

Case Studies in Bioeconomy Education, Training and Skills Development

Case study sample: 4 ELEMENTS





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4 ELEMENTS

1 Abstract

The 4 ELEMENTS project focuses on environmental education presented in a non-traditional form. It presents an exemple of non-formal education through interactive theatre (with active involvement of the participating audience - pupils) and through live environmental activities, also available in an online application. The project also educates teachers and will provide educational materials and guidelines with ready-to-use activities for them to use in the classroom.

2 Target Groups

Youth, teachers, and the general public.

3 Case Study Category

Art to communicate messages, inspire people and raise their interest and awareness

4 Training Provider

Divadelné centrum

5 Region

Slovakia, Žilina region

6 Language

English, Slovak, Czech, Polish.

7 Objectives of the Educational Format

Other – communicate environmental issues through art

8 Final Objective of the Educational Format

The project was created to stimulate pupils' interest in nature and the environment through the artistic experience of theatre. It aims not only to make pupils aware of current environmental issues and climate change but also to disseminate examples of positive environmental practices and inspire the young generation to take individual action.







9 Scope and Context of the Educational Format

The project includes an interactive theatre production, an educational online application, and a methodological guide, especially for teachers of science and arteducational subjects, as a means of creating non-traditional innovative forms of teaching. The comprehensive art-educational material for teaching environmental education will be freely disseminated and available to all schools within the EU countries in 4 languages (SK, CZ, PL, EN).

10 Specific Skills and Competencies Addressed

Transversal competencies.

Various transversal skills, mainly: Communication, Teamwork, Problem-soving, Critical-thinking, Creativity, Innovation, Being initiative, Curiosity...

11 European Qualification Framework level(s)

N/A

12 Main Benefit to the Participants

Participants: No certificate acquired. Development of transversal skills, understanding of environmental challenges in wider perspective.

Teachers: materials to be used in classes.

13 Main Cost Categories Considered

Funded by the EU through the Erasmus+ programme. The total budget was EUR 235,000, used to cover personnel costs, content and material production, and the design and development of the application.

14 Importance and Impact

To date 250 pupils and teachers in each of the 3 countries (Slovakia, Czech republic, Poland).

15 Relevance (of the Format)

In an artistic way, in the form of a story where nature is represented by the four elements (fire, water, earth, and air), the project allows the audience to get to know these characters and the problems they face on Earth. It educates about the importance of changing behaviour towards greater responsibility, care for the environment, and sustainability. The following workshops use games and hands-on demonstrations through which participants experience concrete phenomena (e.g., global warming in a tent), engage in discussions, and provide inspiration for their own youth activities.





Mobilizing European communities of practice in bio-based systems for better governance and skills development networks in bioeconomy

16 How can it Inspire BioGov.net? (Why was it designed in this specific way / what are the success factors?)

Using artistic expression (theatre) to communicate current challenges, the "humanization" of inanimate elements, and the expression of the problems that nature, embodied in these beings, faces, leads to the sensitization of the audience. The use of metaphors enables different groups to understand complex phenomena. Subsequent workshops, based on the principles of experiential pedagogy, allow participants to experience concrete phenomena firsthand.

Theatre performance and experiential teaching methods are suitable forms of communication for different age groups, including groups with disabilities. A web application and a methodological guide offering specific activities will be freely available in English.

17 Data Sources

- Online resources: https://www.divadelnecentrum.sk/4-zivly
- Resource persons: Veronika Bieliková, Divadelné centrum
- Other sources, if any:















