FOSTERING SUSTAINABILITY COMPETENCIES IN HIGHER EDUCATION: A MULTIMODAL APPROACH THROUGH TIME2ACT@SD MOOCs

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Overview

The Erasmus+ Time2Act@SD project addresses the challenge of integrating sustainability competencies into higher education. Through a set of three Massive Open Online Courses (MOOCs) focused on environmental, economic, and social sustainability, this project supports Higher Education institutions in implementing the Sustainable Development Goals (SDGs). The project aims to enhance critical thinking, problem-solving, communication, and collaborative skills among students, aligned with Education for Sustainable Development (ESD) principles.

Key Features of Time2Act@SDG **MOOCs**



Targeted Learning: Each MOOC includes nteractive, multimodal content designed to be engaging and adaptable for diverse learning styles and levels.



Innovative Pedagogy: Utilises gamification, workshops, and boot camps to foster practical SDG skills.



Recognition and Flexibility: Successful completion is recognised with digital badges, and the courses are accessible in multiple languages to promote inclusivity and lifelong learning.



Methodology: Following the ADDIE model (Analysis, Design, Development, Implementation, Evaluation), the project has developed a structured, adaptive, and high-quality learning experience. A userfriendly mockup ensures consistent design and usability across courses.

Outcomes and Goals

The Time2Act@SD platform makes these resources widely available, with plans for expansion through additional open-access platforms.

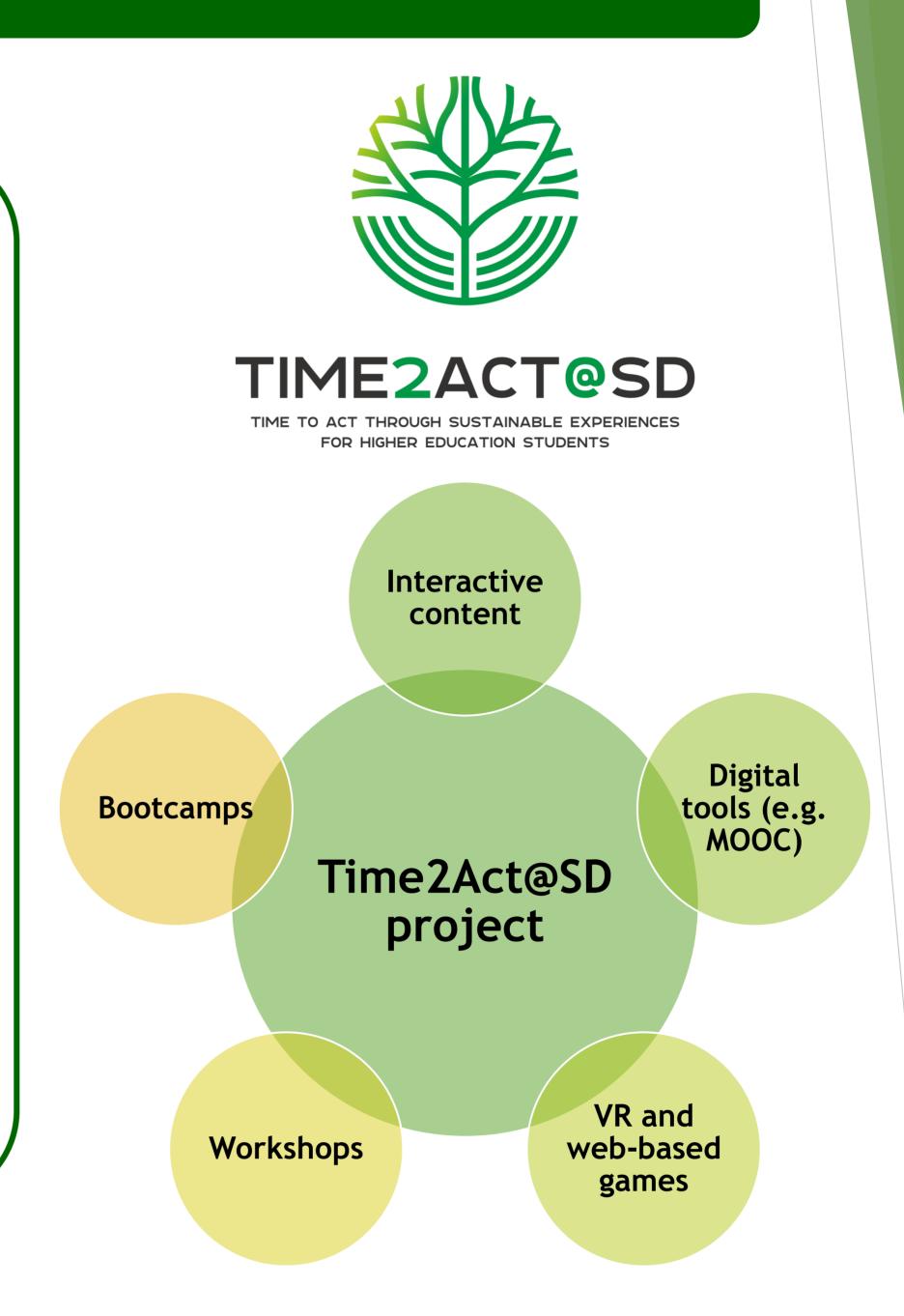
By enhancing sustainability literacy and encouraging pro-SD behaviours, the project prepares students to apply these competencies in realworld contexts.

Impact on Higher Education

Time2Act@SD empowers institutions with scalable tools to integrate SDGs into curricula, fostering a culture of sustainability and contributing to global sustainability education.

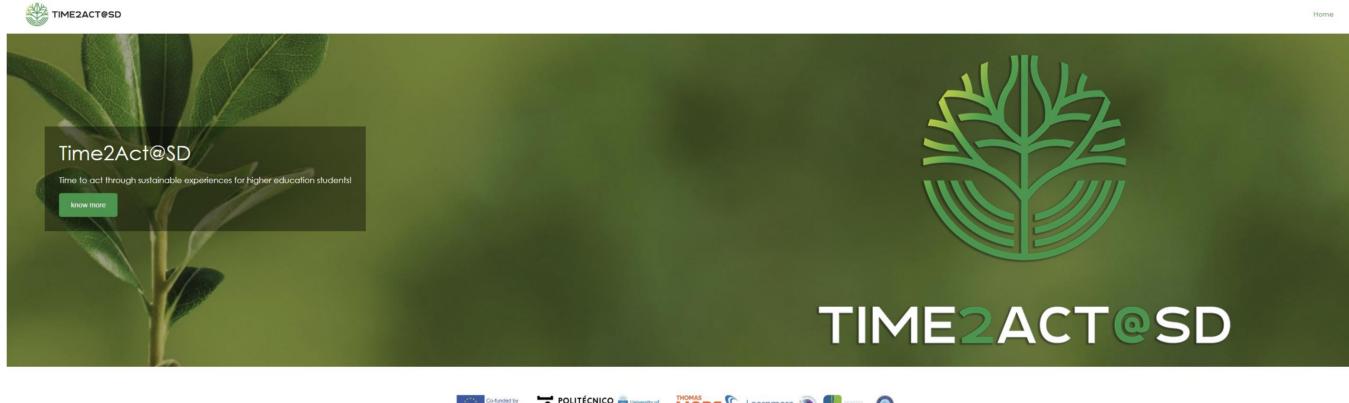
Time2Act@SD Project

TIME2ACT@SD aims to contribute to the development of knowledge, skills, and attitudes, as well as changing of behaviours among European higher education (HE) **students**, in the field of sustainable development (SD) and SD Goals (SDG), through the development of interactive content, digital tools, and innovative teaching methodologies, based on the use of the gamification, for HE teachers' use in formal and non-formal education.



Time2Act@SD MOOCs

Time2Act@SD MOOCs Platform: https://mooc-time2act.ipsantarem.pt/





Available courses

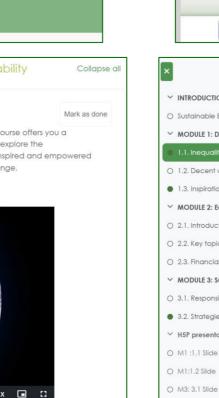
















Time2Act@SD Website



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MODULE 2: Wellness Fies

2.2 Strategies to promo.

3.3 Strategies to promo

2.3 Final Test 🗎 MODULE 3: Harmony in Di.















