

Ec(h)o Quest, Crafting a sustainable experience

BP

Overview:

Sustainability & Social Inclusion

A cross-disciplinary initiative focused on sustainable practices through experiential outdoor and culinary education. Includes a zero-waste bike tour, environmental clean-up, sustainable cooking workshop, and gardening.

Description of the practice

The activity is structure into 3 distinct phases. It began with a **bike tour**, where students collect waste, creating a "plastic-free" moment. Then back to the school, where **students led an awareness session for external participants showcasing a sustainability-focused video game** developed by IT students. The second phase the next day students **demonstrate their culinary skills**. They prepare dishes using seasonal, locally sourced ingredients. Reusable dishware and water-efficient cleaning practices. The final phase, participants **plant aromatic herbs and vegetables** in the school garden.

Teaching methodology

- Hands-on activities, Gamification, Practical demonstrations, Peer-to-Peer learning
- Problem-Solving and Project-Based learning.

Resources and tools used

- Technological tools, Natural resources, Catering equipment, Educational materials.

Innovative aspects

- Integration of gamification
- Cross-disciplinary approach
- Real-world application.

Target group:

VET students, teachers, local community

Duration of the activity:

2 days

Transferability Tip:

Collaborate with local actors (tourism, environment, hospitality). Highlight green skills connected to VET profiles.

EU Focus Areas:

Sustainability, community engagement, green transition, civic responsibility, Sustainable Development and Social Inclusion and Equal Rights.

Contact Information:

For any queries or additional information, check out our website:

 <https://euclass.enac.org/>