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Teachers' Guidelines

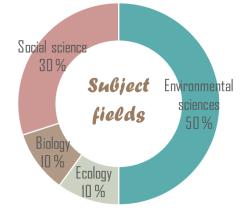
Title of the package: Fennoscandia, nature and culture

Information about the package:

Brief Description: In this educational tool-kit, your pupils will learn about why and where there is a region called Fennoscandia. We tell you about cultures and peculiarities that are shared between the countries of the region. The pupils will also experience the wildlife on the taiga and the tundra, and most importantly, they will be thoroughly introduced to environmental issues that are prevalent in this region.



How does the package relate to STEAM education?



Keywords: forest logging, oil industry, fish farming, languages, light pollution, mining, skiing, outdoors, hunting, climate and climate change, Sami culture, Norway, Sweden, Finland, Karelen

Age Range: 13-19 years

Didactical Hours: 0-3h + students working on their own = total 5-8h (you can pick modules that suit your time schedule, see time allocation per module on the next page)

Learning objectives:

- **P** knows where Fennoscandia is, and why we have a name for this region
- knows the 3 main climate types of Fennoscandia, and local climate changes
- 🕊 are familiar with the tundra and taiga wildlife in Fennoscandia
- 🕊 are able to design research to test if an animal species is affected by climate change
- 🕊 are familiar with shared cultures you can find in all the Fennoscandian countries

Project office: Księcia Janusza 64, 01-452, Warsaw, Poland edu-arctic2.eu edukacja@igf.edu.pl

EDU-ARCTIC 2: from polar research to scientific passion – innovative nature education in Poland, Norway and Iceland receives a grant of ca. 245 000 EUR received from Iceland, Liechtenstein and Norway under EEA funds. The purpose of the EDU-ARCTIC 2 project is to: enhance the knowledge about nature, geography, natural resources, political specificities concerning polar regions and increase awareness of environmental issues and climate change, increase of interest in pursuing STEM education and careers due to enhancement of knowledge about scientific research, and their place in the modern world, familiarizing young people with scientific career opportunities; introduce innovative tools by way of an e-learning portal and effective methods of teaching science in schools



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Content of the package:

PREPARE: brief intro to the topic, learning goals **LEARN**: interactive room, research exercise **WRAP-UP**: summary of tool-kit, reflecting exercises

Guidelines for teachers:

PREPARE	Indv (or class) 1/4h	 Learning goals are listed. These mix learning of facts and the understanding of environmental/citizen challenges around the topic. An exercise of reflecting on the goals is given, encouraging the pupils to focus on their own thoughts and feelings. Short intro to topic draws out the overall understanding, presented on a few slides of text and illustrations, followed by a simple exercise on the computer.
LEARN	Indv (or class) 4-8h	• Interactive room are videos and articles linked in mainly from the internet, put into an interactive room where the pupils click their way through. The contents have been scrutinized for scientific merit and to avoid false news. In this tool-kit the interactive room is organized into Climate, Wildlife, Environmental issues and Culture. They take about 1 hour each to go through (some longer if the pupils choose to watch the longer optional movies). The contents can be partly used as presentation by the teacher on a large screen in front of the class.
WRAP-UP	Indv 1h Class 1/2h	• Summary of tool-kit. This is given as a presentation, that the students can engage with interactively on their own, or used by the teacher in front of the class.

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