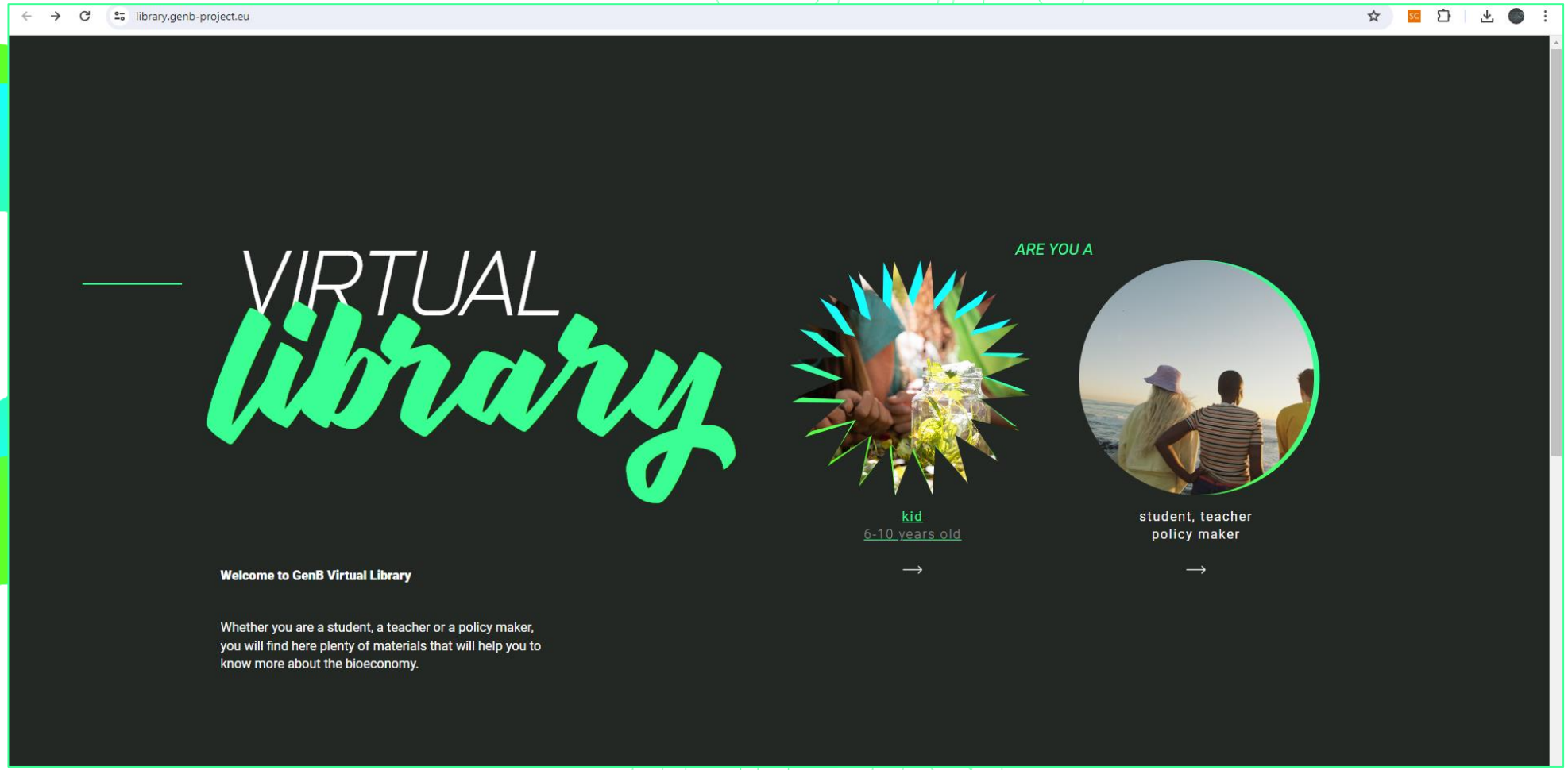
Module 3. Quizzes and educational cards – Hungry for knowledge? Stay tuned!



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Module 4: Games and gamified solutions

FVA – New Media Research

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Games about bioeconomy developed in schools by GenB

Role-play game on bioeconomy jobs: “Bioheroes: let’s save the planet!” for pre- and early-school students (4-8 y.o.) to acquire knowledge about the bioeconomy professions and learn about their roles and responsibilities.

Board Game “Super-bio” for Elementary education students (8-13 y.o.) to learn about circular bio-economy and bio-based production in different environments through quizzes, actions, interactions.

Escape game “ESCAPE4FUTURE - Chemistry meets Circular Bioeconomy” for high school students (13-18 y.o.), enigmas that address green chemistry and bioeconomy issues through hands-on experiments or games.

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Role-play game: Bioheroes: let's save the planet!

- An immersive role-playing card game about professions in the bioeconomy. **Print to play game**.
- **Number of players**: 2-4 players (4-8 y.o.)
- **Objective**: Our world is under threat: only the bioeconomy can save it! Fortunately, there are 6 bioeconomy professions (biotechnology researcher, farmer growing bio-based materials, transporter, seller, buyer, waste manager) thatcan stop the destruction of the planet, if they manage to carry out all their tasks. The aim of the game is simple but crucial: be the first to help the bioeconomy professions fulfil their tasks and keep the Earth safe.
- **Process**: Players must complete the profession cards by placing three task cards on each of them.
- **Who wins?** The game ends when all the profession cards face-up on the table are completed. The player who the most completed profession cards win. In the event of a tie, the player who first completed a profession card during the game is the winner.

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Super-bio Board Game

- The board has 4 environments related to the bioeconomy: sea, forest, city and countryside (available in Italian and soon in English). **Most of the parts are print-to-play, but some, such as the pieces, require materials which can be easily bought or collected**.
- **Number of players**: 4-6 players
- **Objective**: Participants will have to create new bio-based products by completing the recipes assigned to them. Each recipe can be considered completed when it is transformed into a bio-based product, at the biorefinery.
- **Process**: To make the bio-based product the player must obtain 1) BIOMASS, from the environment they are located on; 2) RESEARCH POINTS: correctly answering the questions written on the QUESTION cards; or acting on an UNEXPECTED card. The game is based on circular and collaborative principles.
- **Who wins?** Once 4 recipes have been completed (one for each environment) the player can close the game. Whoever becomes "Bio-hero" will win, i.e. whoever has the most sustainability points.





