

# THE 17 SDGs

## AS CORE TOPICS FOR YOUR PROJECTS



# 17 SDG Jigsaw /expert reading

Give a number, 1 to 4 to each participant  
1 to 4 are base groups

Numbers 1 gather together EXPERT **GROUP 1**

Numbers 2 gather together EXPERT **GROUP 2**

Numbers 3 gather together EXPERT **GROUP 3**

Numbers 4 gather together EXPERT **GROUP 4**

**YOU'LL BECOME EXPERTS ON 4  
SUSTAINABLE DEVELOPMENT GOALS**



# To do list



1. MATCH each icon with its definition

2. REPHRASE each definition with your own words

3. BASE GROUPS:  
Round Robin or The STORY  
CIRCLE approach from PISA

4 . Our base group is now familiar with all the 17th SDGs

# The 17 SDG as CORE TOPICS for your projects



Go back to your **EXPERT GROUP** and  
BRAINSTORM **possible TOPICS** related  
to your initial 4 **GOALS**.

SHARE your topics on

**ANSWERGARDEN**


<https://answergarden.ch/1118739>

THE 17SDG - CORE TOPICS FOR YOUR PROJECTS

Type your answer here...

20 characters remaining

- 1 2 7 13-social gard
7. saving energy 10. closing the gap
- 3 mental health 15 animal conservati
2. cooking with kids 12 local consumption
- 16 uncrc 4 clil / tech 9 14 pollution ov. fis
- 12 waste & recycling 9 sustainability
- 5 ecosystems 6 save water 9 innovation
- 11 renewable energy gender equality
- 5 news/ corren



**FROM TOPICS  
TO DRIVING QUESTIONS**

# HINTS to formulate good driving questions:

**Role-Oriented:** How do I as a scientist design an experiment to debunk a common scientific myth?

**Philosophical or Debatable:**  
Should we build a new highway in the proposed area?

**Product-Oriented:** How do we create a podcast to debunk myths and stereotypes of world religions?  
How do I create a marketing plan for a local business?

**Focus on Action:** Think about using powerful, action-oriented verbs: convince, create, advocate, change, design..

# **HINTS to formulate good driving questions**

**Try a Round Robin**

**Open ended**

**Give the Question to a Student and see his/her reaction.**

**Create the Question With Students.**



# CRAFTING OPEN ENDED DRIVING QUESTIONS

QUESTION STARTER	CHALLENGE	AUDIENCE
HOW CAN WE	PLAN A SCHOOL EVENT	TO RAISE MONEY FOR SAVE THE CHILDREN NGO?
LET'S	DESIGN NEW BINS	IN ORDER TO RECYCLE BETTER
WHY	...	

**THINK of possible  
DRIVING QUESTIONS for  
the topics proposed**



# WHAT HAVE WE COVERED SO FAR?

- ✓ **CATCHY TOPICS**
- ✓ **DRIVING QUESTIONS**
- ✓ **AUDIENCE**
- ✓ **PBL**
- ✓ **BACKWARDS PLANNING**
- ✓ **17 SDGs**

## ✓ **COLLABORATIVE ACTIVITIES**

THINK PAIR SHARE

JIGSAW READING

ROUND ROBIN

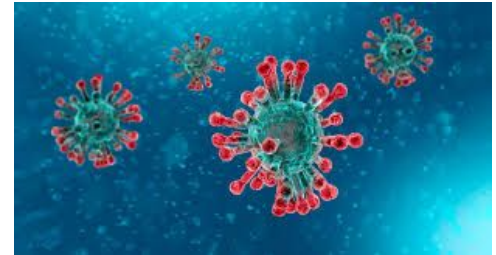
COLLABORATIVE DOC

SHARING IDEAS WITH ICT TOOLS

# Activating Session A

Teacher presents a photo related to **coronavirus**. Teacher tells students that this is affecting the population in China but also in other places in the world. Teacher says that this is so relevant that it is a good moment to start a **project** and learn about **viruses**.

