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# GREEN BADGES **USER'S GUIDE**



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# 1. CALL FOR SUSTAINABLE LIVING AND LEARNING PRACTICES

Climate change is alarming and no longer underestimated: nearly 75% of EU citizens now see climate change as a very serious problem, shows Eurobarometer 2019. At the tail of the problem recognition, the impact of Greta's movement cannot be underestimated – while the students are already on the streets at “Fridays for future” – we believe it is time for the youth work sector to step together in the race for the Sustainable Green Planet and invest into insetting responsible and sustainable living mindset into non-formal education sector.

Being anchored in implementing the Union's Youth policies and having the opportunity to reach young people directly through Erasmus+, youth work must adapt itself to respond loudly to the global challenges in order to be the example young people can refer to. At the same time, taking into account rapidly changing world, educating on sustainable living becomes indivisible from digitalisation: #GoGreen – Youth Navigator bridges 2 objectives – to support awareness raising on the environmental and climate goals and taking up innovative practices in a digital era.

The European Green Deal states: “The environmental ambition of the Green Deal will not be achieved by Europe acting alone” – the consortium is based on 7 countries from South, Central and North, as the environmental problems cannot longer be tackled only from European-central perspective since are part of current global problems – we find it crucial to invest in building capacity of a global partnership, so the youth worldwide can benefit from solutions gathered 7 countries.





The proposal contributes directly to the achievement of objectives of EU Youth Strategy 2019–2027, in particular 10th Youth Goal – Sustainable Green Europe: “empower the entire society especially young people to act as agents of change for environmental and sustainable development”, UNDP Empowering Youth agenda, UN SDG–2030 agenda, European Climate Change Programme.

By implementing the proposed project activities we directly move towards the EU objective of “achieving a society in which all young people are environmentally active, educated and able to make a difference in their everyday lives”







## 1.1 OUR MOTIVATION TO TAKE UP ACTION

Seven partner organisations from seven countries support sustainable living and learning through the **#GoGreen – Youth Navigator** strategic partnership. Here is why we want to take up this action.



Inco Trento, Italy, <https://www.incoweb.org/>

Our organisation aims at empowering young people to become active change makers in their communities through educational programmes and hands-on experiences. Given the current environmental context, it is fundamental that young people acquire knowledge and skills connected to sustainability, promoting a grassroot approach and mentality.



JUMPINHUB, Portugal, [www.jumpinhub.com](http://www.jumpinhub.com)

Our motivation is to foster a sustainable attitude on young people. To raise awareness to the urgency of action sustainable for the sake of the planet and healthy living.



CODEC, Belgium, <https://codecvzw.eu/>

For us, the main motivation is the promotion of sustainable learning and living for young people and adults. It is also important for us to learn best practices from partners for further distribution among local youth. In this way, we will be able to increase awareness of the current situation and positively contribute to young people thanks to new educational materials through the Cities of Learning platform as well



Smart Idea, Slovenia, <https://www.erasmus-projects.eu/>

Our main motivation is responsibility towards the unborn. At the moment, we are consuming resources that are actually meant for them. We are living on credit. Our motivation to change our lifestyle is driven primarily by solidarity and a high degree of responsibility.



PLANBE PLAN IT BE IT, Cyprus, <http://www.planbe-ngo.com/>

Our motivation to take part on the GoGreen project is that it will benefit with ideas, practical examples and tools that can be incorporated into the daily life of our team but also used widely during mobility and local activities we organize for young people.

Through that we will have the chance to spread to young people worldwide the eco-tips – as they will practically receive 101 idea on how to live more sustainable and responsible and from the increased quality of youth work.

We will be involved in spreading knowledge to young people from participating countries about eco-labs learning and creative ways to be sustainable and responsible.



SYSTEM & G, Greece, <http://systemandg.weebly.com/>

Global issues like global warming and change of climate are some reasons that motivate us to participate. Global warming and climate change are crucial global issues that generally motivate people to take action and participate in various ways and the same thing happened to us. These issues have far-reaching impacts on the environment, human health, ecosystems, and the overall well-being of our planet.



 **badgecraft** Badgecraft, Ireland, <https://www.badgecraft.eu/>

We support sustainable learning and living actions taken by young people and educational organisations. We want to celebrate and recognise efforts, learning and commitment to sustainability. Cities of Learning platform and digital Open Badges can recognise people's learning and action toward better futures for all.



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## 1.2 ABOUT GOGREEN PROJECT ACTIVITIES AND OUTPUTS

The GoGreen project included several transnational activities for partners to meet and develop our capacity and outputs to support sustainable living and learning practices. We have organised two transnational project meetings in Cyprus and Greece. We also hosted a training course in Belgium.

During the project's implementation, we created several products to promote and support sustainable living and learning practices:

- We selected 12 good practices on Environmental and Sustainable living education not only in Europe but on a global level. We reached out to the organisation behind these initiatives and arranged webinar-style meetings online to interview and record their practices in environmental and sustainable living education. All recordings were uploaded on Youtube. They are also briefly presented in this guide.
- We created and pilotied the Green Badges system and wrote this practical guide on how to use Green Badges. Badges support young people to review their learning outcomes in terms of their personal environmental literacy even while participating in activities not directly or not at all connected to the topic. This particularly contributes to achieving #GoGreen - Youth Navigator objectives as we mean to emphasize that eco-friendly behaviours shall be natural part of any Erasmus+ and NFE activity in general.
- Every project partner used the Cities of Learning platform learning pathways/playlists on Environmental and sustainable living. These open educational resources were used during the Eco-Labs implemented by every partner. Young people were earning badges and sharing their feedback on their learning experience. Externally, any youth organisation is able to access examples of pathways developed and be inspired by our learning pathways. The developed pathways are available on <https://global.cityoflearning.eu> platform.
- Finally, partners organised multiplier events in every country. During these activities partners presented the project, its main activities and outcomes. During the training part the presentation of the intellectual outputs in detail was shared with activities participants on how they can use project's outputs.



