



### Sea4All

Duration: 01/12/2017-30/11/2019

**Total Budget:** 294.180,00 €

Project Type: Erasmus+ Cooperation for innovation

and the exchange of good

practices

Area: Strategic Partnerships for

school education

### Coordinator

Foundation for Research & Technology - Hellas (FORTH)

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**Enhancing** critical

technologies



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## Sea4All

Sea4All project aims to help building a stronger environmental consciousness to students in school age and to the school teachers and educators through the creation of innovative resources and practices for training in marine pollution with special emphasis on oil spills and floating objects (e.g. plastics) by making effective use of ICT technologies in education. The appropriate learning strategy will be elaborated in collaboration with the teachers equipping them with innovative approaches and ICT methods as a driver to transfer and spread the knowledge to the schools.

To this end School games and educational portal for environmental consciousness raising and especially for marine pollution issues will be developed and used for educational purposes in schools as part of a special educational curriculum for enhancing environmental awareness in schools. The teaching material will be developed under the common understanding of all relative sciences, in order to have the best possible result for the students. Teachers will create the curriculum and the activities for environmental awareness raising, enriched by scientific and environmental data concerning marine pollution and coastal environment from scientists. The ICT tools themselves will also be based on the same scientific and pedagogical material, so that students learn and understand the environment in a playful manner.

As part of the innovative pedagogical methodologies, the project will apply:

(i) Teaching Practices like introduction and nurturing of transversal soft skills through exploratory learning and creative activities, as well as multifaceted content and tools, created for the teachers so that they can address multiple learning styles and intelligences and facilitate learning that takes into account the interests, goals and preferences of their students and increases their

self-motivation

(ii) Learning Practices through activities and electronic tools that support free experimentation, creation of innovative content and artifacts through creative thinking and practices, and playful game-based learning.



Sea4All will combine already gathered research data in order to produce marine pollution scenarios and to educate and inform schools, on the best practices regarding the protection of the marine environment against the pollution due to oil spills and floating objects. School staff and students will be engaged in the use of electronic tools, capable of teaching broad audiences on how to mitigate marine pollution events. The tools that will be used will incorporate vast geographical, geological and oceanographic scientific databases, making the scenarios and simulations more realistic ae they will be adapted to local conditions in which disasters and pollution may occur. Hence, geological, bathymetric, geomorphological, atmospheric, oceanographic, sea state forecasting results and satellite data will be used to corroborate the electronic tools developed in this project.





## **Partners**

#### Foundation for Research and Technology - Hellas

website: www.ics.forth.gr country: GR

#### Regional Directorate Of Primary And Secondary Education Of Crete

website: kritis.pde.sch.gr

country: GR

#### **CARDIFF University**

website: www.cardiff.ac.uk country: UK

#### **Arad County School Inspectorate**

website: www.isjarad.ro country: RO

#### Archipelagos

website: www.archipelago.gr country: GR

#### **Cyprus Pedagogical Institute**

website: www.moec.gov.cy country: CY

#### **University Of Cyprus**

website: www.ucy.ac.cy country: CY

# Social Media



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