Teacher hands in [a copy of a text](#) talking about viruses and a set of **questions** to foster some **previous knowledge**.



# Activating Session B

Who is in this picture?

Where are they?

Where are they going?

Why are they wearing a plastic bottle on their heads?

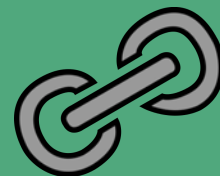
Others ...



## KEEP YOUR HAT ON Terrified passengers wear PLASTIC BOTTLES and motorbike helmets to protect themselves against coronavirus

Qin Xie

29 Jan 2020, 10:11 | Updated: 29 Jan 2020, 14:27



# What does the teacher do in situation 2?

**Teacher presents the driving question and the final product**

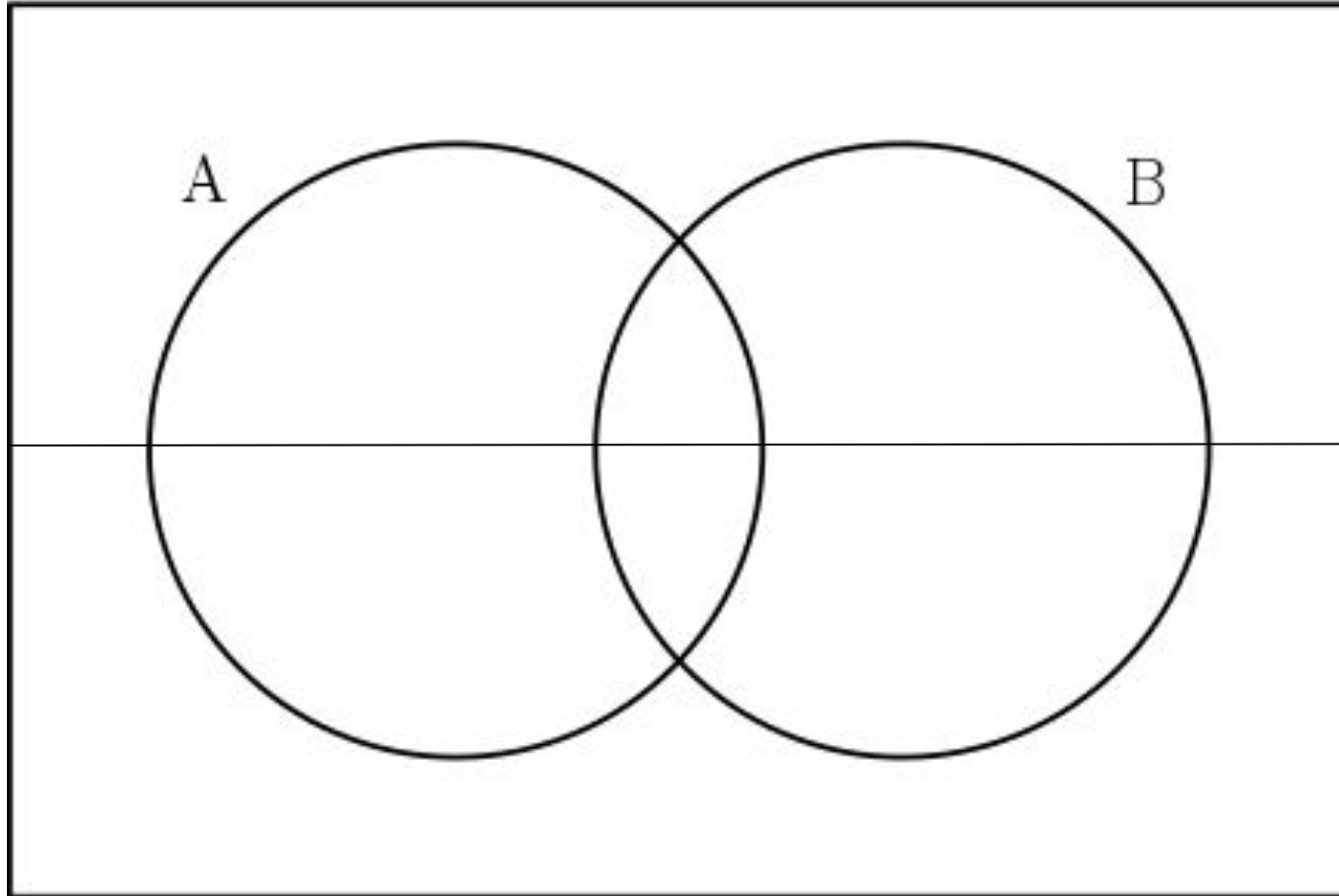
**DQ:**

HOW CAN WE PROTECT OURSELVES AGAINST VIRUSES?

