



Cultural Awareness and Appreciation

CA-04

WebQuest



CQ⁺

De-escalating Polarisation
in Europe



THEME ALLOCATED:	Cultural Awareness and Appreciation
TITLE OF THE WEBQUEST:	One for all
INTRODUCTION	
<p>As a student of maths and social studies, you have been asked to collaborate in a simulation game where you can learn how to “manage” shared community resources. Poker chips represent a renewable resource in the game and are placed in the Center of a circle of you and your fellow students. There is a finite number of chips and students must balance their desire for ten chips (which they can trade in for a piece of candy) with the need to not deplete the pool of chips for the group. The goal is that eventually students find a strategy to ensure all participants walk away with candy and learn about the renewable sources.</p>	
TASKS	
<p>Using the internet, you will research and gather information about renewable resources and what actions should be done. You will need to collect facts, statistics, and information that will be used to create an essay. Once you've completed your individual work you will need to write an essay of 400-500 words for your assessment.</p>	
PROCESS	
<p>Renewable energy is energy derived from natural sources that are replenished at a higher rate than they are consumed. Sunlight and wind, for example, are such sources that are constantly being replenished. Renewable energy sources are plentiful and all around us. Read the following link and then answer these questions. Remember that the information you learn and record will be useful in creating your essay.</p> <p>Step 1) What is renewable energy and resources?</p> <ul style="list-style-type: none">• https://www.un.org/en/climatechange/what-is-renewable-energy• https://www.investopedia.com/terms/r/renewable_resource.asp <p>Step 2) Which are the benefits of renewable energy?</p> <ul style="list-style-type: none">• https://www.epa.gov/statelocalenergy/local-renewable-energy-benefits-and-resources	



Step 3) What are the Sustainable Development Goals?

- https://www.undp.org/sustainable-development-goals?utm_source=EN&utm_medium=GSR&utm_content=US_UNDP_PaidSearch_Brand_English&utm_campaign=CENTRAL&c_src=CENTRAL&c_src2=GSR&gclid=CjwKCAiArY2fBhB9EiwAWqHK6usYLKNv_S3Qf8cEykcSq-TyAkpsQ8ao2vXGjK1hVp6jdKVFimgnHhoC9fUQAvD_BwE

Step 4) What is a collaborative culture?

- <https://www.atlassian.com/work-management/project-collaboration/collaborative-culture>

Step 5) What are the benefits of a collaborative culture?

- <https://www.atlassian.com/work-management/project-collaboration/collaborative-culture>

Step 6) Make an essay of 400-500 words on how to ensure all participants walk away with candy and learn about the renewable sources.

- <https://www.learningtogive.org/resources/global-issues-and-goals>
- <https://www.scribbr.com/category/academic-essay>

EVALUATION

1. What do these chips represent?
2. What sort of attitude do we need as individuals to achieve the goal of the greatest benefit for all?
3. Do you think that the world's natural resources are currently shared equally and managed sustainably?
4. Do you have any examples of progress relating to these goals and actionable ways they can help further these goals in their individual lives and local communities?
5. How did it make you feel when some people took more than others?
6. Have you experienced a similar situation at home, with friends, or in the community?

CONCLUSION



This WebQuest promotes decision making and self-management core competencies, because as the rounds continue, many students learn to control individual impulses of taking for personal gain and learn to cooperate with each other for a mutually beneficial outcome. However, sometimes someone will become impatient, and will take more or all of the remaining chips to get the reward. This is a great teachable moment with discussion questions included in the WebQuest. Reflections questions addressed to students is also a moment to reflect on their feelings as well as on the actions of others.



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