

Education to become responsible food consumers

PROJECT OBJECTIVES



LEVEL 1

- ✓ **Raise awareness on sustainable and responsible food consumption** taking into account the food cycle environmental impacts and the need for a balanced and healthy diet.
- ✓ **Make school and STEM (Science, Technology, Engineering, and Mathematics) attractive to students** and teaching methods more effective through adding A for Art into STEAM.

LEVEL 2

- ✓ **Familiarize youngsters with different types of food production systems** and their environmental impacts, with food cycle, food chains, and waste management solutions.
- ✓ **Reinforce the relationship between schools and stakeholders**, including those from production systems (farms) and transformation and waste management (urban utilities).
- ✓ **Make youngsters aware of the impact of their food habits and likings on health.**
- ✓ **Encourage teachers towards an interdisciplinary approach in STEAM** and the application of attractive and effective learning methodologies that enhance hard and soft skills (inquiry-based learning, intergenerational learning, hands-on learning).



Co-funded by
the European Union

Project 2021-1-ES01-KA220-SCH-000027835
Cooperation partnerships in school education

Start date: 01-11-2021 | End date: 30-06-2024

CEBAS-CSIC
CENTRO DE EDAFOLOGÍA Y BIOLOGÍA APLICADA DEL SEGURA



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TOPICS OF INTEREST

GOODFOOD will provide schools with innovative methods and resources to teach subjects connected to...

Sustainable food production



Nutritional value of food



Healthy diet



Food waste management



Impact on the environment



TEACHING-LEARNING MODELS

- ✓ STEAM
- ✓ Inquiry-based learning
- ✓ Hand-on activities
- ✓ Intergenerational learning
- ✓ Apps

PROJECT RESULTS

LEARNING METHODOLOGY



- ✓ Surveys to teachers/students
- ✓ Development of the **Learning Methodology** based on the results from the survey (students' and teachers' needs).



LEARNING MODULES AND RESOURCES LIBRARY

Production of materials covering key topics:

- ✓ **7 Learning modules** that will guide the students to the achievement of specific learning objectives.
- ✓ A **Library of resources** freely accessible from the project website.

RECIPES LIBRARY

- ✓ **Implementation of GOODFOOD school projects** to test the learning resources and build the Recipes' Library.
- ✓ A **Recipes' book** with a series of healthy recipes (in terms of sustainability, nutritional value).



PARTNERS



DISSEMINATION



NATIONAL MULTIPLIER EVENTS

One in each country will be held with the aim of giving visibility and relevance to the project objectives and outcomes as well as to the students' works and ideas (videos and recipes). All the materials will be useful examples for other classes and schools.

FINAL "INTERNATIONAL CONFERENCE"

It will widely promote the project results and outcomes for sustaining the use of the project materials after its end.

INTERNATIONAL COMPETITION FOR GOODFOOD VIDEO SLOGAN

It will be an added value as it will provide students with the opportunity to present their ideas creatively.

