

Plastic ocean

1 Overall aims:

Cognitive (C)

- Know the plastic problem in nature
- Understand the need to protect aquatic ecosystems
- Discover the importance of marine life as a source of human food
- Know how to make a video file and explain a story

Affective (A)

Respect for the sea life

2 Vocabulary - keywords

Science: oceans, seas, fish, algae, marine life, aquatic birds Sustainability: marine resources, plastic problems, recycling Art: digital expression, creativity

3 Sustainable abilities developed

- Critical thinking
- Systemic thinking

4 Pillars of sustainability included

• Environmental:

-Know the plastic problem in nature -Respect, to take care of the sea life

-Understand the need to protect aquatic ecosystems

- Social

 Discover the importance of marine life as a source of human food
 Understand that protect biodiversity and animal's health is protect human's health

 Economic:
 - -Benefits of recycling and new ways of packaching in industry

5 STEAM domains

Science skills (aquatic ecosystems, marine life) Artistic skills (digital expression, creativity)



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11 References - source:

https://www.youtube.com/watch?v=xFPolU5iiYQ



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