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KA220 EDU.CIRCULAR



XR APPLICATION

The XR application features fully developed interactive scenarios, including environments such as a cafeteria and a library. Each scenario presents students with three multiple-choice questions and concludes with reflective prompts that encourage them to think about the consequences of their decisions.

KEY FEATURES OF THE XR APPLICATION:

* Immersive real-life scenarios

that simulate environments like a cafeteria or library

* Interactive decision-making

through multiple-choice questions

* Reflection prompts

that help students consider the consequences of their choices



Türkiye, 26-28 November

Empowering Learning Through Innovation

The EDU.CIRCULAR Repository: Lesson Plans has been completed, offering a comprehensive collection of 17 lesson plans, including an introductory lesson on Circular Economy and a special lesson plan focused on the Promotion of EU Values, which can also serve as an icebreaker. Each lesson plan is summarized and accompanied by links to supporting materials, providing clear guidance on classroom settings, step-by-step activities, and wrap-up sessions. The repository includes a project introduction and user instructions, and concludes with a summary section to reinforce key takeaways. This resource is ready to support the Full Implementation phase.

Upcoming Whole School Approach Guide

Our upcoming guide will help schools embed circular economy principles throughout teaching, operations, and community engagement. It offers practical tools, best practices, and ideas to involve students, staff, and families in sustainability projects—making schools true hubs for circular learning and action.

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Repository

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E-mail Version



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XR

Newsletter

Repository

*Empowering Learning
Through Innovation*

The EDU.CIRCULAR Repository: Lesson Plans

17 ready-to-use circular economy lesson plans with step-by-step guidance, supporting materials, and activities that bring sustainability education to life in your classroom.

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