#### Education For Sustainable Development -- Lego Serious Play

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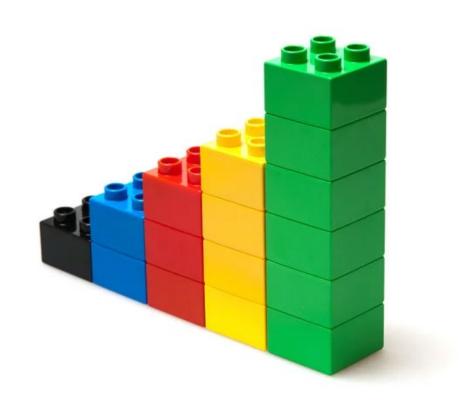
# A little bit about me...

- Teacher trainer
- Academic Developer
- Learning Designer
- UCC Erasmus Projects (TESTEd)
- Lecturer Griffith College



Agenda

Defining Sustainability The Context Your Learners The ESD Pathway



## Are we all on the same page?

# How do you define sustainable development?



# Sustainable development

"Development that meets the needs of the present without compromising the ability of future generations to meet their own needs."

#### Brundtland Report, 1987

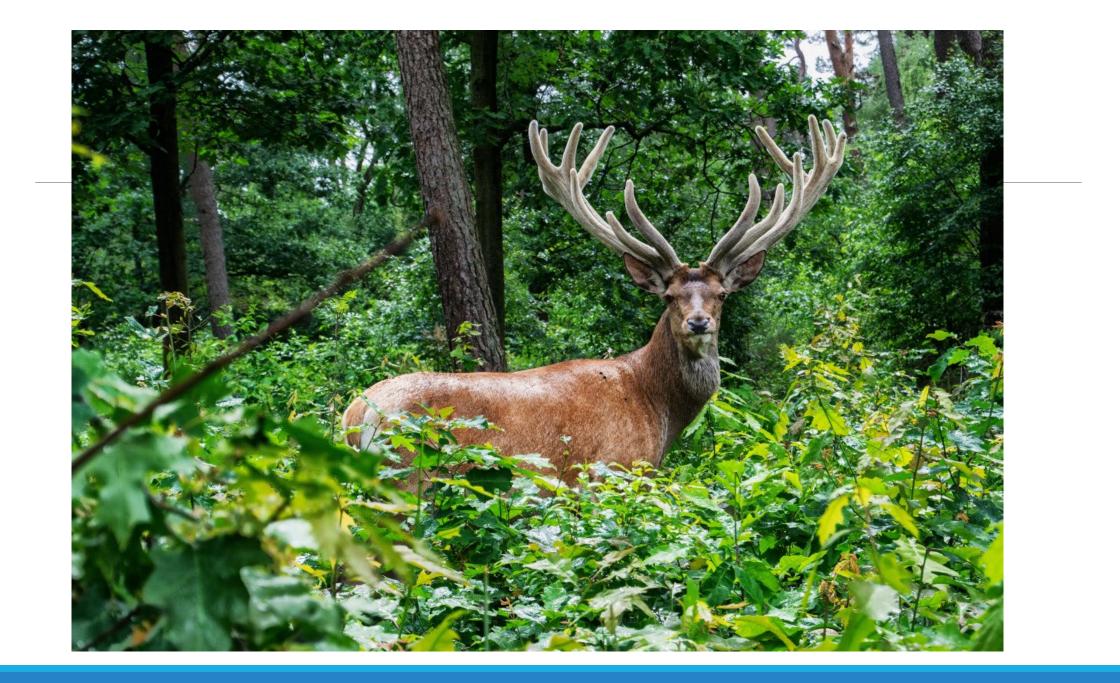
#### In essence...