**FINAL PRODUCT:**

ADVERTISING CAMPAIGN AT SCHOOLS AND FAMILIES TO REDUCE ILLNESSES AMONG STUDENTS

# Weaknesses and strengths of each activating session

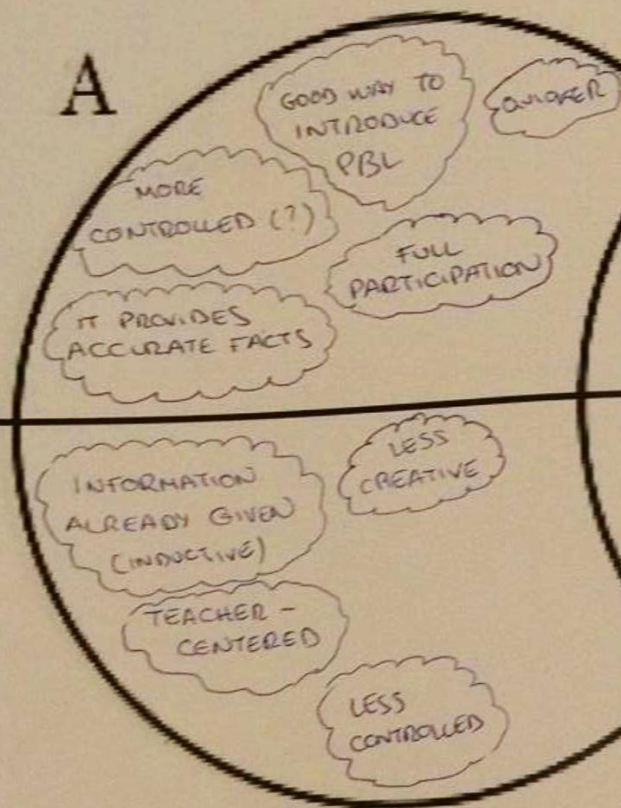


**S**

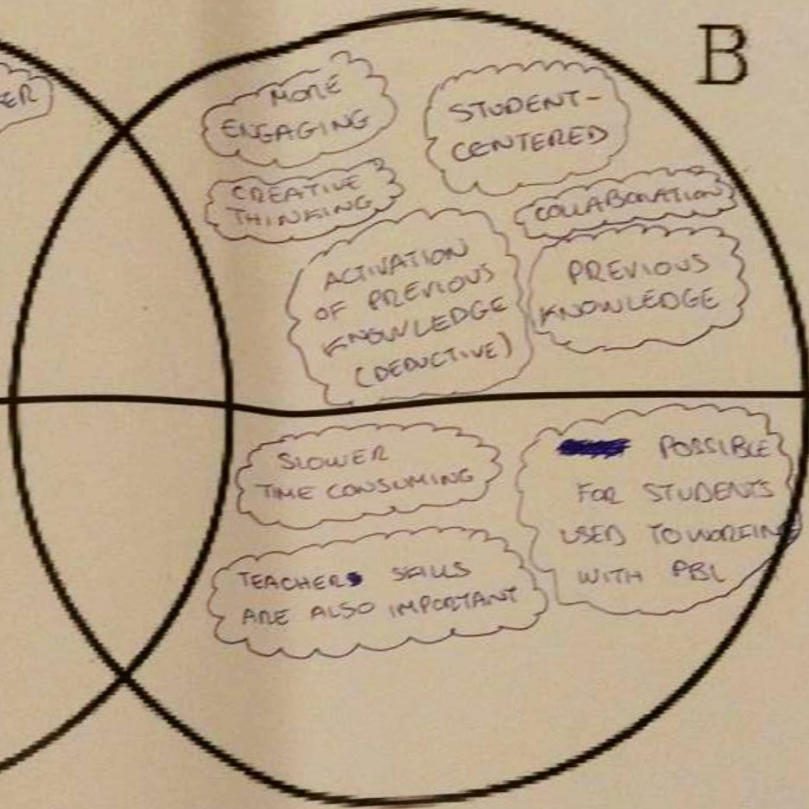
**W**



A



B





text  
comprehension

A

provides 'fact'-based knowledge.  
teaching literacy

not as interesting for pupils  
relies on literacy for response.

image not as arresting  
comprehension is a weakness - doesn't  
demonstrate application of knowledge.

real  
life  
relevance

lack of student  
choice in how  
they presented  
what they learned

B

photograph.

real life relevance  
Photo = impact & content  
provocative  $\Rightarrow$  response for students  
richer discussion taking place.  
Allows for application & analysis -  
higher level skills

Do pupils/teachers have required  
skills for visual analysis?

reliability of source

Needs good selection of image

S

W

A

no creativity  
~~easy for the student~~  
factual/accurate information  
quicker  
faster. Everyone has the same

No creativity  
Easy for the student.  
less skills

Topic

Feel  
Time consuming  
for  
teachers?

B

Open ended  
Creative Use other sources.  
Individual Questions  
More innovative for the have to be precise  
teacher & pupils.

Not suitable for all topics.  
Will they learn all  
the detail?  
More skills.

Time consuming  
Take time to 'train'

