Introducing the SUSTAIN-IT e-Toolbox for Teachers

Co-funded by
the European Union

INDEX

- What is the SUSTAIN-IT e-Toolbox?

- Challenge-Based Learning for Environmental & Sustainability Education

1. Environmental Awareness through Education
2. What is Challenge-Based Learning (CBL)?
3. Digital Tools for CBL in Environmental Education

- Inclusive Teaching Approaches for Educators

1. What Inclusive Teaching Really Means
2. Universal Design for Learning: Teaching for All
3. From Barriers to Belonging in the Classroom

- Social Entrepreneurship as a Tool for Educational Impact

1. What is Social Entrepreneurship?
2. Why Social Entrepreneurship Matters in Education
3. From Ideas to Impact: Scaling Social Solutions

Co-funded by
the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

What is the SUSTAIN-IT e-Toolbox?

The SUSTAIN-IT e-Toolbox is designed as a pedagogical e-learning course for TVET educators.

Its goal is to support teachers in delivering environmental education in a more engaging, practical, and impactful way.
The e-Toolbox is structured into three main sections, dedicated to:

- Challenge-based learning for environmental awareness
- Social entrepreneurship
- Inclusive teaching

Co-funded by
the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

Environmental Awareness through Education

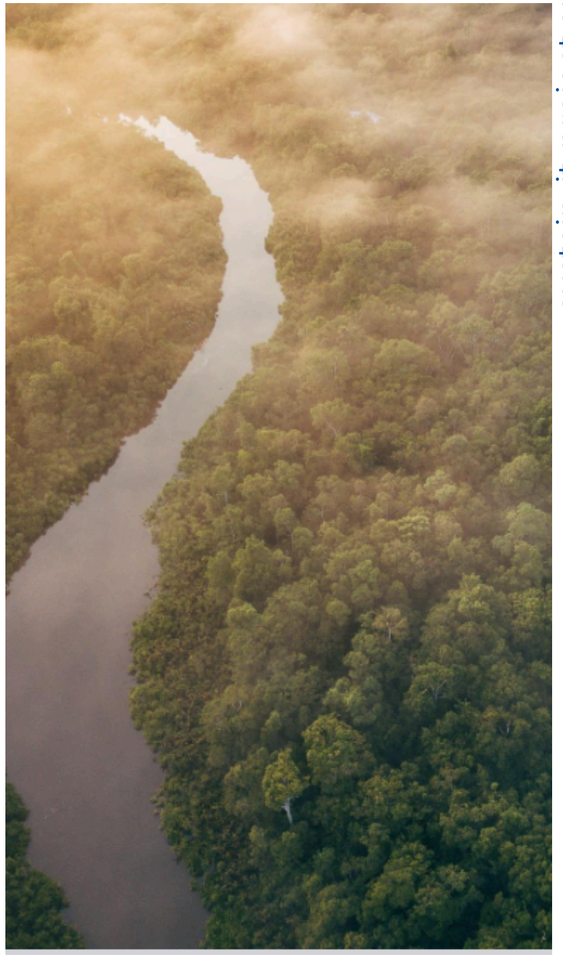
Environmental awareness means understanding how human actions impact nature and recognizing the need for sustainable practices to protect our planet.

Education plays a key role in:

- Raising awareness about climate change and environmental challenges
- Encouraging responsible and sustainable behaviours
- Turning knowledge into real-world environmental action

In TVET education:

- Students develop green skills for real jobs
- Learning supports sustainable communities



sustain-it-project.eu

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

What is Challenge-Based Learning (CBL)?

Challenge-Based Learning (CBL) connects classroom learning with real-world environmental challenges.

Instead of passive learning, students:

- Work on authentic sustainability problems
- Collaborate in diverse teams
- Research, test ideas, and propose practical solutions
- Develop key skills such as critical thinking, creativity, communication, and teamwork

CBL makes learning more engaging, hands-on, interdisciplinary, and better aligned with real professional and community needs.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

Digital Tools for CBL in Environmental Education

Digital tools play a key role in strengthening Challenge-Based Learning by making environmental education more practical, interactive, and data-driven.

