**ERASMUS PROJECT SUMMARY**

**“NATURE CAN LIVE WITHOUT HUMAN BUT HUMAN CANNOT LIVE AFTER NO NATURE”** is a project in which 4 partner schools from Turkey, Lithuania, Italy and Hungary aim at raising students' awareness about environmental issues and enrich their knowledge through innovative teaching and learning methods by searching, presenting, experiencing, analyzing, producing, collaborating and communicating. The project partners would like to achieve this main goal through these objectives: -enhancing students’ knowledge and awareness about environmental issues -motivating students think globally and be active - encouraging students to learn foreign languages with particular emphasis on English and improve their communication skills in this language -promoting the integration of new strategies such as Personalized and Adaptive Learning, Digital Story Telling, Video-Based Learning, Gamification and Project-Based Learning and adopting them to the partner schools curricular in order to enhance the quality and effectiveness of them. -promoting Content and Language Integrated Learning in the field of Environmental Education. -improving of the level of key competences and skills in ICT and digital tools. -developing tolerance, active citizenship, the ability to tackle the cultural and linguistic barriers -giving a European dimension to education and schools - improving teachers’ knowledge and experience on methodologAll five partner schools in the project experience similar needs to develop their students awareness of environmental issues such as climate change, pollution, lack of energy sources, recycling, deforestation, endangered species, urban sprawl, over population and try to deal with them from early ages. The students from 3-12 will be the main target group and they will be in the center of all stages of the project except mobilities while the teachers and other adult participants will be supervised the project. In the project, the partners decided to share major responsibilities as below. General topics with countries’ responsibilities: HU - Personalized and Adaptive Learning-Climate Change IT- Gamification-Pollution TR- Video-Based Learning-Lack of Energy Sources, Recycling GR- Digital Story Telling-Deforestation, Endangered Species LT- Project-Based Learning-Urban Sprawl, Over Population Common products: -A project website -E-twinning project space -An e-booklet of Innovative Strategies with lesson plans and authentic examples from each partner school -An album of authentic photos of urban sprawl from each partner country -An e-booklet of endangered species -A digital story book on deforestation and endangered species -A database for created video games -An e-booklet of the international and local NGOs working for environment All the students of each partner school are the main target group of the project. Since they are too young to travel abroad, they wont take part in the mobilities but approximately 400 students will be affected indirectly by participating in local activities and eTwinning virtual mobilities. The project’s outcomes and outputs have an inspiring and effective potential. The project’s products will be available both on the project’s web site and also on the other schools’ web sites. The web site will be available even after the project ends. All materials will be available and could be used in any European school. Thanks to the intense teaching- learning process, the participants will have better knowledge and experience, increased skills, improved awareness on environmental issues, better language skills, better competences such as problem solving and critical thinking and all these achievements will continue to be gained. High rank position in teaching quality and European dimension seems to be the obvious results of this project