



Co-funded by
the European Union



ECODISCOVERY

"Play And Discover The Future"



PROJECT RESULT 3 • TRAINING & WORKSHOP MATERIALS

Workshop Templates

Three Reusable Plans for Game-Based Environmental Learning

Project: EcoDiscovery – Play And Discover The Future

Project No: 2024-1-CZ01-KA210-SCH-000245194

Website: www.ecodiscovery.eu



License. This project was created under the Creative Commons license: Attribution-Non-Commercial-Share Alike (CC BY-NC-SA). All or part of this project may be used, copied, and disclosed provided that the origin is mentioned, it is not used commercially, and its license is not modified.

<https://creativecommons.org/licenses/by-nc-sa/4.0/>

Disclaimer & Funding Acknowledgement. Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

These three reusable workshop plans let teachers and facilitators recreate the core of the EcoDiscovery training in their own classrooms. Each plan lists clear objectives, timing, materials, step-by-step instructions and reflection questions. They can be run as a series or as standalone sessions.

Workshop 1 | Creating an Environmental Game Idea

Objectives

- Identify a real environmental problem worth solving.
- Turn it into a simple game story with a hero and a goal.
- Work collaboratively and pitch an idea to peers.

Duration	60–90 minutes	Group size	Teams of 3–4
Age	10–14	Materials	Paper, pens, sticky notes; optional computers/tablets

Steps

- **Warm-up (10 min).** Brainstorm environmental problems learners notice at home and school.
- **Choose a theme (10 min).** Each team picks one theme: water, energy, biodiversity or waste.
- **Research (15 min).** Teams find 3–4 key facts about their problem.
- **Design the idea (20 min).** Teams create a hero, a setting and a goal, and sketch one mission.
- **Pitch (15 min).** Each team presents its idea; others give one strength and one suggestion.
- **Refine (10 min).** Teams improve their idea using the feedback.

Reflection

- Which environmental problem did we choose, and why?
- How does our game make the player care about it?
- What did another team suggest that we could add?

Workshop 2 | Designing a Game Mission

Objectives

- Break a game idea into a clear, playable mission.
- Embed accurate environmental facts as information cards.
- Balance challenge, learning and a real-life action.

Duration	60–90 minutes	Group size	Teams of 3–4
Age	10–14	Materials	Mission template sheet, pens; optional prototyping tools

Steps

- **Recap (5 min).** Revisit the team's game idea and hero.
- **Define the task (10 min).** Write one clear player goal for the mission.
- **Design the steps (20 min).** List 3–5 interactive steps (click, drag, choose, repair).
- **Write information cards (15 min).** Add a factual card for key correct and incorrect choices.
- **Add reward & real-life card (10 min).** Decide the badge and the real-life action.
- **Peer test (20 min).** Swap missions with another team and give feedback on clarity and fun.

Reflection

- Is the player goal clear in one sentence?
- Are our facts accurate and easy to understand?
- What real-life action does the mission encourage?

Workshop 3 | Testing and Improving ECOTOPIA

Objectives

- Play-test the ECOTOPIA game (or a team prototype) systematically.
- Collect structured feedback from real users.
- Prioritise and plan improvements.

Duration	45–60 minutes	Group size	Pairs + whole class
Age	10–14	Materials	Computers/tablets, feedback forms, pens

Steps

- **Set the focus (5 min).** Agree what to observe: clarity, difficulty, fun, learning.
- **Play-test (20 min).** Pairs play a chapter while noting where they hesitate or get stuck.
- **Collect feedback (10 min).** Learners complete a short feedback form (see Evaluation Forms).
- **Share findings (10 min).** Groups report the top issue and one thing that worked well.
- **Plan improvements (10 min).** Rank changes as "must fix", "nice to have" and "later".

Reflection

- What was the most common difficulty testers faced?
- Which information cards helped players most?
- What is the single most important improvement to make next?