

**Climate Wise Schools and Students
(2024-1-ES01-KA220-SCH-000251082)**

Topic: Bio-indicators of Climate Change (Compiled by Croatia)



Level: Primary School

Time: 45 minutes

Objectives - Students will be able to:

- identify bio-indicators and explain their role in climate change monitoring;
- recognize examples of bio-indicators from European countries;
- answer questions after watching an educational video;
- collaborate in teams and exchange ideas;
- participate in quiz-based learning activities;
- create a collaborative digital poster about bio-indicators.
- develop collaboration, communication and digital skills through Canva and Genially activities.

Disciplines: Biology, Environmental Science, Geography

Materials: Tablet, PC or Smart Board/Notebook

Activities and Practices:

Motivation and activation of prior knowledge:

Teacher asks quick climate questions using cards:

Students answer:

1. What is climate change?
2. Name 5 animals affected by climate change.
3. Which country in the Erasmus+ project is famous for islands?
4. What do bees help us produce?

First correct answer earns a badge.

Main Activities:

Showing a short video „Bio-indicators of Climate Change“

<https://www.youtube.com/watch?v=EIX9k6KSYAQ>

TASK I

Teacher launches a 7-question quiz.



<https://www.fyrebox.com/play/yqa53owppjmqldaze/>

Points leaderboard

TASK II

The teacher divides the students into international groups and assigns them countries.

Each team will also design their own poster. Each group should include: 2 picture, 2 fact and 2 example of a bioindicator from the assigned country.

The teams vote, the best team is declared the winner.

Students use Canva to create the poster

<https://www.canva.com>



TASK III

<https://view.genially.com/68b72190d48cad99240ab37c>

Students access the link, explore the interactive presentation, and take the quiz in genially.

Students collect points for correct answers.

Wrap Up: The teacher summarizes the key concepts about bio-indicators and climate change

Final activity:

Teacher asks students to share one thing learned today. Students share ideas and vote for the best team contribution. Final reward badges and applause.

Gamification Elements: First correct answer earns a badge, Teams collect points for correct answers, The best poster is displayed in the Erasmus corner of the school, digital badges, leaderboard, collaborative challenges, team voting, and point collection.

Intercultural Elements: Students compare bio-indicators from different partner countries.