



Educational tools and materials in renewables: the experience of a public organization

Mariangela Giunti (GSE, Italy)

February 21, 2023

GEN

- 1. MISSION AND VALUES OF GSE**
- 2. THE FORMAT OF ENERGY EDUCATION “GSE MEETS THE SCHOOLS”**
- 3. THE TRAINING METHOD BASED ON EMOTIONS**
- 4. THE STORY OF THE SMELLY PLANET FOR INFANT SCHOOL**
- 5. THE 21 CARDS OF SUSTAINABILITY FOR PRIMARY SCHOOL**
- 6. THE VIDEOGAME GREENSCAPE FOR MIDDLE SCHOOL**
- 7. SOSTENOPOLI CITY FOR HIGHT SCHOOL**



MISSION AND VALUES OF GSE, A COMPANY IN THE PUBLIC ADMINISTRATION SECTOR

ACTIVITIES

MISSION

Energy services Manager -GSE SPA promotes sustainable development in Italy

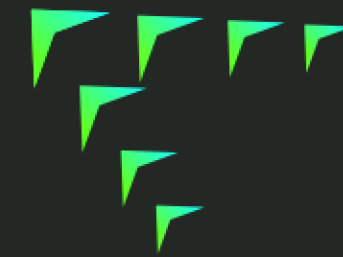
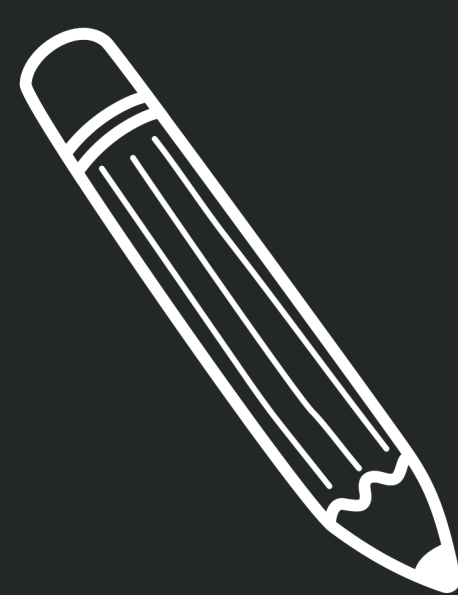
RENEWABLE
ENERGY

ENERGY
EFFICIENCY

ENERGY
EDUCATION

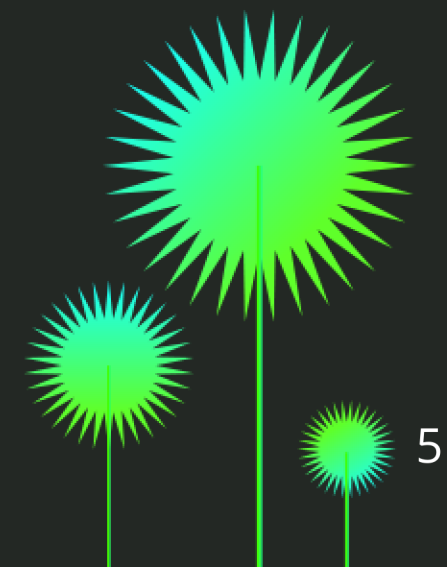


Educational tools and materials
in renewables: the experience of
a public organization



"GSE MEETS THE SCHOOLS"

Energy education format in schools of all levels



2022



64 training days

115 meetings in **34** schools

4290 students trained

We have been educating and training students since 2015.

TOTAL students:
27000



THE TRAINING METHOD BASED ON EMOTIONS



The training method of "GSE meets Schools" is inspired by the great Italian pedagogical tradition and the new neuroscientific discoveries that have revealed the importance of emotions during learning phase.

Microlearning approach

Simulations

Storytelling

Serious games

Educational challenges

THE SMELLY PLANET

TARGET INFANT SCHOOL



IL PIANETA PUZZONE



Story of a sad planet because dirty that meets, during his trip, a sincere friend named Comet Star. He will find the courage to change, discovering the beauty of renewable sources and becoming a happy planet, fragrant and colorful.

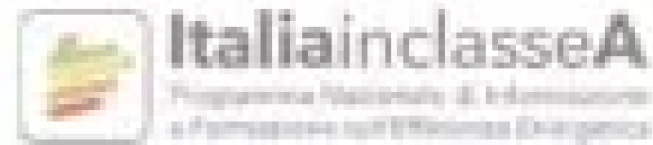


**THE 21 CARDS
OF SUSTAINABILITY**
TARGET PRIMARY SCHOOL

21 Small daily actions that can help us to connect with the environment, with ourselves and with other people

THE VIDEO GAME ABOUT SUSTAINABILITY

TARGET MIDDLE SCHOOL



A mobile and desktop APP with integrated video game and augmented reality.



"SOSTENOPOLI" VIRTUAL REALITY EXPERIENCE

TARGET HIGHT SCHOOL

STUDENTS will wear visors and controllers and be immediately catapulted into a realistic city, reproduced 3-D environments, which needs their intervention to become more efficient



Aggiun

GENB



CONTACT US

Thank you!

FOLLOW US



OUR CONSORTIUM:

