

# STEM Education for Sustainable Development



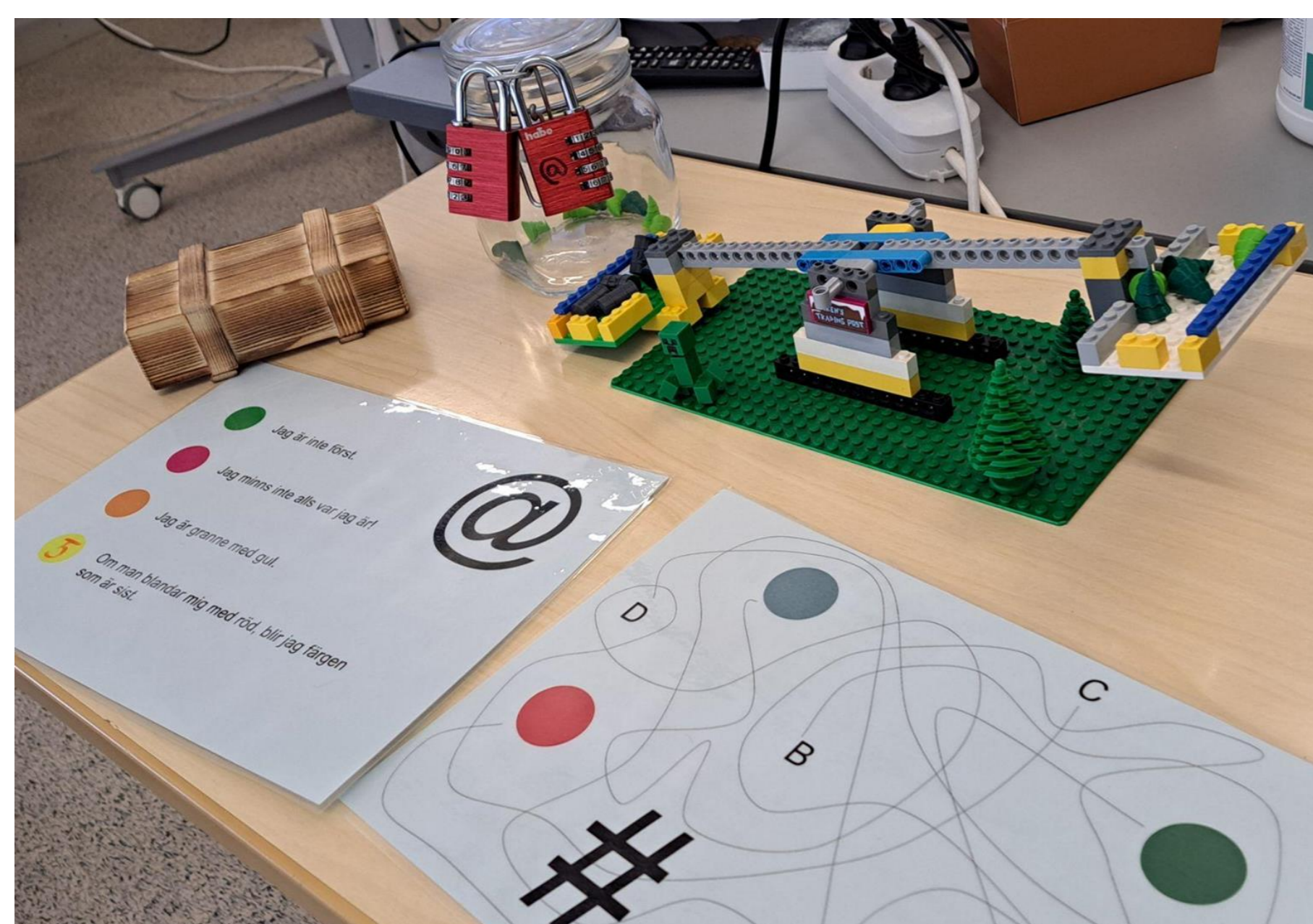
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## Save the World!

### An Escape Room on Climate Change and Sustainability



Save the World! is an Escape Room where the students solve tasks designed to develop knowledge in ecological sustainability, raising awareness of our limited raw materials and use of resources through mathematical problem solving.



As a reward for solving a task, the students receive trees placed on a balance scale. But at the same time, fossil fuels act as a counterbalance. When the trees weigh more than the fossil fuels, the students have won the game.



The Escape Room also includes examples of development projects from the Finnish industry. This is an important part of the project, since one of the goals of "Save the World!" is to raise awareness of innovations helping us to find solutions for a sustainable future for our planet.



Create the game in Swedish

Some examples of tasks in English

