MIRACLE: coMics and IllustRations Augmented to tackle CLimate change in primary Education

Evangeline Varonis, Georgia Dimitrakopoulou and Despina Sarrigeorgiou *PARAGON-eduTech, GREECE*Nuria de Pablo Sánchez and Gema de Pablo González *Jaitek Tecnologia Y Formacion, SPAIN*Ġorġ Mallia and Megan Mallia *University of Malta, MALTA*

Abstract

The MIRACLE project (coMics and Illustrations Augmented to tackle CLimate change in primary Education), co-funded by the Erasmus+ programme, is an innovative initiative aimed at integrating climate change education into primary schools. Coordinated by CleverBooks Limited, the project brings together seven partners from six European countries: Ireland, Greece, Spain, Malta, Croatia, and Portugal.

MIRACLE focuses on developing an inclusive Digital Learning Environment (DLE) to enhance teachers' digital and sustainability competencies, empowering them to act as agents of change within their school communities. The project adopts a "Whole School Approach," embedding sustainability in all school processes and providing interactive, immersive learning experiences through digital comics and augmented reality.

Key objectives include:

- Upskilling teachers for an action-based Climate Change Education Curriculum (CCEC).
- Improving digital skills for both teachers and pupils.
- Addressing eco-anxiety and promoting critical thinking and media literacy.

The project outcomes encompass five main work packages:

- 1. Comprehensive administrative, monitoring, and assessment tools.
- 2. The MIRACLE Sustainability Mindset in European Schools.
- 3. The MIRACLE MOOC, offering interdisciplinary climate education.
- 4. The MIRACLE Augmented Classroom, integrating AR tools.
- 5. Visual branding, publications, and outreach activities, including infodays and multiplier events.

This poster presentation will showcase the innovative approaches and concrete results of the MIRACLE project, highlighting its contribution to preparing learners for a sustainable future.