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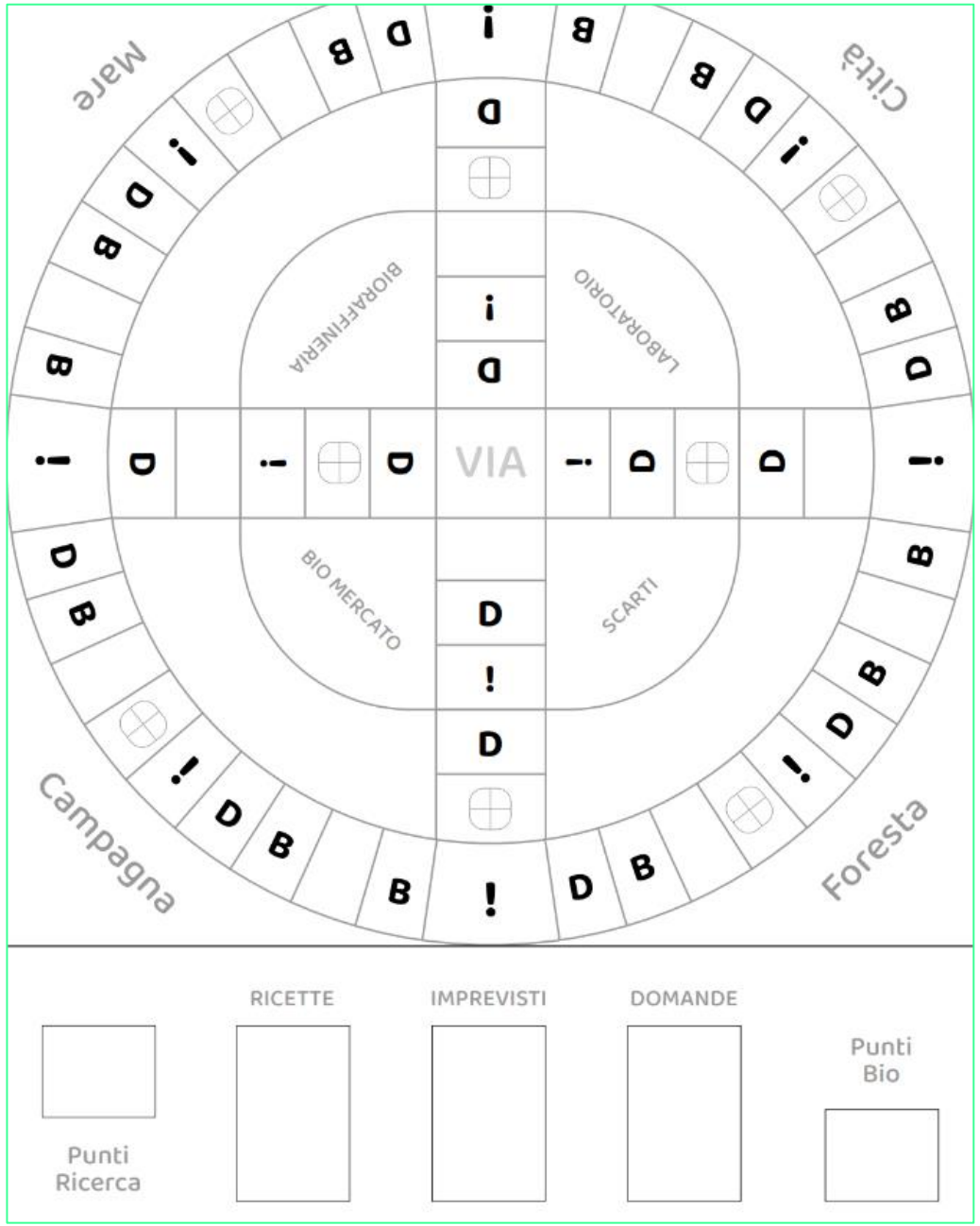

22.	DOMANDA Che cos'è il cambiamento climatico? **a.Il cambiamento del clima globale. Il più recente che stiamo vivendo è stato causato dalle attività degli esseri umani** b. c.
23.	DOMANDA Che cos'è il riscaldamento globale? a. Il meteo di una bella giornata soleggiata **b. L'aumento della temperatura media durante tutto l'arco dell'anno** c.L'insieme di tutte le stufe accese sulla Terra

37.	Che cos'è una bioraffineria? a. Industria biologica **b. Un impianto che trasforma la biomassa in bioprotti e bioergia** **c.** Un impianto dove si produce bioenergi

6.	<u>Tessuti</u> Residui di caffè + 7 punti ricerca 2 punti bio
7.	<u>Biogas</u> Cacca di elefante + 7 punti ricerca 2 punti bio

	IMPREVISTI
1.	Sulla tua casella è passato il pulmino della bioeconomia. Vai direttamente in bioraffineria quando ti serve. Una volta usata scarta la carta
2.	Oggi sei andato al mercato del quartiere. Pesca una biomassa a scelta dagli scarti (se non ci sono conserva la carta per quando potrai effettuare la pesca).
3.	Hai dimenticato di innaffiare le tue piante. Rimani fermo 1 turno per rimediare.

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Escape Game “ESCAPE4FUTURE”

The **escape game "ESCAPE4FUTURE - Chemistry meets Circular Bioeconomy”** integrates the inquiry-based learning and a gamified approach (available in Italian and soon in English). **Some parts are print to play, some others require materials which can be easily bought or collected**.

Number of players: around 15-20 players

Objective: players will face a very current challenge: the planet is trapped in a linear model of life and consumption, which is causing short and long-term consequences such as climate change, loss of biodiversity, resource scarcity, and an increase in waste of fossil and non-renewable origin, such as plastic. The objective is to find the way out towards a more sustainable and circular lifestyle.

Process: the players need to solve six interconnected enigmas that address green chemistry and bioeconomy issues through hands-on experiments or games. The last enigma will open a box with bio-based gadgets.