This guide is intended for youth workers, non-formal educators, leaders and trainers of non-formal education programmes. People working at the formal education and policy making institutions may find this guide inspiring and useful to inform their practices.

This guide has the following content and structure:

- **Part 1 - General introduction** provides contextual information about reasons and motivations to undertake the activities focused on sustainable learning and living. It includes essential information about partners involved and the project activities' description.
- **Part 2 - Sustainable living and learning** content includes partners' educational approaches to promote and support sustainable living and learning practices. The project partners recorded good practices presented by other organisations active in sustainable education. Readers can also find 101 eco-tips with examples of practical application of these tips inside the educational programmes.
- **Part 3 - Green Badges for learning and recognition** introduces digital Open Badges technology and explains the GreenBadges system development, content and logic. It provides a quick overview of badges aligned to the European sustainability competence framework (GreenComp).
- **Part 4 - Practical tools and tips for using Green Badges** offers a practical step-by-step guides how to create activities of Cities of Learning platform, import GreenBadges and issue them to learners and participants. It also shares the presentation templates that orga

"#GoGreen – Youth Navigator" (2021-1-BE05-KA220-YOU-000028629) is a project funded by Erasmus+ under the Key Action 2: Cooperation among organisations and institutions section and is expected to result in development, transfer and/or implement innovative practices at organisational, local, regional, national and European levels. More information can be found [here](#).

# 2.SUSTAINABLE LIVING AND LEARNING: WHAT IT IS ABOUT AND HOW?

## 2.1 OUR EDUCATIONAL APPROACHES TO SUSTAINABLE LIVING AND LEARNING

Every partner involved in #GoGreen - Youth Navigator project, follows a specific educational approach to support and promote sustainable living and learning. Here is what and how we do it.

### **Inco Trento**

Our organisation offers educational programmes to young people structured in 3 parts:

- a training program on environmental topics
- a hands on experience at a local level in which the young people themselves are creating and implementing activities regarding sustainability
- dissemination sessions in which the young people create content to increase awareness in their communities.

Explore more: [www.incoweb.org](http://www.incoweb.org).

### **JUMPINHUB**

In our youth work we greatly follow the UNESCO approach that focuses on empowering young people through education, culture, and communication, and it is an important reference for young people.

Besides, it is in line with the sustainable approach of most of the schools in the area, focusing on 3 key principals: participation, Inclusion and empowerment.

Explore more: [www.jumpinhub.com](http://www.jumpinhub.com)



## CODEC

In the framework of recent projects, we actively apply e-learning through the use of the Cities of Learning platform, and a number of other practices, such as GreenComp, UN agenda, etc.

Explore more:

<https://www.badgecraft.eu/en/projects/13106?joinWelcome=1>

<https://erasmus-plus.ec.europa.eu/projects/priorities-2019-2024/a-european-green-deal>

<https://unsdg.un.org/2030-agenda>

## PLANBE PLAN IT BE IT

At our educational approach to sustainable living and learning PlanBe mostly follows the UN agenda and World Health organisation approaches related to youth engagement NFE activities like the world\_cafe method introduces to the youth the 17 SDG goals and their objectives. In general we want the youth to be first aware of the goals that EU, UN and WHO have suggested for the betterment of the world in order to be able to empower them in a later stage and equip them with the necessary tools to become active citizens and advocates of sustainable living. Also, Ellen macarthur foundation is being used for us to understand better when it comes to circular economy. We share with the youth podcast from the foundation and again create NFE activities for youth based on circular economy.

Explore more: <http://www.planbe-ngo.com/>

## Smart Idea

Employs e-learning approaches in its work, recognizing them as a means to empower modern learners with education anytime, anywhere. By utilizing e-learning, we cater to the needs of today's learners for flexibility and accessibility. Additionally, our sustainability-related content is intricately linked to sustainable goals. This linkage amplifies our impact, fostering action towards a more sustainable future.

Explore more: <https://projects-with-igor.eu/>

## SYSTEMS/G

UNESCO, World Health Organization

Explore more:

<https://www.oneplanetnetwork.org/about/the-one-planet-network>

## Badgecraft Ireland

We offer any organisation working with sustainable learning and living content and activities to use GreenBadges system aligned to GreenComp: the European sustainability competence framework.

Explore more:

<https://global.cityoflearning.eu/help/cities-of-learning/greencomp>

<https://global.cityoflearning.eu/en/activities/13769/badges>

There are more educational approaches for your organisation to discover and adapt.



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## 2.2 SUSTAINABLE LIVING AND LEARNING GOOD PRACTICES

We have collected some of the most interesting green practices that put efforts to reduce harm to the environment, including reducing waste, conserving resources, reducing emissions, and protecting wildlife. This can involve food waste reduction, youth engagement in environmental initiatives, sustainable business practices, and proper waste disposal and treatment. The goal is a sustainable future through responsible environmental behaviour.



**"HERE AND NOW! Think globally, act locally"** by Zavod Aspira, Slovenia



[Watch video](#)

The aim of the project is to raise the level of awareness of these topics in the environment and the role of each individual in achieving a better and more sustainable future for young people and local communities. Inside of the project they are presenting examples of good practices that are already working in the world.



**"Obleka naredi človeka"** by Ekologi brez meja, Slovenia



[Watch video](#)

Ecologists Without Borders is committed to a world without waste, which it seeks to achieve by raising awareness, mobilising and, above all, connecting individuals, decision-makers and organisations. Their mission is to identify new issues and provide data to influence changes in policies and habits. They are opinion leaders in the field of waste, focusing their efforts on waste prevention.



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### “Save your Hood” by Initiative in Cyprus



[Watch video](#)

Save Your hood is an initiative that came from young people who wanted to make a change in their lives. They started cleaning their neighbourhoods as a group of friends and then they expanded their network in other neighbourhoods, municipalities, and cities. Starting on a local level they managed to enter the educational system and with different actions, they visited schools to educate youngsters on environmental problems and solutions.



