

SDK Akademie
SuperDrecksKëscht®



Activities for secondary schools



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1. Introduction

According to Global Footprint Network calculations, we would need 1.5 planets this year (2020) to meet our demand for natural resources. It seems logical that this cannot work in the long term. Permanent damage to the environment, the climate and humanity can only be avoided if we act together as a society.

It is essential to make young people aware that using resources in a sustainable way is most important and to encourage them to take positive action. Education is a central factor here as it can foster a change of mentality.

The **SuperDrecksKëscht**[®] is an action of the Ministry of Environment, Climate and Sustainable Development with the Chambre de Commerce and the Chambre des Métiers, which aims to promote the sustainable use of natural resources.

In this sense, the **SDK Akademie** was created as part of the **SuperDrecksKëscht**[®]'s tasks. The **SDK Akademie**'s mission is to promote sustainable action in general and to make it accessible through future-oriented education. The **SDK Akademie** wants to support the various educational actors in teaching pupils their responsibility as adults and decision-makers of the future.

We are thus pleased to present the **SDK Akademie**'s activities for secondary schools and hope that our offer catches your attention.

If you have any questions, please do not hesitate to contact us. You can email us at akademie@sdk.lu or call us at **+352 488 216 400**.

Your SDK Akademie Team



2. Overview

The SDK Akademie offers three different types of activities for secondary schools:

Information and awareness raising activities

These are activities of a duration of two lessons. They are aimed at different age groups and have different focuses. When designing the activities, care was taken to ensure that these activities fit well into the day-to-day teaching or can be followed up by teachers. They are interactive, skill-oriented and follow a cross-curricular approach.

Projects

The SDK Akademie offers concrete projects for secondary schools. The projects are designed for a class or a group of pupils of a similar size. There are several project ideas to choose from. Once the project has been chosen, the group will be accompanied by SDK Akademie staff and carries out the project in the school over a longer period of time. The participants are supposed to develop a deeper awareness and understanding of sustainable action with regard to a specific topic.

Coaching

The coaching offer is aimed at school-internal groups who want to make their school more sustainable and raise the school community's awareness with regard to resource-saving actions. The working group will develop its own proposals for change with the help of the SDK Akademie. The SDK Akademie will provide advice on the preparation and implementation of the ideas.

2.1 Information and awareness raising activities

2.1.1 My contribution to resource preservation

Target group:	7 ^e to 5 ^e
Participants:	Maximum 30 pupils
Duration:	1 x 2 lessons

Objectives:

The pupils:

- understand the scarcity of natural resources.
- develop a critical attitude towards the sustainable use of resources.
- learn how to sort different types of reusable materials.
- recognize the importance of their own actions in the recycling process.

Short description:

The use of resources and their preservation play an increasingly important role in our daily lives. At the beginning of the activity, pupils experience the problems of resource scarcity and linear economy through a game.

The pupils will learn about the waste pyramid and recycling cycles as alternative models. In interactive group work, they will deal with the recycling cycle of everyday waste products. In addition, alternative actions and the impact that we as consumers have on the use of resources will be discussed.

2.1.2 Me and my smartphone

Target group:	7 ^e to 5 ^e
Participants:	Maximum 30 pupils
Duration:	1 x 2 lessons

Objectives:

The pupils:

- discover the environmental and social problems associated with smartphone production.
- design solutions for a more sustainable use of smartphones.
- consider their own smartphone use.

Short description:

What influence does my smartphone have on me and my environment? In this activity, the pupils will have a hands-on experience of the development of modern smartphones by taking apart an old and a modern mobile phone. They will take a close look at the raw materials needed to produce a smartphone and discuss the consequences of extracting these raw materials. Finally, the pupils will reflect on the positive and negative aspects of their own smartphone use.



2.1.3 The impact of clothing consumption

Target group:	4 ^e to 1 ^{ère}
Participants:	Maximum 30 pupils
Duration:	1 x 2 lessons

Objectives:

The pupils:

- understand the diversity of the textile industry.
- get an insight into the life cycle of different types of clothing.
- design solutions for handling textiles.

Short description:

First, the pupils will get an insight into the complexity of the textile industry and consider the problems of the production of a few selected clothing items. They will learn about the pyramid of sustainable consumption and design solutions. This will be followed by a discussion about extremely different lifestyles, which should encourage them to reflect on their own consumption behaviour.

2.1.4 My smartphone and sustainability

Target group:	4 ^e to 1 ^{ère}
Participants:	Maximum 30 pupils
Duration:	1 x 2 lessons

Objectives:

The pupils:

- get an idea of the life cycle of smartphones.
- understand the basic principles of sustainability.
- consider a smartphone's impact throughout its lifetime.
- can critically contemplate potential solutions for smartphone use.

Short description:

Almost everyone has one, but who cares about the consequences for the economy, people and the environment when buying a smartphone? In this activity, pupils are made aware of the problems associated with smartphones and given an introduction to the topic of sustainability. The aim is to show the impact of a smartphone's life chain on the three dimensions of sustainability. Finally, individual alternatives for a responsible smartphone use will be discussed.

2.1.5 Earth Overshoot Day – my use of resources

Target group:	4 ^e to 1 ^{ère}
Participants:	Maximum 30 pupils
Duration:	1 x 2 lessons

Objectives:

The pupils:

- discover the consequences of resource scarcity.
- understand sustainable development as a necessity for the preservation of resources.
- discuss alternatives at the individual and political level.

Short description:

What does sustainability actually mean? And what is really meant by the fact that we currently need 1.5 planets? These and other questions will be answered in this activity. The pupils will learn about the models of the ecological footprint and the Earth Overshoot Day. They will in particular reflect on their own use of resources and discuss individual and political solutions for a sustainable lifestyle.



2.2 Coaching

Objective:

Coaching is about helping to shape concrete changes towards sustainability at your own school. This is to promote and facilitate sustainable action for the whole school community.

Short description:

The coaching offer is aimed at groups of pupils (e.g. pupil committees) and groups of teachers (e.g. working groups) who would like to make their school more sustainable and raise awareness among the school community about resource-saving actions. The ideas for implementation are open and will be developed by the working group itself. The SDK Akademie will advise the groups in their respective projects and support them with its know-how.

The coaching is adapted to the individual needs of the school.



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Ministère de l'Environnement, du Climat
et du Développement durable

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