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Additional games available in GenB library

Mission BioHero (Allthings.bioPRO project)

Target age: 4-19 y.o. and parents

Key insights:

- **Mission:** help humans save their planet;
- The game is divided into campaigns, each revolving around a main theme related to sustainability and the bioeconomy

Format: App for smartphone

Available languages: English/Italian/Dutch/German
LINK

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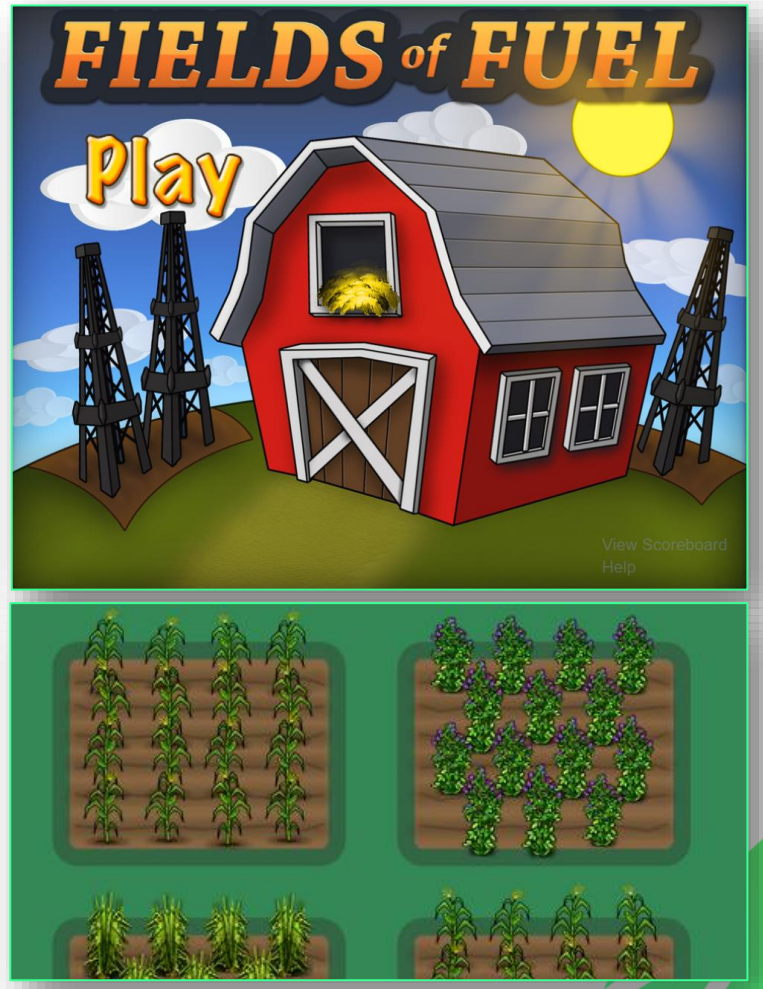
Additional games available in GenB library

Fields of Fuel



Target age: 14-19 y.o./Formal educators/Non-formal educators (game setup allows the user to adjust the level of complexity to students and audiences of different levels)

Key insights:

- **Mission:** being a farmer working to sustainably grow energy crops, earn income and improve ecosystem services;
- The game dynamics demonstrates the complexity of the sustainable production of energy crops and facilitates engagement with current research and sustainability.

Format: Computer game

Available languages: English

LINK

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Additional games available in GenB library

“BE-Match” and “SDG-Link” (BE-Rural project)

Target age: 11-19 y.o./Formal educators/Non-formal educators

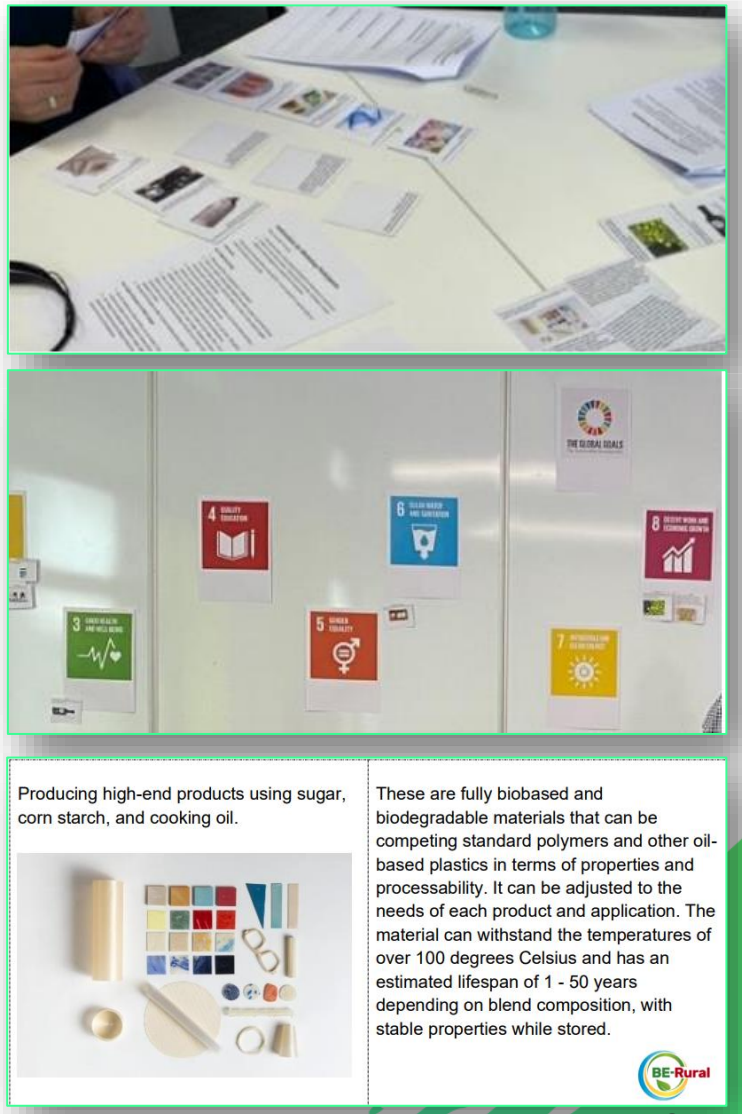
Key insights:

- **Mission:** introduce various bio-based products, linking them to the SGDs;
- Students could play the BE-Match game first, followed by the SDG-Link game, either on the same day or on different days (15-30 minutes per game);
- Warm-up activity for introducing secondary education students to bioeconomy.

Format: Print to play

Available language: English

LINK



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Additional games available in GenB library

Business Match (BE-Rural project)

Target age: 11-19 y.o./Formal educators/Non-formal educators

Key insights:

- **Mission:** inspire secondary education students about the innovativeness of emerging circular business models and the possibilities created by circular economy concepts, linking them to the SGDs;
- 25 cards with brief descriptions on companies which use circular business models;
- Can be played individually or in groups and it takes 15-30 minutes.

Format: Print to play

Available language: English

LINK

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Additional games available in GenB library

Bioeconomy Memory Game (Transition2BIO project)

Target age: 4-13 y.o./Formal educators/Non-formal educators

Key insights:

- **Mission:** teach young pupils about the wide range of bio-based goods that may be made from the byproducts of common biological feedstocks;
- It could be used as a form of assessment activity to evaluate primary school students' understanding of concepts covered in a bioeconomy lesson.