### “Zero Food Waste Cyprus” by Initiative in Cyprus



[Watch video](#)

Zero Food Waste Cyprus is an initiative of young volunteers aimed at reducing food waste by collecting “waste food” from local markets and re-distributing it to anyone in need. By attending local fruit and vegetable markets across Cyprus, we collect food that would have been thrown away and we then donate it to anyone in need. Through hosting events they aim to raise awareness about eliminating food waste and how this supports the cyclical economy.

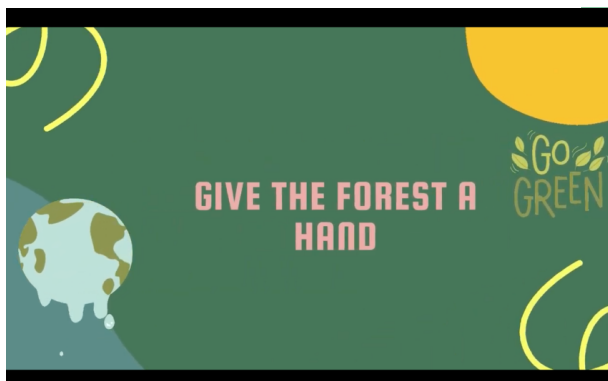


"Green governance of organisations, inspired by Eco-schools" by Life 4 you



[Watch video](#)

Eco-Escolas is an international program of the "Foundation for Environmental Education", developed in Portugal since 1996 by ABAE. It intends to encourage actions and recognize the quality work developed by the school, within the scope of Environmental Education for Sustainability.



"Give the Forest a Hand" by The Navigator Company



[Watch video](#)

"Give the Forest a Hand" is a Social and Environmental Responsibility project by The Navigator Company. Launched for the first time in the International Year of the Forest, which was celebrated in 2011, this project has been growing from year to year, contributing to the environmental education of more and more children and putting them in contact with the wonderful world of the forest.



**"L'EcoVigilessa Vanessa" by Cultural Association H2O+**

[Watch video](#)



Objective of this programme is to raise awareness in elementary school students and their families on environmental good practices towards the environment, through an educational programme. Key messages: education is key when aiming at building a sustainable society; students will be the leaders of the future and should grow up with a green conscience; a community needs to work together in order to become more sustainable.



**"C.R.E.E.P (Creative Recycling - Eco Education Program)" by Fundacja Laja**

[Watch video](#)



C.R.E.E.P (Creative Recycling - Eco Education Program) and Earth Week festival – through the educational project called Creative Recycling Eco Educational programme there was created a guide for youth workers and teachers on how to lead children and youth to creative recycling.



### “Eco-Village Moldova” by Project - Initiative



[Watch video](#)

Eco-Village Moldova is a community of like-minded people who live and work at the same place. Through permaculture principles, they promote sustainable and organic agricultural practices in a Moldovan context. Advocating for eco-construction through the use of energy-efficient and environmentally sustainable resources and practices is yet another focus of theirs at Eco-Village Moldova. Lastly, they also provide training sessions on a variety of topics — from all of the aforementioned topics to cooking, solar fruit drying, recycling/upcycling, and many more — at their Eco-Training Center.



### “Permaculture Farm” by Boskanter, Belgium



[Watch video](#)

The aim of Boskanter is to facilitate the transition to a society that is fair and is organized in such a way that it is easy or at least possible to live within the limits of the ecosystem. We do this by giving people the opportunity to try something else on our two experiential permaculture farms and to then share this experience

GOOD PRACTICES ON  
CULTIVATION WITH  
TRADITIONAL VARIETIES

SITO ORGANIZATION,  
KOMOTINI GREECE

“Cultivation with traditional varieties” by SITO, Greece



[Watch video](#)

Biodiversity is at the heart of what SITO Seed Network does. It is an umbrella organisation in Greece, fostering connection and exchange of knowledge among groups and individuals working with traditional seed varieties (farmer’s varieties). It aims at the regeneration of common seed heritage, promoting the value of traditional seed varieties, cultivating and distributing seeds for free and also documenting and sharing traditional seed-keeping knowledge and practices.

Annual festival - Sharing plants

Represented: Anastasia Haribo, member of Sporites

Sporites, Komotini Greece

“Annual festival - Sharing plants” by Sporites Rodopi, Greece



[Watch video](#)

The main purpose of the team is the rescue, preservation and free dissemination of traditional seeds from unprocessed varieties of open fertilisation. The goal is also the rebirth of our common heritage and the preservation of our plant biodiversity. They aim to help our local community to know these seeds, learn how to produce their own seedlings, grow them in their garden and most importantly KEEP them.

## 2.3 GOGREEN ECO-LABS BY PARTNERS

**Smart Idea:** Eco-labs were designed as workshops to educate students on environmental topics and promote sustainable practices in their daily lives. Through our eco-lab program, we have found that students have become more aware of their environmental impact and have been inspired to take action towards a more sustainable future. Overall, Smart Idea is pleased with the positive impact that our eco-lab program has had on local schools and communities. We remain committed to promoting sustainable practices and empowering future generations to create a more environmentally conscious world.





**PlanBe, Plan it Be it:** Eco-lab implementation involved creating and facilitating non-formal education workshops aimed at raising awareness among youth about environmental sustainability. These workshops provided a platform for young people to learn about environmental issues, such as climate change, pollution, and biodiversity loss, and to explore ways in which they can take action to reduce their impact on the environment. Through eco-lab workshops (learning how to create our own natural deodorant, learning about compost and how to make our own, learning how to make seed bombs) young people gained a better understanding of the interconnections between human activity and the natural world, and develop the knowledge and skills needed to become environmentally responsible citizens. Participating in eco-lab workshops can help to empower young people to become informed and engaged citizens who are committed to environmental sustainability. By providing them with the tools and knowledge they need to take action towards a more sustainable future, these workshops can inspire young people to make a meaningful difference in their communities and beyond.



