

Quality Plan

for the **ANTHROPOCENE** Project

N° Project Number: 2019-1-FR01-KA201-063149

Produced by Pixel

Issue: 01

Date: September 2019



Co-funded by the Erasmus+ Programme of the European Union of the European Union



Project Number: 2019-1-FR01-KA201-063149

Deliverable 1 – Study on the situation in Europe

Objective	The aim of this activity consists of the drafting and dissemination of a study produced from the survey on the state of play of the consideration of digital and environmental issues in the various EU countries.		
Start Date	September 2019		
Deadline	December 2019		
Expected Result	In order to identify the most obvious shortcomings, which will guide the work axes of the project in terms of sensitization and training of teachers and tools to work with young people, a questionnaire will be administrated to several teachers in the four partner's countries. With the results of the questionnaire a State of Play will be produced describing the training of young people on topics related to climate and technological accelerations.		
Templates to be used			
	Indicators	Results Achieved	Evaluation
Quantitative Indicators	 1 Questionnaire XXX questionnaires 4 national reports 		
	 1 transnational report 		
Qualitative indicators	 Usability Innovativeness Relevance of the contents Consistency of the contents Readability of the contents 		

Deliverable 2 - Teachers' e-learning platform

Objective	The aim of this activity consists in the implementation of a teacher awareness/training tool based on different resources and activities supported by an e-learning platform created for this purpose. This production includes expert conferences on those topics, enhanced with more interactive tools such as webinars and a hybrid on-site/digital training session.	
Start Date	December 2019	
Deadline	September 2020	
Expected Result	The training platform will consist in a digital tool accessible to project partners where it will be possible to deposit and work on the various resources that will ultimately be available to the general public. The learning platform will be structured in modules containing: Initial positioning tests Inputs and activities to increase knowledge and skills Final evaluation. 	



Co-funded by the Erasmus+ Programme of the European Union of the European Union



Project Number: 2019-1-FR01-KA201-063149

	In addition to the educational activities, mini conferences will be held by recognized experts on these issues, extended by webinar workshops to deepen the content but also to discuss the possibilities of working with students.		
Templates to be used			
	Indicators	Results Achieved	Evaluation
Quantitative	1 digital platform		
Indicators	 1 initial positioning test 		
	 XXX educational tools for teachers 		
	 1 final evaluation 		
	1 webinar per country		
	1 final webinar		
Qualitative	Usability		
indicators	Innovativeness		
	Relevance of the contents		
	Consistency of the contents		
	Readability of the contents		

Deliverable 3 - Teachers' toolkit

Objective Start Date	The output consists in a toolbox with suppo platform to accompany young people towards exploration of modalities of action, counter, alt July 2019	awareness of their and human	-	
Deadline	July 2020			
Expected Result	 Several educational scenarios will be produced and based on experiments and role-plays to let students discover by themselves the challenges in: The environment The categorisation of human beings in data in relation to the principle of fundamental freedom Real/virtual differentiation and risks These educational scenarios will allow to evaluate the state of consciousness and this understanding of these problems in the learners, to set learning objectives and to initiate methods to achieve them and provide evaluation modalities consistent with the objectives. 			
used	Indicators	Results Achieved	Evaluation	
Quantitative Indicators	1 toolbox XXX educational scenarios			
Qualitative indicators	 Usability Innovativeness Relevance of the contents Consistency of the contents Readability of the contents 			

