



Toolkit - Resources for trainers

Good Practice - SDG Nr. 4

GlobalChangemakers

The Sustainable Development Goals (SDGs), also known as the Global Goals, were adopted by the United Nations in 2015 as a universal call to action to end poverty, protect the planet, and ensure that by 2030 all people enjoy peace and prosperity.

Goal number 4 relates to quality education. It wants to ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.

Social Goals

The goal of the GlobalChangemakers initiative is to connect students around the world through Global Citizenship Education, Collaborative Digital Storytelling and Creative Computing. It promotes innovative and engaging connected learning experiences between schools. It is a free platform for teachers around the world that allows them to easily interconnect with other teachers.

The platform promotes free access to education, collaboration, creativity, global awareness. The children have to find solutions for challenges where different classes of different countries are connected. Children have to research one of the UN SDGs, discuss it on a blog, hold videoconferences, learn to code, and co-create digital stories.

What need does it cover?

The project is fully aligned to the SDG 4 and especially to the specific goal that by 2030 all learners acquire knowledge and skills needed to promote sustainable development, through among others, education for sustainable development and sustainable lifestyles. It is above all a Global Citizenship Education initiative. It offers free access to quality and inclusive education. It promotes exchange, digital skills and sustainable development knowledge among students. It also wants to increase the number of youth and adults who have relevant skills, both technical and vocational and ensure equal access to all levels of education.



<p>How was it founded?</p>	<p>GlobalChangemakers was founded in Spain by the University of Girona. It is an project financed by the European Erasmus+ Program which means it is working with partners from the European Union. The partners are from Italy, United Kingdom and Romania. The project is still in a phase where it needs to expands its influence but they have reached currently 40 teachers/classes from 8 countries and 3 continents.</p>
<p>How does it relate to SDGs</p>	<p>It is directly related to the SDG 4 and moreover especially to the target 4.7. It offers quality education, free access to education and education about sustainable development.</p>
<p>Good practices</p>	<p>GlobalChangemakers combines Education for Global Citizenship with the promotion of digital competences.</p> <p>It also promotes international collaboration. Classes from different countries are connected online and children have to work on a challenge that is based on one of the SDG´s. They have to research on one of the SDG´s, discuss it on a blog, hold videoconferences, learn to code, and co-create digital stories. So, the project itself promotes the other goals as well.</p>

How to work on it

Teachers can enroll themselves on the webpage of the programme and connect their class with other classes around the globe.

The project itself demonstrates how to promote education about sustainable development with open resources and accessible educational offers and also combine it to promote digital literacy.