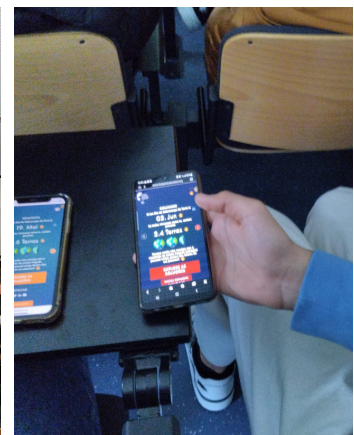
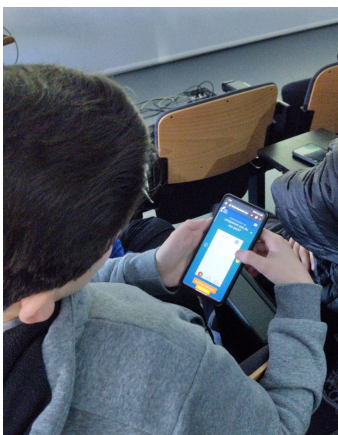


**CODEC:** The Eco Labs is based on the Green Badges and aims to educate young people about sustainability and the environment. One of the activities in the program is the "Clean Walk for Earth," where young people go on a walk and collect litter and waste in their local community. This activity aims to teach young people about the impact of litter and waste on the environment and the importance of proper waste management. Another activity is "Upcycling for the Future of our Planet," where young people learn how to repurpose old materials and create new items that are environmentally friendly. This activity teaches young people about the importance of reducing waste and encourages them to think creatively about how they can repurpose materials in their daily lives. The program also includes a playlist of activities that cover topics such as CO<sub>2</sub>, climate change, and the human footprint on the planet. These activities are designed to be interactive and engaging, encouraging young people to learn through play and experimentation. The Green Badges are awarded to young people who complete the program and demonstrate a commitment to sustainability and the environment. The badges serve as a recognition of their achievements and encourage them to continue learning and taking action towards a more sustainable future.





**JumpIN HUB:** Organized 2 Workshops - #GOGREEN Eco Labs in the main auditorium of the High School of Gondomar, which is a reference educational institution in our city, and with whom we found common interests regarding sustainability and environmental awareness. Therefore, we implemented these Eco-Labs as educational workshops for young people / high school students and local community, focusing greatly on the 17 Sustainable Development Goals. Our approach for the sessions was to explore the SDG, how they were created, what is their purpose and how can we contribute to them, focusing specially on the ones related to environmental protection and sustainability. Following this, we implemented activities related to the Carbon Footprint on the planet, using a Ecological Footprint Calculator, which led to a very interesting discussion between the students, who were confronted with their results, and asked how to reduce their carbon footprint. Indeed, the students were very active, participatory and motivated to give their opinions on how they could decrease their ecological footprint, and sharing concrete ideas to be implemented at home, at school and within their own daily lives. In the second part of the sessions, the participants were introduced to the Cities of Learning Platform, and to the #GoGreen Playlist, where they had access to the planned activities and to the Green Badges!



**Associazione InCo:** The ECO-Labs implemented locally in the Trentino region were designed in a way that the young people could have a hands-on experience while understanding the impact of everyday items and habits and their role as active citizens. Through the eco-lab where they created their own natural zero waste toothpaste, the participants could learn more about the history of the toothpaste, the ingredients that were used initially and how they changed throughout the years, which are the zero waste alternatives to commercial toothpaste, what natural ingredients could be used to create your own toothpaste and which are the properties of the ingredients which were used. As the DIY toothpaste eco-lab was organized in collaboration with the Erasmus Student Network as part of a language caffè, all the instructions and ingredients properties were available in italian, english, spanish, french and german. Through the eco-lab where they experimented eco printing through the flowers/leaves pounding technique, the participants explored the impact of fashion industry, they analyzed their outfits and shopping habits, learned about how colors in fashion are made and which are the natural alternatives to textile printing by using local flowers and leaves.



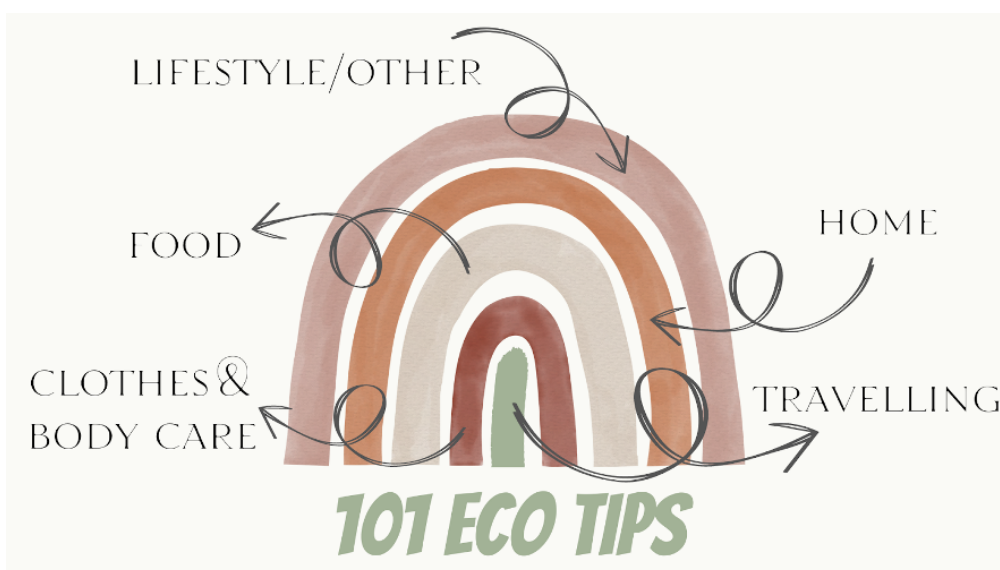


**System & G:** We really believe that climate change has a very big impact in our lives. Alexis, a food engineer during his stay in Komotini, he carried out a research on the effects of climate change in our region, and made a public speech about it. People of Komotini attended the event and an interesting discussion was held about the future of the city and how we can reduce the climate change effects. In the event people from all ages participated and tried to understand the importance of climate change in our lives. Also The main objective of the activity was to familiarize the children with the sowing and cultivation of traditional seeds, to understand the journey that seeds make from field to plate, also to understand how important the protection of traditional seeds and the link with food safety. In the context of the experiential workshop, the children listened to her history of traditional seeds, rolled up their sleeves and planted the vegetables. At the same time, they learned how much sun, watering and fertilizer are needed for plants to be saved and be maintained. When they left, they took their own pot of seasonal vegetable planted by themselves, to take care of it at home and they completed a questionnaire about what they learned and how were they able to maintain in good condition and grow the pot of seasonal vegetable that they took in their home with them. Lastly we organized a festival consisted of actions every day for 5-6 days in a row, with the common goal of all educating, informing, raising awareness and motivating young people around ecological consciousness, contact with the earth and love for the environment!



