

challenges of our time and there exists a clear interest in the development of tools and strategies throughout Europe. However, climate change has many weaknesses and faces several **barriers** as lacks the dimension of personal, direct experience of the problem; fails to overcome the psycho-emotional barriers to behavioral change and so on.

ART can be the key to overcome these barriers and enable effective communication! In particular, visual art, such as THEATRE, using more emotive and personally relevant language, may help bridge the divide between scientific information and personal responsibility.

PARTNERS

Eurocube (Lead partner)

Liceo Classico V. Emanuele II

Cresol Associació

IES Botànic Cavanilles

SSS" Milos Crnjanski"

Youth Club of municipality of Stara Pazova

Sophie-Brahe-Gemeinschaftsschule

The countries represented by the partners are Italy, Spain, Germany and Serbia





ERASMUS+ ClimART

Innovative methodologies
for learning climate
change through art and
theatre

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Climate change

Art & Theatre

Education

OBJECTIVES

The general goal of ClimART is to develop, transfer and implement innovative methodologies for learning climate change through art and theatre.

- To promote the professional development of **High School teachers** strengthening their competences.
- To reinforce the awareness of **High School students** through high-quality international experience through theatrical performances on climate change.
- To strengthen the acquisition of key competences in **High School studies**.





RESULTS AND IMPACTS

- 1. Updating high school teachers' **competences** regarding climate change and art.
- 2. Facilitating **new opportunities** for high school students based on high-quality and innovative learning and international experience.
- 3. Strengthening **key competences** (science and art) in high school students.
- 4. Promoting the alignment of the **high** school education with climate change.

INTELLECTUAL OUTPUTS

IO1: Climate Change Learning material.

IO2: Art-based learning methodologies.

IO3: Methodological guidelines for activation of thematic laboratories.

IO4: Toolkit for transferring technical knowledge to the high school students.

IO5: Thematic laboratories for theatrical performances.