

# BioBeo Project Update – September 2024

**B**IoBeo

The BioBeo project aims to create an innovative education programme that fosters awareness and engagement in the bioeconomy and circularity. Across European education systems, it leverages five core themes—interconnectedness, outdoor learning, forestry, life below water, and the food loop.

## **Project Outcomes** [Read More]

The BioBeo project has highlighted institutional barriers and opportunities; structures and networks; engagement of youth and parents in policy making; and a framework for innovative governance relating to bioeconomy education.

### Comics

BioBeo created two <u>comics</u> "Finding Beo" and "Back to the Future with Beo and Raja – A Tale from the Early Bioeconomy". They feature the adventures of a curious girl called Beo and her loyal dog called Raja.





#### Newsletter

BioBeo Buzz is a monthly <u>newsletter</u> focused on bioeconomy and sustainable development. It offers eco-themed news, jokes, and activities for all ages, celebrating the interconnectedness between all living things.

### **Animated Videos**

Six <u>videos</u> have been created: 1) Nature Detective Work: Explore nature with Beo. 2) Organic Magic: Learn how organic waste turns into valuable resources. 3) Sustainable Fish: Discover sustainable fish production. 4) Fabulous Forests: Understand biodiversity and sustainable wood. 5) Sparkling Seas: Explore marine bioeconomy. 6) Sing-Along: Enjoy the BioBeo song while learning about the bioeconomy.





## **BioBeo App**

A fun, educational <u>BioBeo app</u> has been developed for kids to explore nature, answer bioeconomy quizzes, and earn points. It features age-appropriate trails and ensures safety with routes categorised by child safety or adult supervision.

## **Board Games**

- **Resource** - **Don't GO!**: Teaches kids about sustainability; is open for collaboration with EU projects and youth groups, available for download and contribution via the <u>project website</u> and <u>suggestion</u> form.



-ChocoChase: A sustainability-themed board game where players navigate cocoa production, make strategic decisions, and aim for the highest sustainability score.

## **BioBeo Festival**



<u>BioBeo Festival</u> highlighted the consortium's work in EU education and bioeconomy, featuring contributions from EU Bioeconomy Youth Ambassadors, GenB, and Circular Cities. Youth-led activities focused on BioBeo's five themes, with schools presenting their learning journeys and earning the "BioBeo Award". This event promoted bioeconomy awareness and stakeholder engagement.

## **Bioeconomy Matters Podcast**

**Digital Handbook** 

Hailey Ciantar and Rita Escórcio delve into bioeconomy insights through interviews in the <u>Bioeconomy Matters Podcast</u>, with their work supported by BioBeo, and their roles as EU Bioeconomy Youth Ambassadors focusing on climate change and nature protection.



The BioBeo "<u>Digital Handbook</u> - Practical paths for introducing new content into schools" supports a Blueprint for Innovative Governance, using an online flowchart to introduce school bioeconomy content across 5 themes.

## **Education Programme**

BioBeo <u>Education Programme</u> integrates bioeconomy concepts with pedagogical strategies, VR/AR tools, and aligns with Global Citizenship and Sustainable Development Goals.



## Recognition & Impac



Acknowledged in tasks in the Irish Government's <u>Bioeconomy Action Plan</u> (2023-2025) for leveraging school curricula with BioBeo's findings.



Initiatives promoting careers in **life sciences, social sciences, technology, economy and bioeconomy** align education with future needs, guiding students into these fields. The consortium's reach extends across the EU, with BioBeo learning materials shared



through partner **FEE's online academy** and **Global Action Days**. The success of the **BioBeo Bioeconomy Festival** suggests potential for annual youth engagement. Overall, BioBeo builds a strong

educational framework, widely integrating and spreading bioeconomy principles.

## **Upcoming events and collaborations**

- Planned GenB BioBeo Workshop in Brussels, November 21, 2024
- Proposed Bioeconomy Education Network
- BioBeo VR/AR tool



# BioBeo has been a part of more than 50 events!



Odisee at the CBE JU Stakeholder Forum Bart Hempen and Bram Van den Broeck from Odisee UAS joined the CBE JU workshop on future bioeconomy education. Projects like BioBeo, BioGov.net, and GenB discussed essential skills, job profiles, and strategies to attract students to bioeconomy careers. [Read More]

BioBeo members joined the Netherlands' Week of Economics Education, focused on future-ready economics. The event featured a documentary by Kees Klomp, exploring how 14 universities prepare students for a changing world. Klomp, also the keynote speaker for the BioBeo Festival on March 15, 2024, guided discussions on adult decision-making in society. [Read More]

BioBeo at the Week of Economics Education





BioBeo BIP concludes with BISC-E National Winners! The BioBeo Blended Intensive Programme concluded on March 8, 2024, with the BISC-E finals at Maynooth University. Students from Maynooth, Rotterdam, and Odisee explored bioeconomy integration. The University College Dublin team won with their anaerobic digestion and microalgae project, advancing to the European finals in September 2024. [Read More]

In May, eTwinning students from the "Resource – Don't Go!" project held online meetings to discuss the bioeconomy. Schools from Greece, Turkey, Romania, and Germany exchanged ideas and shared their work, earning praise from Ms. Sabiha Gökçen Zwack. [Read More]

eTwinning Students Exchange Ideas





Germany's First Bioeconomy Pilot School Opens! In September 2024, LENA (Lebendige Naturschule), Germany's first bioeconomy pilot school, opened with BioBeo's support. Emphasising outdoor and community-based learning, LENA integrates parental involvement, supported by Parents International. The BioBeo consortium looks forward to future collaboration. [Read More]









