## 2.4 ECO-TIPS PRACTICAL EXERCISES

Within the project we created a series of 101 eco-tips which are tips on having a low impact and sustainable lifestyle that could be easily introduced into a daily routine. The eco-tips were created together with the partner network and we decided to divide them into macro-categories so that the eco-tips could be used in different contexts and parts of our lives. The macro-areas covered by the eco-tips are Home, Food, Travelling, Clothes & Body care, Lifestyle & More.



The eco-tips are both a tool for self reflection on the current habits and approach that we have in our daily life and in our free time, as well as a source of inspiration and information on living more sustainably.

The eco-tips cover everything from a zero waste lifestyle beginner, like using your own water bottle and bringing your own bag to the supermarket, to pro low impact living such as installing a faucet aerator and trying root to stem cooking.

Each eco-tip was then turned into a visual postcard with a representative picture and a call to action title and was transformed into a social media awareness campaign where each eco-tip was accompanied by an explanation and gave further tips and resources on adopting that eco-tip into one's lifestyle.



Our second eco tip is to #buyinbulk whenever you can ♥ This way you avoid packaging and you could buy only the amount that you need. 🌱🌱🌱

It may seem complicated in the beginning, but trust us that with a bit of initial planning it's easy peasy 😊

You just need some jars or any other type of containers, a few produce bags and your reusable bag and you're good to go. 🌱

If you have a bulk or a zero waste shop in your area, then lucky you 😊

If not, then you just need to understand which products you can find in bulk or unpackaged in your city and stop by for a refill whenever you are nearby. Or simply set a moment during your week for your bulk shopping ♥

Now there are many apps for zero waste that help you identify the shops in your city and where you could also add new places.

Check out @zero\_waste\_app, @refillhq and @gozerowasteapp ♥

#gogreenyouthnavigator #lowimpact #bulk #greenliving



The eco-tips could be found on the instagram page of the Go Green – Youth Navigator where at the end of the project all 101 eco-tips would be available. The eco-tips could be used as an educational tool within training programs, in a classroom, as a game or an informative booklet. Let's explore together some of the ways in which you could use the 101 eco-tips ♥



## 2.4.1 HOW GREEN ARE YOU FROM 1 TO 101 CARD

During your activity, you can hand out the 101 eco-tips card to your participants where they could highlight the practices that they already implement in their daily life. They would then form a line based on their rating. To facilitate discussion and sharing of experiences, as a trainer you can ask the participants placed in different parts of the line to share the practices they implement and their approach and interest in having a sustainable lifestyle.

Mend your clothes | Buy in bulk | Borrow books | Unplug your appliances | Use a natural toothbrush | Use a plastic lunchbox | Do a swap party | Buy only what you need | Use a solid shampoo | Buy second hand | Have a capsule wardrobe | Take short showers | Choose natural materials | Choose sustainable brands | Reuse scrap textiles | Buy nothing day | Read the label | Choose upcycled materials | Use a reusable razor | Use a natural deodorant | Use a plastic free toothpaste | Use a solid soap | Wait before buying | Use natural hair accessories | Use eco friendly make up | Choose naked nails | Make your own scrub | Simplify your make up routine | Go to local markets | Use a reusable water bottle | Use reusable produce bags | Eat seasonal food | Have more plant based meals | Use a reusable bag | Check your fridge | Leave the peel on | Choose healthy snacks | Eat smaller portions | Empty your pantry | Bring your own cup | Commute by bicycle | Go on foot | Use public transport | Share a ride | Separate your waste | Reduce your speed | Go on an urban trek | Travel lightly | Offset your CO2 footprint | Bring a reusable straw | Compost your foodscraps | Choose reusable period items | Use a wooden comb | Choose a reusable notebook | Use an instant pot | Reuse your jars | Use natural bed linen | Turn off the lights | Use energy efficient lights | Plant your own herbs | Recycle your water | Pick water based paints | Insulate your home | Collect rain water | Support local producers | Do a trash audit | Meal plan your week | Dispose your cooking oil safely | Use kitchen towels | Be active in your community | Use natural laundry detergents | Have a green cleaning routine | Join a community garden | Map out sustainable shops | Dial down your heating | Install a faucet aerator | Repair your things | Borrow as much as you can | Use beeswax foodwraps | Choose digital tickets | Use a solar phone charger | Use what you already have | Choose low impact stationery | Drink loose leaf tea | Understand your habits | Air dry your laundry | Understand the lifecycle | Have a low impact first aid kit | Stay informed and research | Try root to stem cooking | Reuse one sided printed paper | Use a handkerchief | Re-gift presents | Use reusable gift wraps | Try sustainable decorations | Turn on AC only when needed | Eat slow food when dining out | Use cold water when doing laundry | Try an electric lighter | Choose non toxic cookware | Share what you know and inspire



## 2.4.2 ECO-TIPS MEMORY GAME

You can turn the eco-tips postcards into a memory game where the participants need to find as many pairs as they can. You could also divide the 101 tips into a set of cards of 20 different tips and create more groups at the same time.

At the end of the game, as a trainer you can choose whether the participants would prepare a presentation of the eco-tips they identified or whether they would receive a sustainable gift.

You could also choose to create the memory game using an online platform where you can add the pictures of the cards and additional information when a pair is formed. [Check out this example to understand more.](#)





## 2.4.3 THE 101 ECO-TIPS GUIDEBOOK

The 101 eco-tips guidebook created at the end of the project contains all the 101 tips and educational content which could be shared with other young people, youth workers and everyone interested in having a low impact environmental and social footprint. Being available on issuu gives everyone everywhere in the world the possibility to access it online, be inspired and inspire others in their community.