Format: Print to play

Available languages: English, French, German, Greek, Italian, Portuguese, Slovak

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Additional games available in GenB library

BIOES game (BIOWAYS, BIOVOICES projects)

Target age: Non-formal educators

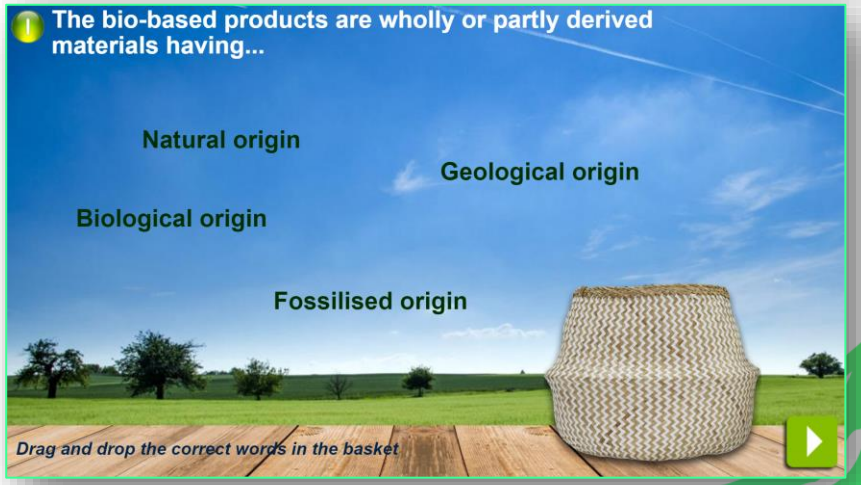
Key insights:

- **Mission:** challenging the players in their knowledge of European strategies and objectives for a more sustainable circular bioeconomy.

Format: Computer game

Available languages: English

LINK



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Additional games available in GenB library

BIO…What? (BIOWAYS, BioSTEP projects)

Target age: 4-8 y.o./9-13 y.o./Formal educators/Non-formal educators

Key insights:

- **Mission:** learn how to use various raw materials and feedstocks to make everyday objects and products;
- The gameplay draws inspiration from the "Mario Bros" game;
- Warm-up activity for introducing elementary school students to bioeconomy

Format: Computer game

Available languages: English, Spanish, Italian, Portuguese, Slovak, Estonian, Greek

LINK

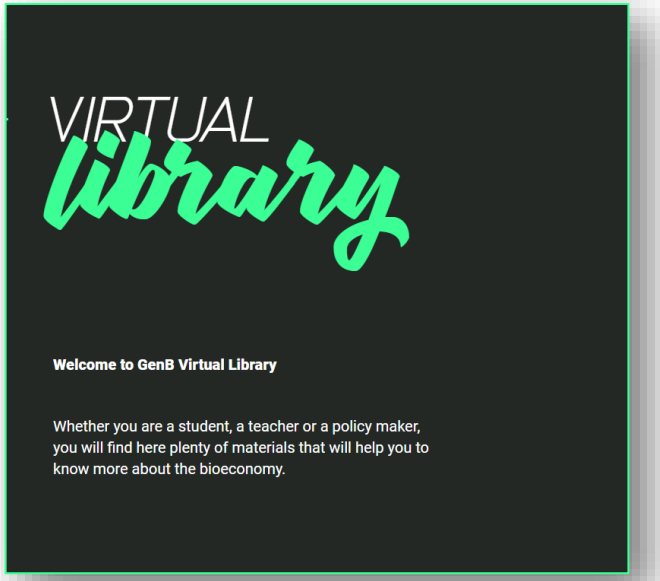
Find out more on GenB Library!

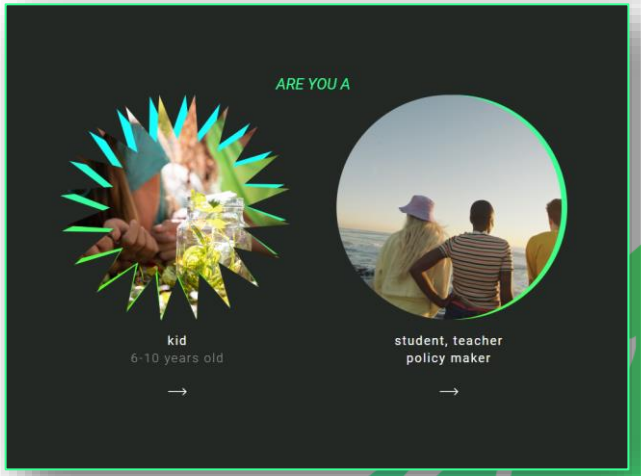
It gathers **more than 100 resources** and useful materials related to the bioeconomy, originating from projects and initiatives funded by the EU (Transition2BIO, BLOOM, BIOVOICES, Biobridges, BIOWAYS, BIObec, JRC, etc.), as well as other renowned sources (TEDx Talks, FAO, etc.).

You will find numerous materials that will help you **learn more about the bioeconomy and a more sustainable lifestyle.**
Numerous search filters are available, such as:

- Content type (factsheets, games, infographics, videos, quizzes, etc.)
- Language (24 official EU languages)
- Target group (Early childhood (4-8 years), Middle school (9-13 years), Adolescence (14-19 years), Parents, Educators, Policymakers)
- Source (European Commission, EC-funded project, EC-initiative, etc.)