Through accessible and low-cost technologies, students can collect real environmental data, monitor issues such as air quality, water quality, or biodiversity, and use evidence to support their proposed solutions. These tools also enhance collaboration, documentation, creativity, and reflection, allowing learners to work in teams, share results, and present their findings in engaging ways.
Teachers can integrate mobile apps, online platforms, mapping tools, citizen science resources, and basic IoT sensors to support hands-on projects, even in low-resource or offline settings. By **combining digital tools with Challenge-Based Learning,** classrooms become spaces where students investigate real sustainability challenges and transform learning into meaningful environmental action.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

What Inclusive Teaching Really Means

Inclusive teaching is a values-based approach that recognizes and embraces the diversity of learners, including differences in background, ability, language, gender, and socio-economic context.

Rather than expecting students to adapt to rigid systems, inclusive education focuses on adapting teaching methods, learning environments, and institutional practices to meet diverse needs. It is grounded in the principles of identity, diversity, equity, and fairness, ensuring that all learners have meaningful opportunities to participate, succeed, and feel respected.

The goal of inclusive teaching is not to “fix the learner,” but to remove barriers within the education system and create classrooms where everyone can thrive.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

Universal Design for Learning: Teaching for All

Universal Design for Learning (UDL) is a proactive framework that helps teachers design lessons that are accessible from the start, instead of reacting after barriers appear.
UDL is built on three core principles:

- **Engagement** — motivating learners and supporting autonomy
- **Representation** — offering multiple ways to present information
- **Action and Expression** — allowing different ways for students to show what they know

By using flexible goals, varied learning materials, inclusive communication, and continuous feedback, teachers can anticipate learner diversity, support different learning styles, and create more engaging and equitable learning experiences.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

From Barriers to Belonging in the Classroom

Inclusive teaching means actively identifying and removing barriers to learning, including physical, pedagogical, linguistic, cultural, and attitudinal barriers.

Educators can foster inclusion by using clear and accessible language, offering multiple formats and supports, encouraging participation and collaboration, and creating a safe, respectful, and supportive classroom climate. Special attention should be given to learners who may face disability, gender inequality, social exclusion, or trauma.

When inclusion is embedded in teaching practice, classrooms become spaces of belonging, empowerment, and equal opportunity, supporting both academic success and students' long-term personal and professional development.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

What is Social Entrepreneurship?

Social entrepreneurship applies business and innovation principles to create solutions that generate positive social and environmental impact.
Unlike traditional entrepreneurship, which focuses mainly on profit, social entrepreneurs are mission-driven and aim to address systemic challenges such as poverty, inequality, education gaps, healthcare access, and environmental sustainability.
Social enterprises can operate as non-profit, for-profit, or hybrid models, but their success is measured by long-term social value and sustainable impact, not only financial results.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

Why Social Entrepreneurship Matters in Education

In education, social entrepreneurship helps students become active problem-solvers and changemakers.
By working on real social and environmental challenges, learners develop:

- Leadership, creativity, and critical thinking
- Community awareness and civic responsibility
- Green and sustainable business ideas
- Confidence, initiative, and an entrepreneurial mindset

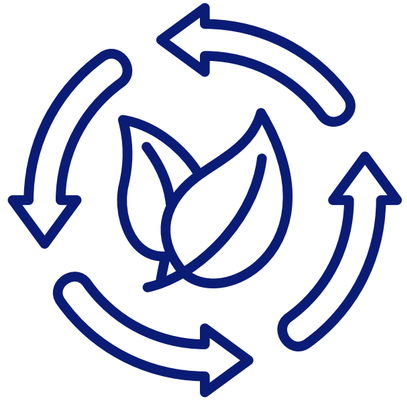
Social entrepreneurship also supports the UN Sustainable Development Goals (SDGs), encouraging students to design projects that contribute to people, planet, prosperity, peace, and partnerships while preparing them for meaningful careers.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

From Ideas to Impact: Scaling Social Solutions



To maximize impact, social initiatives must be scalable, sustainable, and measurable.
Effective social enterprises:

- Define clear impact goals and metrics
- Build strong partnerships with communities, institutions, and investors
- Adapt and innovate based on feedback and real needs
- Secure sustainable funding and strengthen organizational capacity
- Use technology and standardized processes to expand their reach

By teaching students how to design, test, and scale social solutions, educators empower them to transform ideas into real-world impact and long-term positive change.

Co-funded by the European Union

© 2025-2027 Sustain-IT.

SUSTAIN-IT

sustain-it-project.eu

THANK YOU!

Co-funded by
the European Union

© 2025-2027 Sustain-IT.