EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.

⚠ Please provide one sheet per event (one event = one workpackage = one lump sum).)

PROJECT		
Participant:	[1] - [FONDAZIONE CAPTA] (CAPTA	
PIC number:	[880994159]	
Project name and acronym:	[Ec(h)o-cultures] — [ECHOCULT]	

EVENT DESCRIPTION				
Event number:	7			
Event name:	GREEN FUTURE (IN SITU)			
Type:	workshop			
In situ/online:	[in-situ]			
Location:	Italy, Vicenza			
Date(s):	05/02/2025 - 07/05/2025			
Website(s) (if any):				
Participants				
Female:	33			
Male:	33			
Non-binary:				
From country 1 Italy:	61			
From country 2 USA:	2			
From country 3 Polonia:	1			
From country 4 Romania:	2			
Total number of participants:	66	From total number of countries:	4	
Description Provide a short description of the event and its activities				

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GREEN FUTURE workshops offered children and teenagers a creative way to explore environmental themes, combining theatre, games and hands-on activities. Held between February and May 2025 in Altavilla Vicentina and Vicenza, the programme involved 66 participants aged 7 to 18 from four countries. The idea

behind the work package was simple: help young people understand climate change and sustainability not through theory, but through imagination, play and artistic expression.

The Future Lab engaged teenagers in a theatre journey where they used movement, storytelling and improvisation to express their thoughts about the planet and what the future might look like. The experience culminated in a lively final performance open to families and the school community. Alongside this, four creative workshops for younger children encouraged them to learn about sustainability through practical activities, like cooking, exploring nature, recycling materials and playing ecological games. These workshops helped them see how small everyday actions can make a difference.

In general, WP7 created a welcoming space where young people could reflect, have fun and develop a closer relationship with the environment. This report summarises the activities carried out and the impact they had on the participants.

FUTURE LAB - theatre at school

(from 05/02/25 to 30/04/25 with a final performance on 07/05/2025)

The 'GREEN FUTURE' theatre workshop was an opportunity to explore, through the play and creativity of theatre, the major themes of ecology, sustainability and respect for the environment. The children were the active protagonists of a journey combining body expression, improvisation, creative writing and group work, and gave life to scenes, characters and stories that talk about our planet, its challenges, and our contribution to respecting it.

All in a comic, engaging and informative style. The workshop ended with the creation of a public performance open to the school and family members entitled "It will never happen..." which was attended by about a hundred people.

The audience was actively involved in imagining operational proposals to be implemented immediately to safeguard the planet.

Objectives:

- To raise children's awareness of environmental issues in an engaging and participative way
- Develop awareness of one's own emotions and teamwork
- Stimulate imagination and the ability to communicate through theatrical language
- Create, together, and realise a final performance to share with families and peers

Themes covered:

- Pollution and climate change
- Energy saving and responsible consumption
- Optimistic and pessimistic attitude towards the future
- Biodiversity and respect for animals
- Small everyday gestures that make a difference

CREATIVE WORKSHOPS

1st workshop - Mani in pasta



Workshop for a more sustainable future in which boys and girls discovered the magical world of fresh homemade pasta! With flour, water and lots of imagination, they learnt that cooking is not only fun, but also a way to take care of the planet.

Sustainability in the kitchen:

- Making pasta at home reduces packaging and plastic waste.
- We use simple, natural and often km 0 ingredients, respecting the environment.
- Small everyday gestures, such as reusing leftover flour, make a difference.

The children, boys and girls, have realised that cooking together not only unites, but teaches us to be more attentive to the world around us. Because each meal can be an expression of love for the Earth!

2nd workshop - The Sense of Nature



During the workshop, the topic of sustainability was explored through the relationship with nature, which, as Adbåge clearly writes on the first page of his book of the same name, is something that is 'outside of us', beyond our homes, from which we distinguish ourselves.

In this moment in history, much attention is being paid to the relationship with the wilderness and the return to a relationship with nature, often with the basic idea that nature is "good for us": walking in the woods as a medical prescription instead of drugs, forest baths, etc. are now part of modern thinking that combines, not without contradiction, these practices of re-wilderness with everyday life, often totally disconnected from the natural world.

But what is nature? What is the difference between nature, environment, landscape? Are we something apart from nature? Why do we consider a forest and not a flowerbed or a garden as nature? Why do we mainly consider environments as nature and not the "inhabitants" of environments?

Thanks to the reflection programme of 7 meetings of 1 hour each, we were able to think about our relationship with nature, with the wilderness, also starting from human artistic production, which has always found its ultimate inspiration in nature, without neglecting languages such as fairy tales graphic novels and fantasy literature. We have played with an ancestral way: stones, shells, leaves, arriulets to writch we entrust powers from an early age and that never cease to enchant us.

Nature as an inexhaustible source of wonder that, nevertheless, does nothing to please us, as Adbåge reminds us very well in his book: 'nature doesn't like anything in particular, it just stands there as usual growing, and chirping and rustling and splashing'.

3rd workshop - Creative Recycling Workshop

The creative recycling workshop was designed and implemented with the aim of raising participants' awareness of the importance of reusing materials that are considered waste, while promoting the development of creativity and design thinking.

During the meetings, the children were guided along a process that included an initial phase of conception of the objects to be built, followed by their design and finally their concrete realisation, using only recycled materials. This experience allowed the children to reflect on the value of resources, the importance of environmental sustainability and the hidden potential of everyday objects.

Through manual activities, moments of discussion and group work, the workshop stimulated individual creativity, encouraging an active and responsible approach to the environment."

4th workshop - Ecological Goose Game



During the workshop dedicated to environmental education, ecology and sustainability, experiential and playful activities were organised with the aim of raising the children's awareness on these topics, making them active participants in the learning process.

At first, the participants, divided into two teams, worked on a series of images representing different types of waste (cans, plastic straws, tissues, candy wrapping paper, etc.). After a guided discussion, they formulated hypotheses on the degradation times of the materials in the environment. The pictures were then placed on an "environmental timeline", which visually represented the years it took for each waste to decompose. This activity stimulated reflection on the long-term impact of everyday behaviour.

Next, we played an ecological version of the board game "Game of the Goose", in which the children, as they advanced through the boxes, discovered the composition of different types of waste, their impact on the environment and the correct way to sort them (differentiated waste, ecological island, special collection). The game was an effective tool for consolidating knowledge in a dynamic and engaging way, reinforcing a sense of individual and collective responsibility towards the environment.

Leaflet of the theatre show on 7/05/2025



HISTORY OF CHANGES				
VERSION	PUBLICATION DATE	CHANGE		
1.0	01.04.2022	Initial version (new MFF).		