https://library.genb-project.eu/





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GENB
YOUNG BIOVOICES
FOR A SUSTAINABLE
FUTURE

Capacity Building webinars
Basic Level 2

Module 5: Educational videos

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Index

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Using GenB Virtual Library

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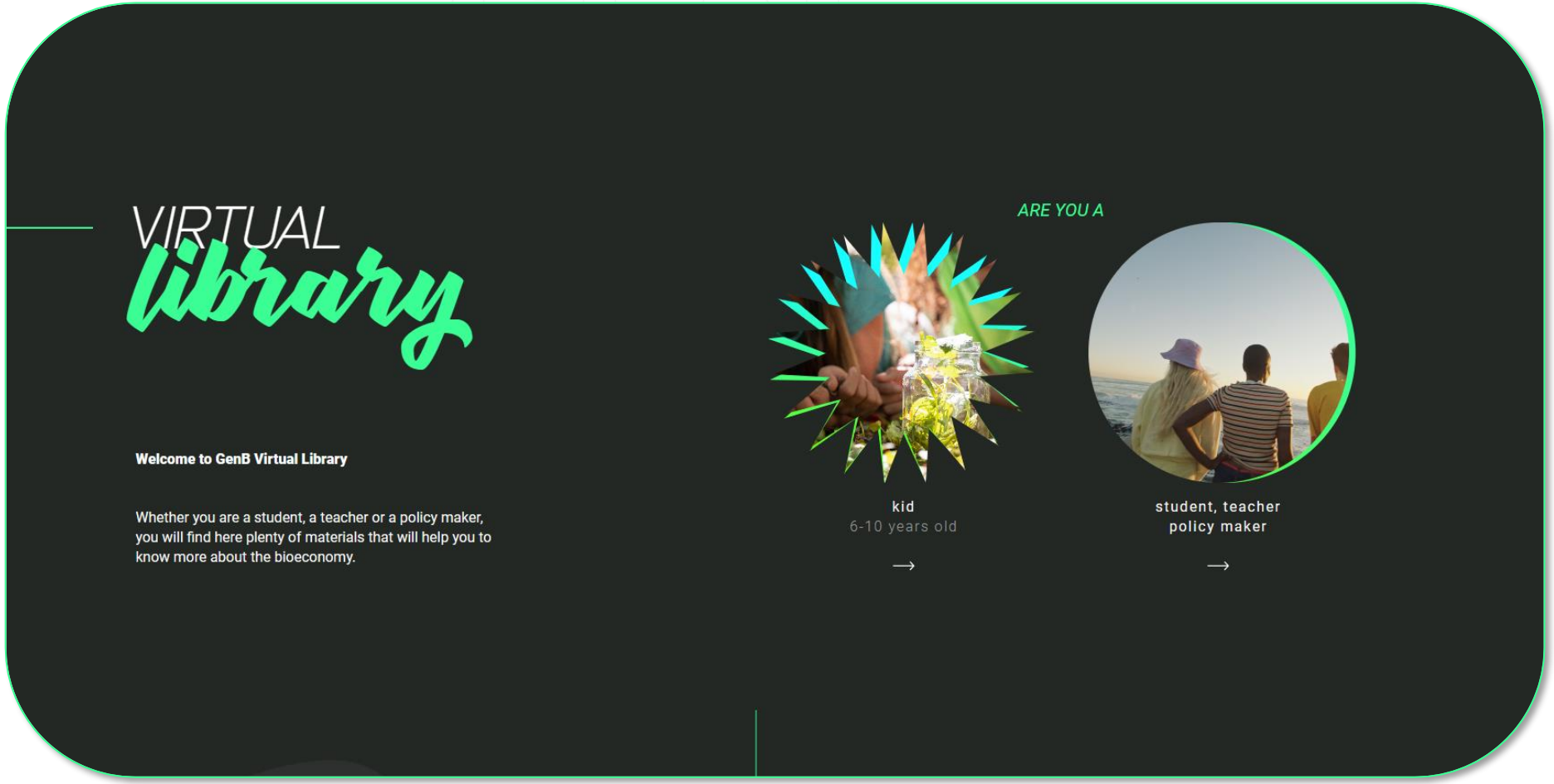
Step 1: Go to library.genb-project.eu



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Step 2: Select the section “student, techer, policy maker”

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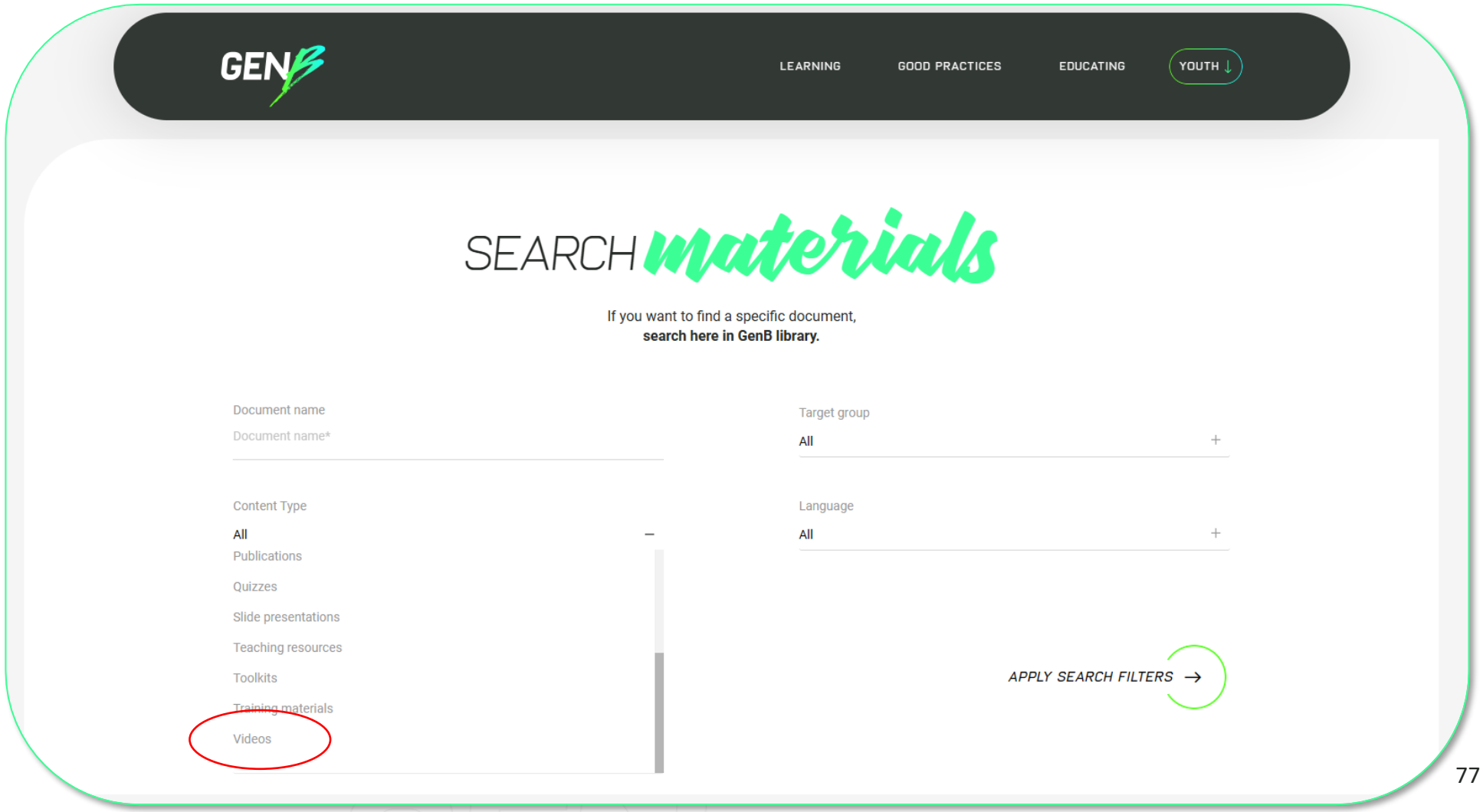
Step 3: In the ”Learning” section, select “videos” as content type



