

Energy Literacy for Youth Curriculum Overview



Module 1 Climate Change 101

- I. Silent Discussion**
- II. True or False**
- III. Chicken Sandwich**



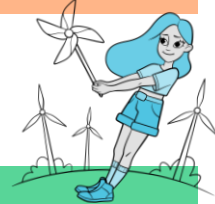
Module 2 Energy ABC

- I. Energy Ball**
- II. Energy Experiments**
- III. Climate Game**
- IV. Lego Build Future Scenarios**



Module 3 Climate Justice

- I. Who emits what?**
- II. Global System Mapping**
- III. Climate Inequality Walk**
- IV. Climate Wars**



Module 4 Active Citizenship

- I. Organisation Bingo**
- II. Climate Negotiations**
- III. Participation Café**

www.energyliteracyforyouth.eu



Curriculum for Energy Literacy

Background for Trainers: Informs the trainers of the main scientific facts, political contexts and modules of the training. (19 pages)

Handbook for Trainers: Gives instructions for the facilitation of 14 Methods and 4 Module in the ELY Curriculum (34 pages)

Facilitator Material: Supplies work shop material (posters, cards, task sheets etc.) and a Glossary of Terms. (116 pages) For additional background we supply **Fact Sheets** on 12 topics with annexes: graphs, maps. (48 pages)

Modul 1 – Climate Change 101

M1 – Method I. Silent Discussion – Handbook p. 6–7, Facilitator Material p. 2–15: Posters with pictures.

M1 – Method II. True or False – Handbook p. 8, Facilitator Material p. 16–19: Headlines, Explanations.

M1 – Method III. Chicken Sandwich – Handbook p. 9–10 Facilitator Material p. 20–22: Worksheets.

Modul 2 – Energy ABC

M2 – Method I. Energy Ball – Handbook p. 11–12, Facilitator Material p. 23: List of energy saving methods.

M2 – Method II. Energy Experiments – Handbook p. 13–16, Facilitator Material p. 24–48, 5 stations: 1. Wind Energy (paper windmill, History (task, solution sheets), Propeller with light bulb, Bike wheel windmill); 2. Solar Energy (Solar cell with propeller, PV device, History (task, solution sheet), Heat from the Sun); 3. Renewable Energy (3-type & hand-driven generator, bike-wheel); 4. Energy Saving (metering, labels, consumption tables); 5. Cooking (pictures, case, build solar oven, Haybox.).

M2 – Method III. Climate Game – Handbook p. 17–18, Facilitator Material p. 49–66: Policy cards, CO2 cards, board plate.

M2 – Method IV. Lego Future Scenarios – Handbook p. 19–23, Facilitator Material p. 67–72: Presentation on Energy Communities.

Modul 3 – Climate Justice

M3 – Method I. Who emits what? – Handbook p. 22, Facilitator Material p. 73–75: Country lists (task and solution).

M3 – Method II. Global System Mapping – Handbook p. 24–26, Facilitator Material p. 76–82: Category Cards, Risk Cards.

M3 – Method III. Climate Inequality Walk – Handbook p. 27–28, Facilitator Material p. 83–93: 11 cases.

M3 – Method IV. Climate Wars – Handbook p. 29–31, Facilitator Material p. 94–98: 8 Conflict cards.

Modul 4 – Active Citizenship

M4 – Method I. Organisation Bingo – Handbook p. 32–33, Facilitator Material p. 99–101: Glossary, Bingo cards.

M4 – Method II. EU Climate Negotiations – Handbook p. 34–35, Facilitator Material p. 102–109: Instruction, 4 List of Measures, 3 country cards, 3 Excel Sheet for calculation.

M4 – Method III. Participation Café – Handbook p. 36–37, Facilitator Material p. 110–113: Participation forms (list and cards).

Fact Sheets: What is Climate Change?; Social Aspects of Climate Change; Energy Poverty; Energy Wars; 100% Renewable Energy; Energy Savings, Efficiency and Sufficiency; Energy Communities; Solar Energy; Wind Energy; Biomass Energy; Hydropower; Heat Pump.



Introduction to the ELY Curriculum

Modules of the Curriculum

M1 – Climate Change 101

This module introduces the basic science of climate change and shows how it affects people and societies. It fills knowledge gaps and supports open discussion.

Methods

Silent Discussion for knowledge reflection, **True or False**, a climate fact check in pairs, and **Chicken Sandwich** to explore the climate effects behind everyday food.

M2 – Energy ABC

This module explains where energy comes from, how we use it and how we can save it. Learners explore these ideas through simple experiments and hands-on activities.

Methods

Energy Ball to share ideas through movement, **Energy Experiments** with wind, solar and efficiency stations, Climate Game is a board game on choices, policies and emissions and in **Lego Future Scenarios** we build climate-friendly communities.

M3 – Climate Justice

This module introduces climate injustice. It shows that some countries emit more, while others face stronger impacts. Stories and system thinking make these patterns clear and fairness, responsibility and lived experiences.

Methods

Who Emits What? on countries' emissions, **Global System Mapping** linking energy, industry and society, **Climate Inequality Walk** with stories on injustice and **Climate Wars** on climate change effect on conflicts.

M4 – Active Citizenship

This module focuses on participation and democracy. It explains how climate and energy decisions are made at different levels and invites learners to consider their own role.

Methods

Organisation Bingo – learning about global climate institutions, **EU Climate Negotiations** for role-playing climate policy making and **Participation Café** to explore ways to take part in climate action.