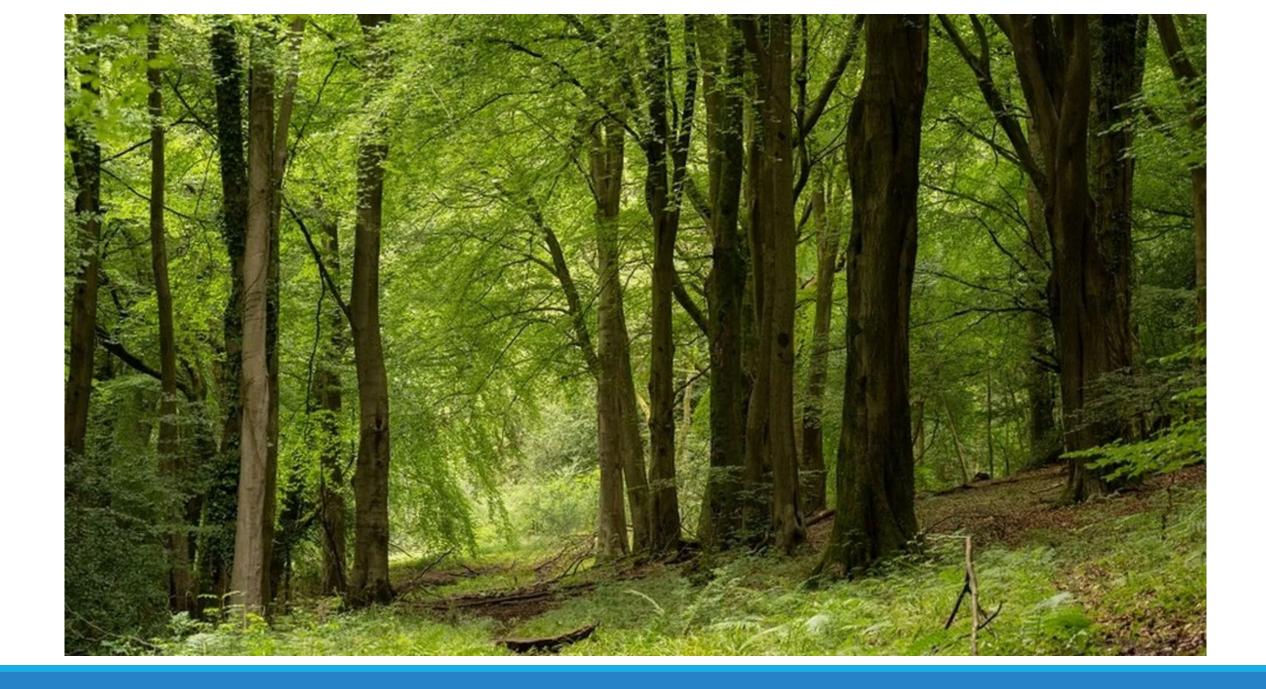












# Plant Blindness





# Back in the 1980s...

Plants...

Have awareness Have memory Have intelligence Can be taught Communicate Make sounds Move Compete or Cooperate

(Mancuso, 2013)

Nature reacts to you, whether you are aware of it or not...







# Lego Serious Play

# Warm Up

#### Take 10 pieces and combine them any way you want.



# Build #1: Start at the end.

Build your students at the end of primary school.

What knowledge and skills have they acquired?

What's their connection to the world around them?



- **1**. Their voice matters
- 2. Their actions matter
- 3. Experience and see the change they make

#### In short

#### Informed, Empowered and Active

# Who are your students?



#### Brainstorm

### What are your students like now?

#### Write their characteristics on a post-it note

# How do we transform learners from where they are to where you want them to be?



# Build #2

Think of the journey.

Build events your learners will experience along the way.

In school In the community

### Some examples

Integrate ESD into Subject Areas

**Project-Based Learning** 

Storytelling and Literature

Outdoor Learning

**Role-Playing and Simulations** 

School-Wide Initiatives

**Cultural and Ethical Discussions** 

Use Digital Tools Collaborate with the Community Model Sustainability Celebrate Environmental Days Sustainable Development Goals (SDGs)



## Journey Map: Thresholds, Stages, Milestones

HOW ARE WE GOING TO GET PARTICIPANTS TO WHERE YOU WANT TO GO?



# Build #3

COMBINE YOUR BUILDS INTO ONE MODEL.

## What do you need to make it happen?



Materials and Resources Alliances and Collaborations Training Permission



Peaks, troughs and detours....

Where are the parts that are crucial for empowerment?

When do they happen?

# Share your story with another group



# Pulling it all together...