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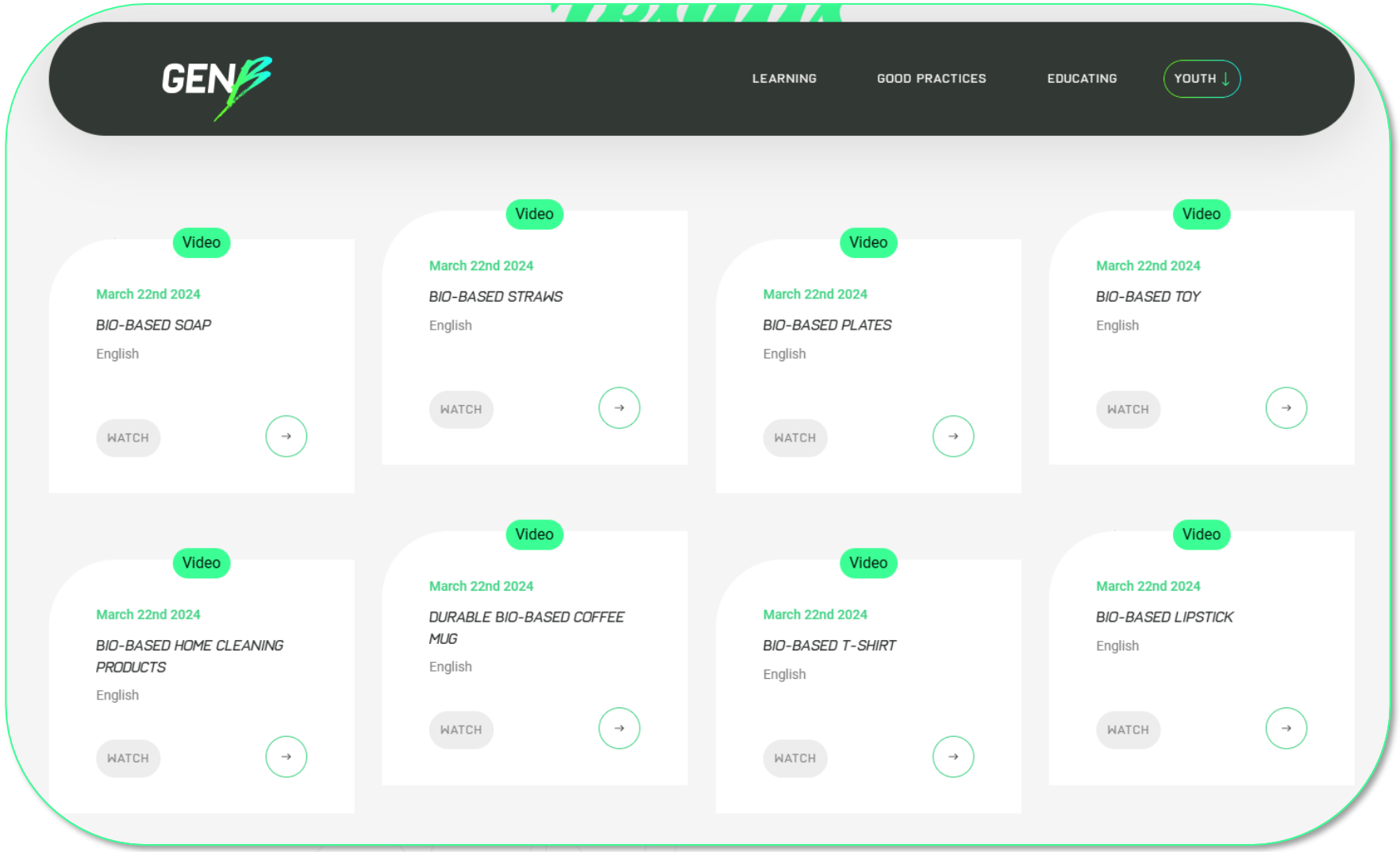
Step 4: Explore all videos!



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Examples of Educational Videos

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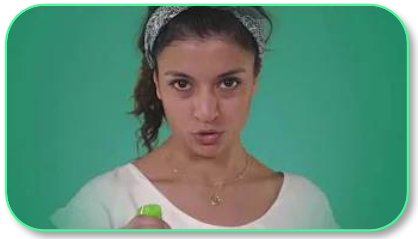
You can discover plenty of bio-based products, such as...

Bio-based soap

Bio-based straws

Bio-based plates

Bio-based toy



Bio-based home cleaning products

Durable bio-based coffee mug

Bio-based t-shirt

Bio-based lipstick

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...or even watch an entire day lived with bio-based products!

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Discover also general videos and explanation on the sustainable and circular bioeconomy!

[TEDx talk: The Circular Economy: A Simple Explanation]

[Animated video essay: Explaining the Circular Economy and How Society Can Re-think Progress]