The guidebook could be used during educational sessions as a starter for individual or group activities. For example, when talking about the eco tip #48 Travel lightly, the participants at the activity could make a packing list for a 10 days holiday in a place selected randomly and try to stay within the limits of a free carry on/backpack.

When talking about the eco-tip #33 Have more plant based meals, the participants could first reflect on a typical menu of meals they eat in a week and come up with an alternative plant based version, adding ingredients that would offer a complete nutritious menu.







# 3. GREEN BADGES FOR LEARNING AND RECOGNITION

## 3.1 INTRODUCTION TO OPEN BADGES AND RECOGNITION

A Badge is a digital micro-credential that shows learning, skill or achievement. On the Cities of Learning platform, badges follow the technical standard of Open Badges used globally to validate and recognise learning and achievements.

Organisers can issue badges via email or through a QR code for completing Activities and Playlists. Badges can be set to require evidence with peer review or by an Organiser.

Learn more about Open Badges:

- Watch the video [“Open Badges Essentials”](#)
- Read the Help article [“Get to know Open Badges”](#)

Below are some good reasons for using Open Badges to recognise sustainable learning and living activities:

- Flexible. Open Badges are used in a variety of learning and working contexts, both online and offline, to motivate, recognise and verify any type of achievements.
- Granular. Open Badges are micro-credentials. They visualise learning paths, show progress, signify milestones, specify achievements. Badges can be organised in groups according to categories.
- Evidence-based. Open Badges have the possibility to embed any type of evidence to verify learning and achievements claimed by the badge earner. Badge evidence enables ePortfolio solutions.
- Verified. Open Badges may include self-assessment, peer review or issuer assessment options. Badge issuer decides on the type of assessment to verify badge achievement and evidence.
- Shareable. Open Badges are easy to share anywhere on the web. Badge earners can share their achievements on social and professional networks, blogs, ePortfolios and add badge links to CV.
- Transferable. Open Badges can be downloaded and imported to other platforms that use the same technical standard. Badge metadata is automatically loaded and displayed.



## 3.2 GREEN BADGES SYSTEM DESIGN

When designing a badge system, one can choose to follow various logic and include specific content. “#GoGreen – Youth Navigator” partners designed Green Badges following the European sustainability competence framework (GreenComp). We expect that aligning Green Badges to this specific competence will enable wider recognition of non-formal learning in sustainable living and learning activities within and outside the youth work sector.

### 3.2.1 ABOUT GREENCOMP

“A competence-based education that helps learners develop sustainability skills based on knowledge and attitudes can help promote responsible action and stimulate willingness to take or demand action at a local, national and global level. Becoming competent in sustainability issues will enable learners to overcome the cognitive dissonance that comes from knowing about an issue but lacking the agency to act.”<sup>(1)</sup>

Green Comp offers a framework for learning for environmental sustainability that can be applied in any learning context. GreenComp covers four interrelated competence areas:

- embodying sustainability values;
- embracing complexity in sustainability;
- envisioning sustainable futures;
- acting for sustainability.

Each area then has three competences that are interlinked and equally important. GreenComp is designed to be a non-prescriptive reference for learning activities fostering sustainability as a competence.

(1) Bianchi, G., Pisiotis, U., Cabre- ra Giraldez, M. GreenComp – The European sustaina- bility competence framework. Bacigalupo, M., Punie, Y. (editors), EUR 30955 EN, Publications Office of the Euro- pean Union, Luxembourg, 2022; ISBN 978-92-76-46485-3, doi:10.2760/13286, JRC128040.



Learn more about the GreenComp:

- <https://global.cityoflearning.eu/help/cities-of-learning/greencomp>
- [https://joint-research-centre.ec.europa.eu/greencomp-european-sustainability-competence-framework\\_en](https://joint-research-centre.ec.europa.eu/greencomp-european-sustainability-competence-framework_en)

Reflection questions:

- Which areas of GreenComp competences do your sustainable learning and living activities focus mostly?
- Which competence areas your activities miss to cover? For what reasons?
- How do you support your participants in understanding and expressing what they learn in your activities?

### 3.2.2 GREEN BADGES SYSTEM'S LOGIC AND CONTENT

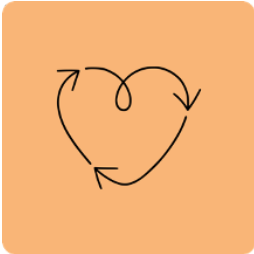



The Green Badges system follows the logic and content of the GreenComp framework. The system includes 4 meta badges related to four GreenComp areas. Further, each badge has sub-badges. Finally, the “#GoGreen – Youth Navigator” partners added one super badge which can be earned by completing all meta badges.

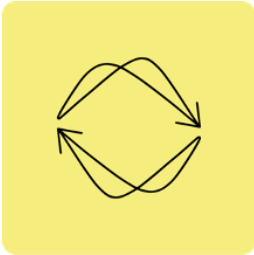



Below is a brief description of each badge.

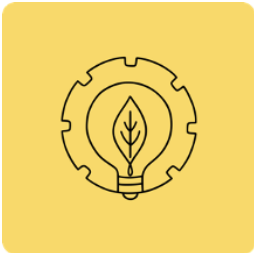



Read through badges' content and mark the ones that may be suitable for your sustainable learning and living activities. Later you can import specific badges or the entire Green Badges system to your activities on Cities of Learning platform.

Reflection questions:

- Which badges in the table below you can use in your sustainable learning and living activities?
- How do you, your participants and outsiders know that they developed specific competence?

