Partner Search

(Preliminary) Title of the project	Forest VR
Outline of the project idea	Europe's Green Deal emphasises the crucial role of forests in combating climate change, with a target of planting three billion trees by 2030. In this project, we focus on students aged 12–16, who will grow up alongside these new forests. How can they optimise the forest to absorb the most CO2? How can they apply their STEM knowledge to enhance forest growth and biodiversity? **Forest VR** is the development and testing of an innovative, non-formal learning environment that engages teachers, students, and the community in addressing climate change positively—by planting forests. The project's goal is to immerse the target group in the Miyawaki method, a Japanese planting technique that promotes the use of native tree species, rapid growth (up to six times faster), adaptability to small spaces (starting from 20m²), increased CO2 absorption, and heightened biodiversity. We aim to create an *eduXperience* that combines six immersive VR journeys with innovative learning materials. These tools will guide students to develop their own solution models for optimising forest CO2 absorption, from initial planting to its growth over the next decade. In the six 360° VR experiences, students will explore various aspects of forest ecosystems through six challenges designed to keep the forest healthy and maximise its CO2 absorption. These

	challenges include selecting the right soil, choosing a suitable location, picking native tree species, and understanding how different species interact with light to foster biodiversity. While the benefits of planting and maintaining forests in the fight against climate change are well known, immersive VR experiences reveal often invisible forest systems, including each student's place within the ecosystem. Will this deepen their understanding of photosynthesis and its critical role? Following the VR experience, students will work in groups to formulate ideas for creating a healthy forest that absorbs CO2 and promotes biodiversity. They will draw on STEM principles and their creativity to present their solutions to the class. The goal is to enhance students' problem-based learning skills and deepen their understanding of the dynamic role forests play in addressing contemporary climate and biodiversity challenges. The project will culminate in students planting their own microforest (20m²) near the school. Future students will have the chance to explore the *eduXperience* while witnessing the real forest thrive on their school grounds.
Programme and call	Eramus+ Cooperation Partnerships School Education (KA220-SCH)

Deadline for call	5. March 2025
Lead organisation	Fox Media Documentaries Aps
Partners already involved	KTU - Lithuania
Partner sought	We are seeking the following partners to join our project: 1. **University with a Teacher Training Department or VR Lab** We are looking for a university that has a teacher training department or VR lab and established connections with national schools. This partner would help amplify the project's impact both nationally and in the partner countries. They will be responsible for disseminating findings and contributing to the relevant sections of the final reports. 2. **Expert in the Miyawaki Method of Reforestation** We seek a partner with extensive knowledge of the Miyawaki method of reforestation. This partner will provide expertise, supply knowledge, and help locate specialists to serve as "forest masters" for the VR experiences.

	3. **Schools Interested in Participating** We are looking for schools that have experience testing VR learning materials and access to VR headsets. These schools should be self-driven and ready to independently implement the project from the moment they receive the materials.
Foreseen project duration	24 months
Contact information .	Maria Sofie Juhl: msj@ndeu.dk
Deadline for expression of interest	30.01.2024