S

W

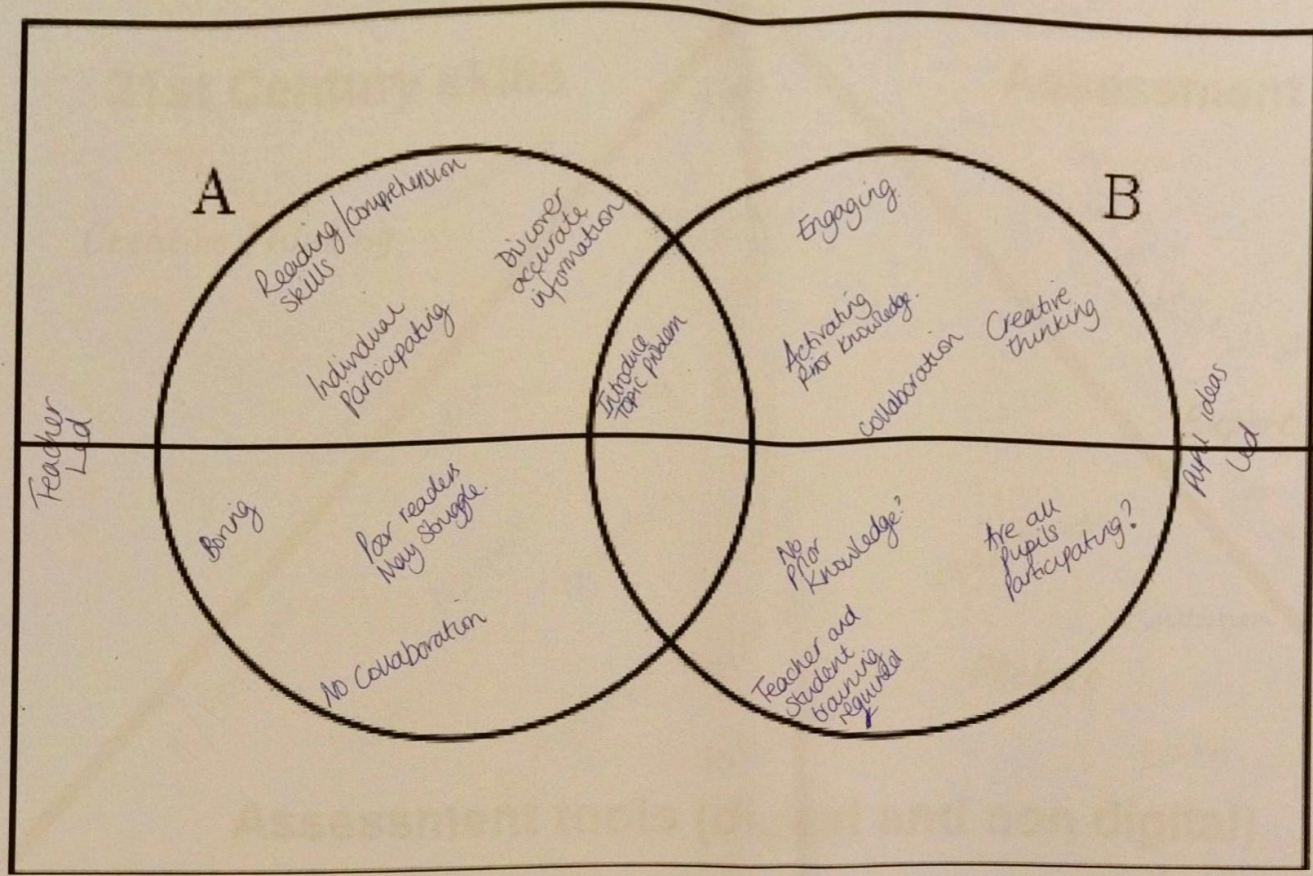


A

IT PROMOTES GOOD  
COMPREHENSION BY INDENTS

B

- IT FOSTERS  
GOOD QUESTIONS MADE  
BY BOTH STUDENTS AND  
TEACHERS :
  - IMPRESSIONS
  - EMOTIONS
  - PREVIOUS EXPERIENCES
- IT FOSTERS INTERACTIONS IN  
THE CLASSROOM
- EVERYONE CAN CONTRIBUTE  
TO THE DISCUSSION



# After "activating sessions" teachers

PRESENT DRIVING QUESTION

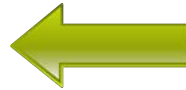
**FINAL PRODUCT PROPOSAL**



OBJECTIVES AND CONTENT OF THE  
TEACHING UNIT

ASSESSMENT CRITERIA

CAN YOU PROVIDE  
OTHER EXAMPLES?



A **CAMPAIGN** TO PROTECT AND CREATE GREEN AREAS TO BE SHARED WITH THE SCHOOL COMMUNITY AND TOWN HALL

A **VIDEO** SHOWING CAUSES, CONSEQUENCES OF CLIMATE CHANGE AND ACTIONS THAT CAN BE CARRIED OUT TO STOP CLIMATE CHANGE

AN **EXHIBITION** OF IMPORTANT SCIENTIFIC WOMEN AND THEIR CONTRIBUTIONS TO HELPS OTHERS

A **PERFORMANCE** TO RAISE AWARENESS AND STOP SOCIAL INEQUALITIES

...

# WHAT IS CREATIVE THINKING?

## FINAL PRODUCTS = CRITICAL AND CREATIVE THINKING

[PISA 2021 CREATIVE THINKING FRAMEWORK \(2019\)](#)

**“... the competence to engage productively in the generation, evaluation and improvement of ideas, that can result in original and effective solutions, advances in knowledge and impactful expressions of imagination.”**

“ (...) students in all contexts and across all levels of education need to learn how to engage productively in the practice of generating ideas, how to reflect upon ideas by valuing both their relevance and novelty, and how to iterate upon ideas until they reach a satisfactory outcome.”

(...)Plucker, Beghetto and Dow (2004[5]) define creativity as “the interaction among aptitude, process, and environment by which an individual or group produces a perceptible product that is both novel and useful as defined within a social context”