BADGE IMAGE	BADGE NAME	BADGE SHORT DESCRIPTION
<input type="checkbox"/> 	Meta badge: <b>Embodying sustainability values</b>	Having this badge means you reflect and challenge your sustainability values and worldviews. You advocate for equity and justice for current and future generations while supporting the view that humans are a part of nature.
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Valuing sustainability</b>	Having this badge means you can reflect on sustainability values and perspectives. You are able to express your values and consider how they align with sustainability as our shared goal.
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Supporting fairness</b>	Having this badge means that you promote equity and justice among present and future generations while learning from past traditions and actions.
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Promoting nature</b>	Having this badge means that you develop empathy towards the planet and show care for other species. You know the main parts of the natural environment and the close links and interdependence between living organisms and nonliving components.

BADGE IMAGE	BADGE NAME	BADGE SHORT DESCRIPTION
<input type="checkbox"/> 	<i>Meta badge:</i> <b>Embracing complexity in sustainability</b>	<p>Having this badge means that you apply systemic and critical thinking to reflect and better assess information and challenge unsustainability. You are able to scan systems by identifying interconnections and feedback. You frame challenges as sustainability problems to learn about the scale of a situation while identifying everyone involved.</p>
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Systems thinking</b>	<p>Having this badge means that you can approach a sustainability problem from all sides: you consider time, space and context in order to understand how elements interact within and between systems.</p>
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Critical thinking</b>	<p>Having this badge means that you assess information and arguments, identify assumptions, challenge the status quo, and reflect on how personal, social and cultural backgrounds influence thinking and conclusions.</p>
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Problem framing</b>	<p>Having this badge means that you can formulate current or potential challenges as a sustainability problem in terms of difficulty, people involved, time and geographical scope. Furthermore, you can identify suitable approaches to anticipate and prevent problems, and to mitigate and adapt to already existing problems.</p>

BADGE IMAGE	BADGE NAME	BADGE SHORT DESCRIPTION
<input type="checkbox"/> 	<i>Meta badge:</i> <b>Envisioning sustainable futures</b>	<p>Having this badge means that you can visualise alternative future scenarios and identify actions to achieve a sustainable future. You have the competence of 'adaptability' while coping with uncertainty about the futures and tradeoffs in sustainability. You know how to apply creative thinking and transdisciplinary approaches aiming to foster a circular society. You use your imagination when thinking about the future.</p>
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Futures literacy</b>	<p>Having this badge means that you envision alternative sustainable futures by imagining and developing alternative scenarios and identifying the steps needed to achieve a preferred sustainable future.</p>
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Adaptability</b>	<p>Having this badge means that you can manage transitions and challenges in complex sustainability situations and make decisions related to the future in the face of uncertainty, ambiguity and risk.</p>
<input type="checkbox"/> 	<i>Sub-badge</i> <b>Exploratory thinking</b>	<p>Having this badge means that you can adopt a relational way of thinking by exploring and linking different disciplines, using creativity and experimentation with novel ideas or methods.</p>

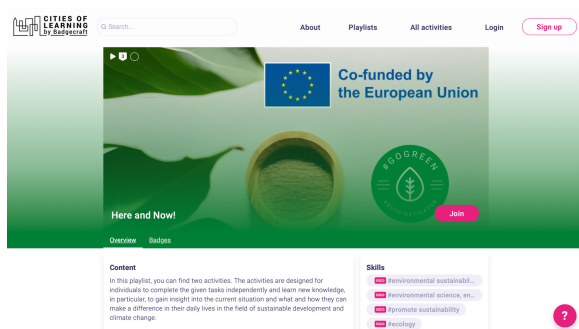


BADGE IMAGE	BADGE NAME	BADGE SHORT DESCRIPTION
<input type="checkbox"/>	<i>Meta badge:</i> <b>Acting for sustainability</b>	Having this badge means that you take action at individual and collective level to shape sustainable futures, to the extent possible. It also means to demand action from those responsible to make change happen. You make everyday decisions, which have impacts and consequences for sustainability. You can work together to create new paradigms that can lead to global sustainability through your individual initiatives, engagement and collaboration at community or regional level, or through global partnerships.
<input type="checkbox"/>	<i>Sub-badge</i> <b>Political agency</b>	Having this badge means that you can navigate the political system, identify political responsibility and accountability for unsustainable behaviour, and demand effective policies for sustainability.
<input type="checkbox"/>	<i>Sub-badge</i> <b>Collective action</b>	Having this badge means that you can act for change in collaboration with others. You recognise the fundamental role communities and civil society organisations play in achieving sustainability. You are able to coordinate, collaborate and cooperate among peers.
<input type="checkbox"/>	<i>Sub-badge</i> <b>Individual initiative</b>	Having this badge means that you can identify own potential for sustainability and to actively contribute to improving prospects for the community and the planet..

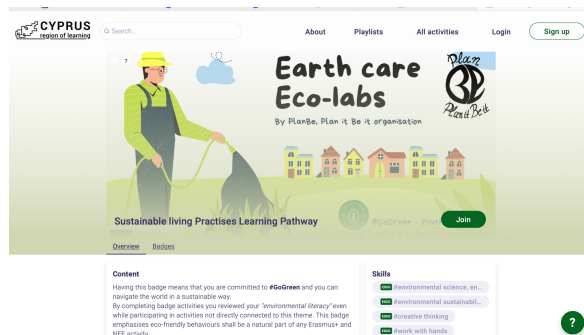




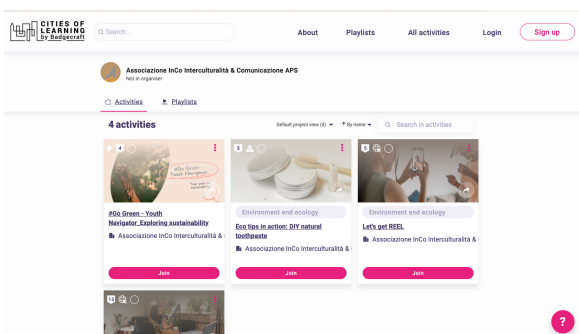
## 3.3 EXAMPLES OF HOW PARTNERS IMPLEMENT GREEN BADGES



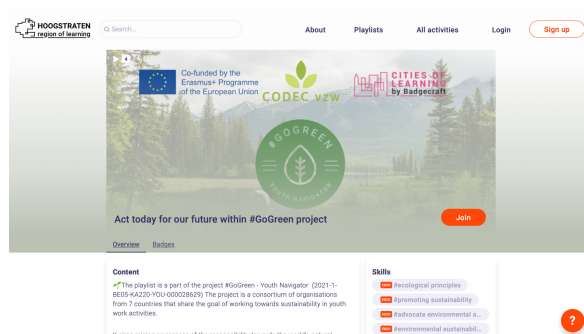
Eco-labs pathway Here and Now! (2 activities) by Smart Idea, Slovenia



