

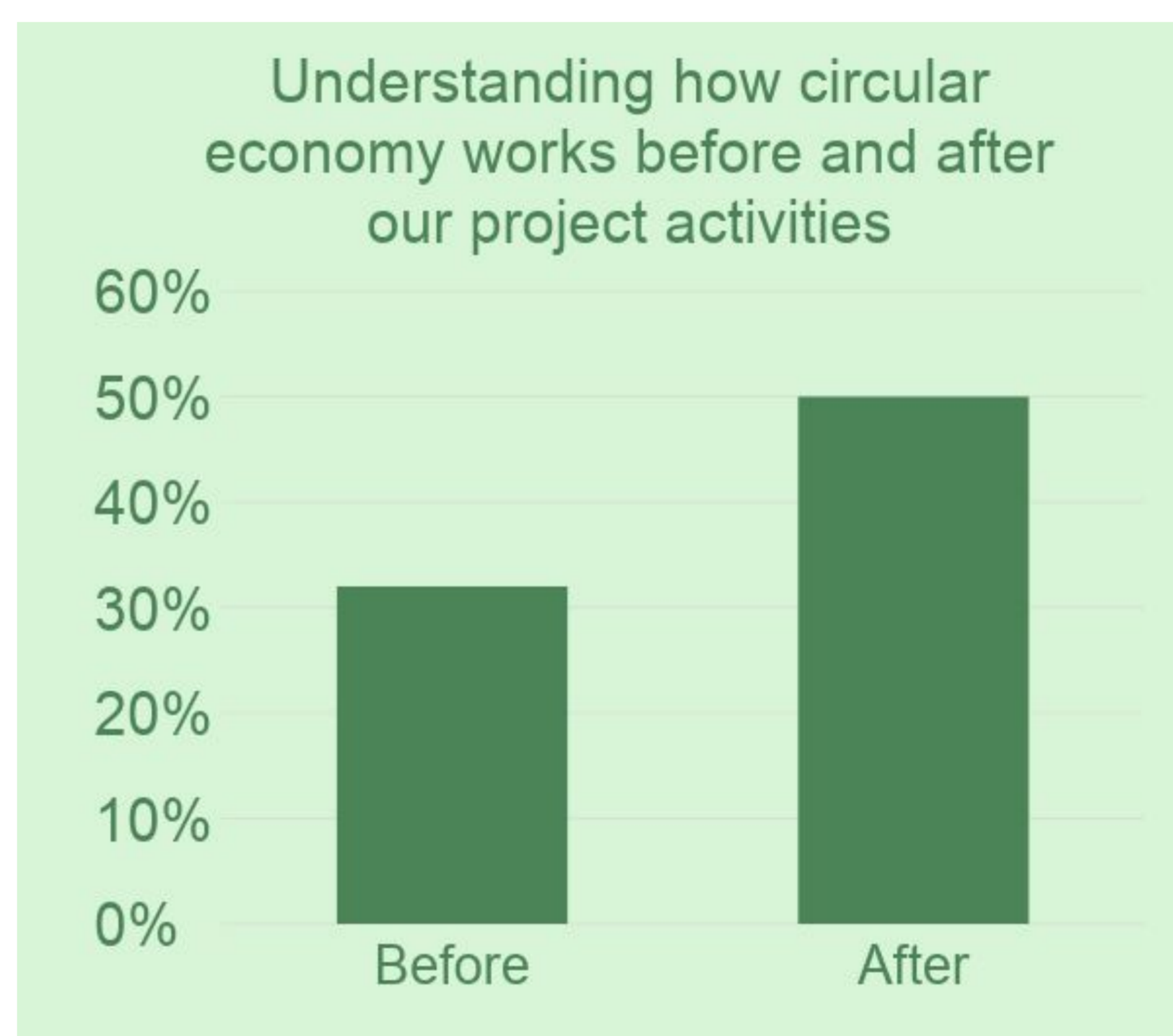
STEM Education for Sustainable Development



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SAVE NATURE - Circular Economy

SAVE NATURE - Circular Economy is a project developed by students aged 16. It introduces **Circular economy** principles with an information **poster** explaining the **5 Rs** - refuse, reduce, reuse, repurpose, recycle and a game based on Monopoly - **Eco-Monopoly**. A number of online tools were used: WordWall, YouTube, Kahoot!, Video editor, QR code generators.



Conclusion: Like the elements of the Earth, our time to act is limited, so let's not waste it and start applying the principles of circular economy - the 5R's - refuse, reduce, reuse, repurpose, recycle.