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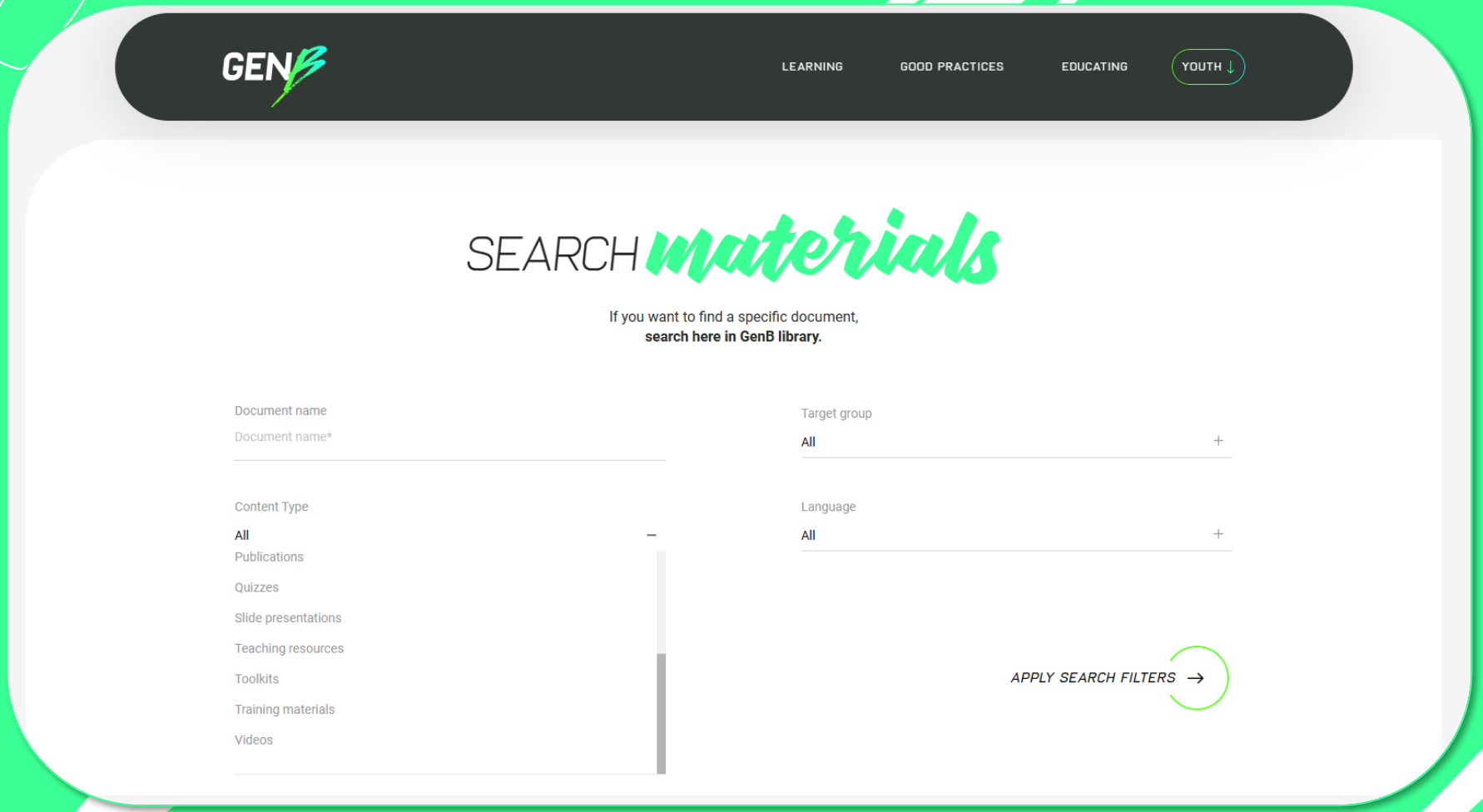
Visit GenB Virtual Library and discover more videos!



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But also YOU can be part of educational videos!

GenB Ambassadors as Young Journalists

...or...

Record the video "What's Bioeconomy?"

1. Get your mobile
2. Go to a park or somewhere with a green background
3. Record yourself in vertical format
4. Follow the script
5. Send it to your national coordinator!

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Capacity Building webinar for GenB Ambassadors

Module 6: Student2Student formats

Laura Mentini, APRE
genb@apre.it

Student2Student formats

- Are you ready to **involve other peers** and youngsters and informally **raise awareness and inspire** their curiosity towards circular bioeconomy?
- Are you ready to be **actively involved** in contributing to **promote behavioral and attitudinal changes** to other peers, families and citizens at large?

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Benefits

- ✓ **Direct connection among peers**. Youngsters are keener on learning from other young people because they are perceived as inspirational examples, who are close to their age, experiences and who share the same values.
- ✓ Young people are the perfect multipliers of sustainability contents, greatly contributing to promote **behavioral changes also in their family and social circle.**
- ✓ Student2Student formats are effective also to make young people take an active role in different **educational/teaching activities**, being “in the shoes of a teacher and expert”.

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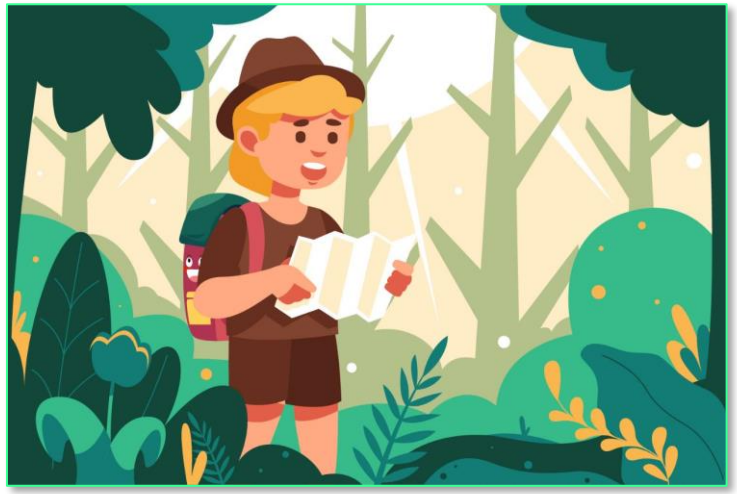
Student2Student formats in GenB

1. TEDx pitches
2. Storytelling on bioeconomy
3. Hands-on and playful experiments
4. Showcase the bioeconomy and conduct quizzes during live exhibitions
5. Educational activities through seminars, cards and videos



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(1) TEDx pitches

- Delivered by students to talk about the bioeconomy and bio-based products
- Attractive way to create awareness for children and adults in institutional settings
- In Italy, TEDx pitch was given during the **EU Researchers' Night and Changemaker Festival**, involving GenB Ambassadors, talking about the bioeconomy, its impacts, some examples of bio-based products. "*Grasshoppers for breakfast: the bioeconomy explained by the youngsters*" LINK
- **«School Sustainability day»:** GenB Ambassadors explain bioeconomy to the school community, external stakeholders and parents

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(2) Storytelling on bioeconomy

- **Storytelling** as a tool for **raising environmental awareness** in young children (fairytailes, stories, poetry, riddles)
- In the context of **EU Researchers' Night** young GenB Ambassadors read the fairytale "The apple's dream". The reading was accompanied by cartoon images projected in a big screen **LINK**
- In the context of the **«School sustainability day»,** GenB Ambassadors performed a riddle on the bioeconomy through a rhymed rap song.