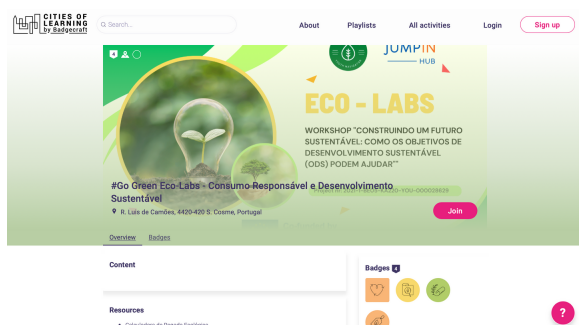
Eco-labs pathway Sustainable living Practises Learning Pathway (4 activities) by PlanBe, Plan it Be it Cyprus



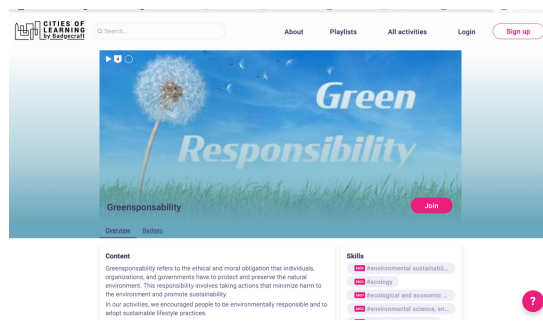
Eco-labs (3 activities) by Inco, Italy



Eco-labs playlists Act today for our future (3 activities) by CODEC, Belgium



Eco Labs (1 activity) by JumpinHub, Portugal



Eco Labs Greensponsability (3 activities) by System&G, Greece





# 4. PRACTICAL TOOLS AND TIPS FOR USING GREEN BADGES

## 4.1 INTRODUCING THE CITIES OF LEARNING PLATFORM

Cities of Learning platform transforms cities into thriving learning ecosystems. Learners, organisations and public institutions can map learning opportunities, combine local and digital experiences through playlists, issue and earn digital Open Badges to value and recognise learning and achievements. Using the platform activity organisers can offer learning Activities across territories and make them more visible and accessible to all learners.

Key features of the Cities of Learning platform:

- Mapping opportunities. Publish activities and make them available on a map of the territory at ease. Specific filters and sorting tools will help finding opportunities that match the needs and interests of learners.
- Learning Playlists. Combine local and online activities into learning playlists just with a few clicks. Playlists, also known as pathways, can have a specific sequence, optional and required activities to complete
- Digital Open Badges. The recognition is here! Every created activity has automatically generated digital badges that can be edited and set to be issued via email, earned by scanning QR code or by uploading required evidence.

At the time of writing this guide, the Cities of Learning platform is used in more than 40 locations in Europe, Africa and Caribbean.

Learn about Cities of Learning platform:

- Watch video "[Cities of Learning: Connecting diverse learning opportunities](#)"
- Read about [Cities of Learning platform](#) and [framework](#)



## 4.2 "HOW TO" GUIDE

### 4.2.1 STEP 1: CREATE AN ACTIVITY

An Activity can be any type of learning experience that is offered by Organisers.

This can be an event, internship, volunteering, digital experience, project, open space, course or workshop.

Completing an Activity leads to earning a digital Open Badge. Activities can be stand-alone experiences or combined into Playlists.

Learn about Activities:

- Watch video "[How to create an activity](#)"
- Read help article "[How to create an activity](#)"

Now that you know what an activity is and how to create it, choose any of your activities that has sustainable learning and living goals and create it on the Cities of Learning platform.

### 4.2.2 STEP 2: IMPORT GREEN BADGES

After you create an activity, you can choose to import specific badge(s) or the entire Green Badges system.

You need to navigate to the activity where you want to import selected badges. Follow this Help article to import badges.

Optional: You can freely edit badge content to better suit and represent learning activities and outcomes.

Learn more how to define a good badge:

- Watch video "[How to define a good badge](#)"

Read help article "[How to edit a badge](#)"





## 4.2.3 OPTIONAL: CREATE A LEARNING PLAYLIST

A Playlist is an organised learning pathway with selected activities to create unique learning pathways. You can choose which sustainable living and learning activities you want to include in a playlist, set their order of appearance and decide on mandatory and optional activities for completion. Playlists enable learners to track their progress. Organisers can use playlists as a learning management system.

Learn more how to create a learning playlist:

- Watch a video "[How to create a playlist on the Cities of Learning platform](#)"
- Read a help article "[How to create a playlist](#)"





## 5. WHAT'S NEXT?

#GoGreen- Youth Navigator have made both a short and long-term impact on the individuals and organisations that we involved at national and EU levels. We will continue keeping the results visible and available, through specific channels, so that youth workers, non-formal educators, leaders and trainers can access them, learn from them, adapt them to their own needs and even build on them and take them to the next level.

"#GoGreen - Youth Navigator" has developed a new and innovative recognition instrument – the Green Badges. This recognition systems remains accessible beyond the project lifetime and can be used widely in different non-formal and even formal learning activities, incorporated in STEC cycle and monitoring meetings with the ESC volunteers, used during the youth exchanges and etc. So, User's Guide with eco-tips, as well as "eco-tips cards" in different user-friendly digital formats, will remain accessible beyond the project lifetime.

Other organisations can access the webinars, Green Badges, User's Guide and learning pathways and apply them in their local realities. We intend to continue the cooperation with this project's partners and develop other projects concerning sustainable learning and living practices and digital youth work solutions.



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