

SEEDING SUSTAINABILITY



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Seeding Sustainability is a project-based learning module with a year-end event, the Ice Cream Olympics. It uses a local place and context, to enable learners to gain knowledge and skills around local ecology, environmental factors and issues, project management and execution. Using thematic and place-based STEAM pedagogical approaches. Seeding Sustainability uses the local place to enable learners to gain knowledge and skills around contemporary global issues through local engagement and 21st Century Skills.

There is a year-end event, The Ice Cream Olympics with module themes (which are broken down into 7 micro-modules and lesson plans) that work towards the delivery of the event. The programme has been devised to enable teachers across subject areas to collaborate and plan in order to develop learners' understanding and skills to complete the project. The programme has been devised to enable teachers to select lesson plans that suit their timetables and personal planning.

Learning Objectives:

- Learners gain insights into local ecology, environmental factors, and contemporary global issues.
- Project Management: Through a year-end event, they acquire project planning and execution skills.
- 21st Century Skills: The program promotes collaboration, local engagement, and critical thinking while aligning with place-based STEAM pedagogy.

The 7 modules are:

- Problem to Pitch: Problem to Pitch is a generic project management module that can be adapted to any topic. These 10 lessons introduce learners to the concept and process of Design Thinking; the cognitive, strategic and practical processes for creative problem solving.
- Food Sovereignty and Sustainability: This micro-module consists of 10 lessons that introduce the concept of food sovereignty and sustainable food production. Learners begin to consider how food is produced, distributed and consumed building an awareness of our food systems using a local lens. Learners develop and understanding of the mechanisms and policies of food production and distribution to develop insights into the system of global food production.
- Examining Edible Medicinal Plants: This micro-module consists of 11 lessons combining

- theoretical knowledge with hands-on experiences, to develop an understanding of edible medicinal plants and their potential benefits. Learners are introduced to the various habitats in Ireland and the flora they support. Learners build on this knowledge to identify edible/medicinal plants that are widely available yet often overlooked and develop simple and safe applications. This module encourages curiosity, critical thinking, and a lifelong appreciation for the natural world and how to make Ice Cream using locally grown or foraged plants.
- Growing and Foraging: This micro module consists of 12 lessons that invite learners to learn about seasonal growing, foraging and eating. Learners will gain an awareness of what is grown (and can be foraged) in their local area, how eating seasonally has a more positive impact on the environment and ways in which communities can be more sustainable by growing their own food.
- Secrets of Soil: This micro-module consists of 12 lessons to provide a comprehensive understanding of the vital relationship between healthy soil and nutritious food. The lessons guide learners through various aspects, starting with an exploration of how balanced nutrition is interconnected with soil health.
- Churning Games: This module consists of 12 lessons that allow learners to apply design thinking to inclusive game design and deepen their understanding of SDG 3 and 10 in action while developing and iterating ideas, concluding the module with the design of their own game using the skills and knowledge gained.
- The Ice Cream Olympics Event Production: This micro-module consists of 10 lessons to create The Ice Cream Olympics a memorable and enjoyable experience for participants and attendees alike. The lessons support learners to devise and manage an event that incorporates a mix of creativity, competition, and community engagement, while learning the basics of event management and how to adjust the specifics using Inclusive Design principles based on the audience, location, and available resources.

These modules collectively cover the following Sustainable Development Goals: SDG2: Zero Hunger, SDG 3: Good Health and Well-being (for people and planet); SDG10: Reduced Inequalities; SDG 11: Sustainable Cities and Communities; SDG 12: Responsible Consumption and Production; SDG13: Climate Action and SDG15: Life on Land.

External Expertise:

- James McCarthy: James is a landscape architect and horticulturalist working with sustainable and community practices linked to land management
- Bianca Peel: Bianca is a purpose and value-led consultant providing holistic, trauma informed, and empathy based learning design and development in education. She utilises active learning approaches and creative strategies aligned with the UN Sustainability Goals (SDGs) and principles of Social and Emotional Learning (SEL) and The Earth Charter to provide holistic learning experiences and bespoke design and development through tangible, practical evidence-based learning activities
- Mary Golden: Mary is an educator and student counsellor working in post primary contexts within STEAM learning and career guidance in Ireland and internationally, teaching a number of programmes.

Dr Jessica Garska and Dr Rodrigo Perez, Dr Anita McKeown and Ms Rebecca White

For more information or to access online support in integrating the programme into your existing teaching please contact: hello@futurefocus21c.com