



Role Play

Title	Realization of projects that address environmental problems
Objectives	The role play aims to engage students in a group exercise where they apply sustainable digital communication skills to address a real-world sustainability challenge.
Target group(s).	Young people between the ages of 16 and 20
Instructions:	 Divide the students into small groups of 4-5 members each. Assign each group one of the 17 goals. Provide relevant background information and resources related to the assigned challenge. https://www.un.org/sustainabledevelopment/poverty/ Each group will act as a team of digital sustainability consultants, tasked with creating a digital communication campaign to raise awareness and promote sustainable practices related to their assigned challenge. Give the groups time to brainstorm and plan their digital communication campaign. They should consider the target audience, key messages, digital communication channels, and specific strategies for engaging and motivating others to take sustainable actions. Once the planning phase is complete, ask each group to present their campaign concept to the class. They should include visuals, slogans, and key talking points to effectively communicate their ideas. After all the presentations, facilitate a discussion where students can provide feedback, ask questions, and offer suggestions to enhance each campaign. Encourage students to reflect on the sustainable digital communication skills they employed during the role play. Discuss the challenges they faced and the





	strategies they used to overcome them. Emphasize the importance of ethical
	and responsible digital communication practices throughout the exercise.
Benefits of the Role Play:	Active Learning: The role play engages students in active learning by immersing them in a real-world scenario where they apply sustainable digital communication skills.
	Collaboration and Teamwork: The exercise promotes teamwork and collaboration as students work together to develop a digital communication campaign.
	Creative Thinking: Students are encouraged to think creatively to design impactful digital communication strategies that effectively address their assigned sustainability challenge.
	Practical Application: The role play provides an opportunity for students to apply their knowledge and skills in sustainable digital communication to solve real-world problems.
	Communication and Presentation Skills: Presenting their campaign concepts allows students to practice their communication and presentation skills in a supportive environment.
	By participating in this role play, students can gain practical experience in sustainable digital communication, develop critical thinking abilities, and learn to apply their STEM knowledge to create positive environmental and social change.
Ana Torre	s & Bento Cavadas Instituto Politécnico de Santarém Portugal