SUMMARY OF CONTENTS:

Digital Sustainability Awareness P.2
Who and why? P.2
The Project work plan P.3
Interested in supporting us and in participating? P.4
CND is a project whose objective is to develop a set of educational tools enabling reflective learning pathways on the sustainability of the ICTs and their impacts. Press articles, books and writings often mention « the blind side of the Digital World ». We aim to facilitate the discovery of these challenges to try to show what there is behind the ergonomic screens, the technological devices with their applications.

We will present a review description of both promises and added values brought in by the Information and Communication Technologies (ICTs) in a true perspective of ecological transition and their risks, limits, constraints and any other negative environmental consequences (water, air, soil and subsurface...) as well as of the globalised human society (human costs of the production, recycle of our technological devices...).

3 productions will be released in three different languages:

- 1 European Guide of sensibilisation on the environmental (and social) challenges of the ICTs, to include a set of practical recommendations (addressed to teachers, trainers, educators, adults ...)
- 1 Educational Game on the usages and « eco-usages » of the ICTs (tailored to meet the needs of secondary school’s audiences and more)
- 1 training Kit containing modules of different durations, from some hours up to several days, thus adapted to the specific needs of the schooling system and other lifelong learning organisations, trainers and learners.

**WHO AND WHY?**

The Ligue de l’Enseignement de la Loire (France), the social cooperative Le Mille e una Notte (Italy), and the Ligue de l’Enseignement et de l’Education permanente de la Belgique (Belgium) are three organisations who deliver both formal and informal educational programs and initiatives open to all public, within a lifelong learning perspective.

They share the belief that it is necessary to train on the environmental impacts of the ICTs and of digital connectedness within the framework of a Digital World. Ever-present, regarded as unavoidable, ICTs are worldwide diffused and developed. Furthermore, their place in education increases day after day. Our partnership believes that it is necessary to raise a larger and more informed awareness to question our own daily practices of usage of the ICTs and, whether the case, change them. We hope that everyone may develop a conscious and well-informed usage of digital devices!

This project has been funded with the support of the European Commission through the ERASMUS+ Programme.
Co-development and training of 45 teachers and educators.

End of 2018

- Project launch and initial dissemination
- Partnership building
- Scientific context-based data collection and analysis.
- Development of an awareness guide on the ecological and social challenges of the digital ICTs usages on a worldwide scale.
- Development of training modules on the challenges of sustainable digital world in school environments.

2019

- Collaborative work with organisms specialised on these matters.
- Partnerships with 15 secondary schools: Co-development and test with 600 secondary school students.
- Development of an educational game «digital ICTs and ecology»

2020

- 150 games in the secondary schools, academies, lifelong learning centres ...
- 1200 guides elaborated and advertised
- Training kits freely accessible and downloadable.

2021

- Towards a better integration of the environmental and social impacts of the usage of digital devices in our daily practices and learning activities.
INTERESTED IN SUPPORTING US AND IN PARTICIPATING?

We will be pleased to connect to other organisations of different missions and expertise to achieve high-quality deliverables, shared and useful to their public. As shown by the project plan our ambition is to gather those organisations of popular and/or formal education, of the schooling system and of the lifelong learning and professional training, already engaged or who would like to start an awareness work on the (environmental, social) sustainability of the Digital world.

If you wish to join our partnership contact us at the numbers hereby provided.

Developments and updates of the project will be published on the websites:
www.laligue42.org/environnement
www.le1000e1notte.it
www.ligue-enseignement.be

Contacts:
France: Franck BEYSSON
cedecole@laligue42.org / 04 77 71 25 81

Belgium: Patrick Hullebroeck
patrick.hullebroeck@skynet.be / 0032 25 12 97 81

Italy: Milvia Rastrelli and Giovanni Esposito
erasmuscmd@lemilleeunanotte.coop / 0039 334 997 12 85

Our productions will be published under a free licence; thus, they will be accessible on a free basis.

This project has been funded by the European Commission. This notice will not engage anybody’s else than its author. The European Commission is not to be intended as responsible for the usages that could be done of the information above provided.