

GEO-Academy

Innovative digital GEO-Tools for enhancing teachers' digital, green and spatial skills towards an effective STEAM Education for Sustainability Development

Project Start Date: June 2023 **Project End Date:** June 2026



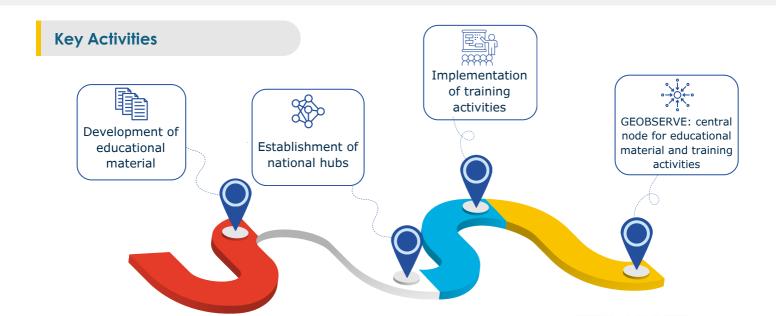
Skills











Partners













































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Skills

Use of digital tools, problem-solving, information and data literacy, communication & collaboration, digital content creation

Valuing sustainability, supporting faireness, promoting nature, critical thinking, problem framing and collective action Geographic
Information Systems
(GIS), Remote Sensing
(RS) and Earth
Observation (EO),
Geospatial Storytelling

We are committed to providing innovative solutions that will help create a better tomorrow for everyone.

Objectives

- Integrating geotechnologies (GIS, RS, and EO) and digital storytelling into educational practices.
- Flexible learning opportunities and state-of-the-art professional development approaches.
- Supporting school communities to study climate phenomena holistically.
- New teacher competencies (digital, green, spatial) to prepare students for geospatial and environmental careers.
- Schools as social innovators and active partners in efforts towards sustainability and climate change.