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(2) Storytelling on bioeconomy

A short lesson on Bioeconomy

- Short audiovisual presentation
- Learning about basic bioeconomy concepts through the eyes of Rita, an environmentally sensitive 1st grader
- Fossil fuels, bio-based products and bioeconomy approached in a simplified way
- Suitable for small children (5+ y.o.)

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(3) Hands-on and playful experiments

- Practical experiments to teach and engage the youngest on the bioeconomy in a creative and fun way
- Manipulating, observing and exploring science content through concrete materials
- Easy experiments are explained and performed under the guidance of an expert, who might be a youngster
- Can be adapted in very different contexts (schools, home, large-scale events, non-formal education settings)

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Bioplastics, natural colours and more

Young people learn that **organic waste** can be used as a sustainable alternative source to produce **new biomaterials**

- In school projects and large-scale events children were engaged in creating:
  - **Bio-based plastics** from oranges peel, milk, eggshells, corn starch
  - Natural **watercolours** from fruits, vegetables and spices
  - **Biogas** from yeast, sugar and water
  - **Biodegradable pots** from eggshells, corn starch and vinegar
  - **Coffee scrub**
  - **Seed balls** from flower, seeds and compost
  - *And many more… !*

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Biogas from yeast and biobased decoration

- Introducing children to the concepts of microorganisms as renewable energy sources in a fun and exciting way using yeast, sugar, water and a balloon
- Bio-based Christmas ornaments from old notebooks and wooden beads: Christmas angels and other decoration

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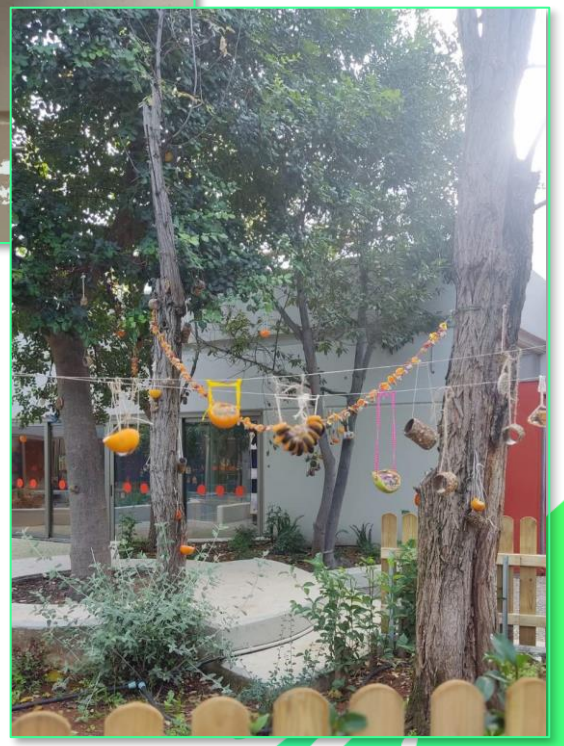
Tree treats from food leftovers

- Engage small children through creative activities, bringing them closer to nature
- Implementing the bioeconomy principles of re-using materials and reducing waste
- Creating treats from cereal bars, leftover food and overripe fruits
- Hanging them on trees for forest birds and animals to feed on



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Where to find the games and experiments

- Ten experiments using simple materials https://www.transition2bio.eu/games/
- Brochures with hands-on experiments: https://drive.loba.com:7001/sharing/aE9h3duMI
- Can be run with minimal equipment
- The cards provide all the information for replicating experiments at home and at school
- **Additional games and experiments** are available in GenB Toolkits and GenB Library (stay tuned!)

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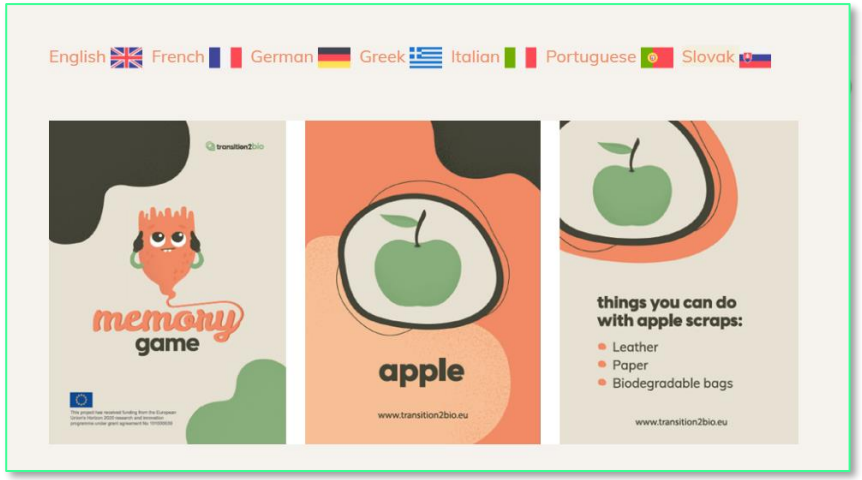
Ice-breaking activities for the youngest

- Book «Let's discover the bioeconomy»
- Memory game



Available in different EU languages
https://bb4k.fvaweb.eu/

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(4) Showcase the bioeconomy and conduct quizzes during live exhibitions

- During live exhibitions showcase the "**bioeconomy village**": a sample of bio-based products, explaining the origin of different bio-based products and application in everyday life
- Attract younger audience and facilitate emergence of questions through informal exchanges
- Conduct sessions of the quiz *"what's bioeconomy"*, engaging students, teachers and families

(5) Educational activities through seminars, cards and videos

After being equipped with the necessary knowledge, take a role and share your knowledge with peers and adults:

- **Deliver a lesson and share your knowledge on the bioeconomy concepts, applications and jobs to younger kids in schools or informal settings (PPT)**
- **Explain what the bioeconomy is through videos and educational cards - the cards provide insights into terminology and controversial topics (composting, biofuel, biodegradability, etc.).**
- **Replicate some experiments in a live demonstration or video tutorial to be shared with peers and families**

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Some guidelines and good practices

- ✓ The involvement and the type of activity should be **tailored to the age** of who is delivering the activity **and the target audience**
- ✓ GenB Ambassadors will be **supported by the GenB Team** in getting ready for the activities, providing knowledge, support and tools
- ✓ "Student2Student" format involves unexperienced participants (young students, on stage for the first time) and tackles complex concepts, that should be **communicated** in an appropriate way and might elicit controversial questions
- ✓ It is important to ensure that you feel **confident** and especially, that you enjoy these experiences
- ✓ A **toolkit for GenB Ambassadors** will be made available in strict collaboration with GenB team to better support you

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