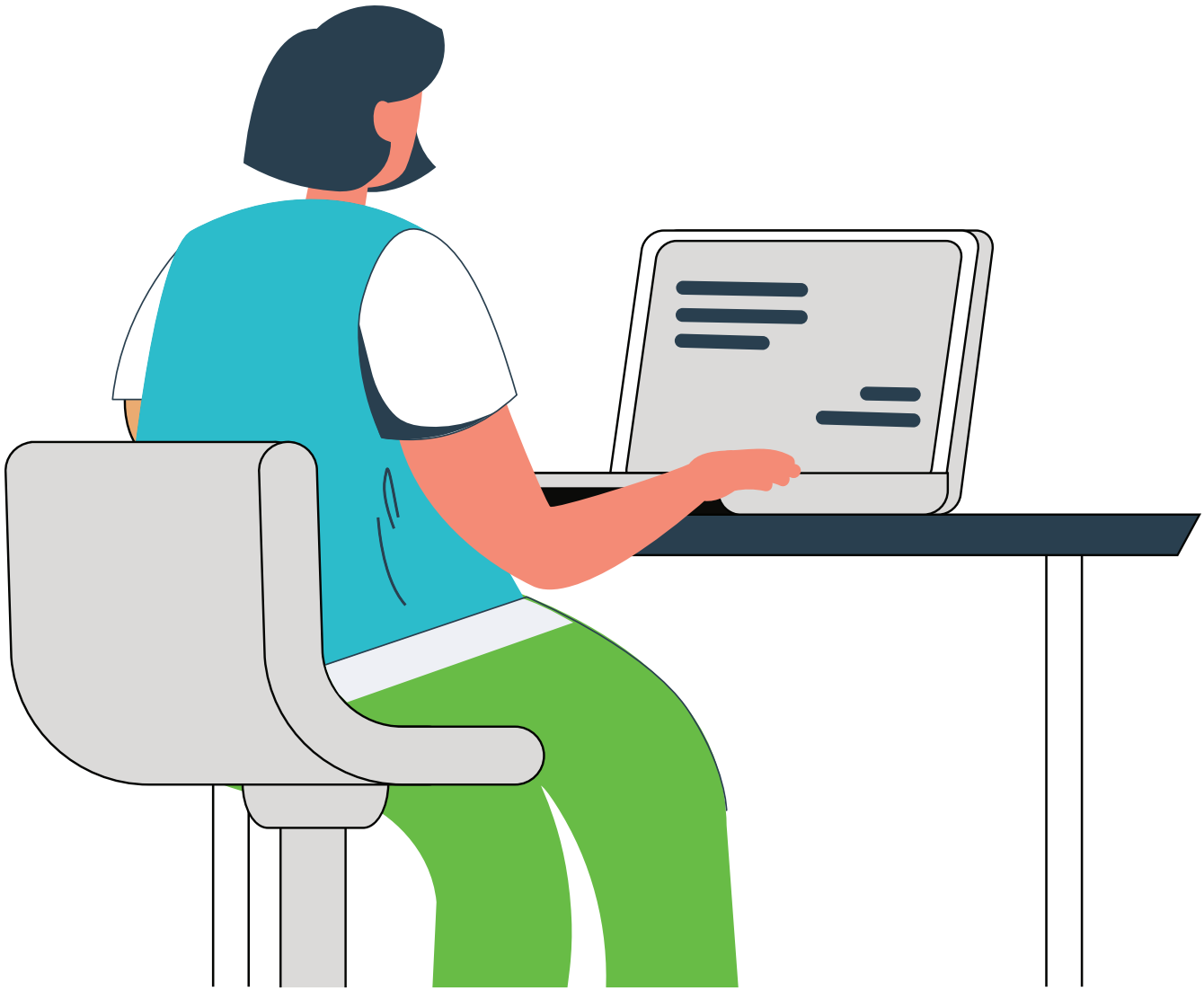
ecoAi circular



Lesson Plan

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Challenge 1

The essentials of circular economy

Lesson Plan

Equipment	Target Group	Goal
Projector (optional), computer, internet connection	Students in vocational training programs in finance and administration under the guidance of their instructors	The main goal is that students acquire the knowledge and skills necessary to understand the elementary principles of circularity and its implementation in today's economic and business context.

Description
This challenge explores the essentials of circular economy by exploring innovative strategies that reduce waste, promote resource efficiency, and foster sustainable practices within business.

Learning Objectives	Expected outcomes	Competences
1. Master the basics of circular economy. 2. Learn and develop strategies for increasing resource efficiency and reducing environmental impacts. 3. Apply circular economy principles to business models.	1. Comprehend the circular economy's fundamental principles and how they contrast with traditional models. 2. Know how to develop strategies that enhance resource efficiency and minimize environmental impact within a given business or industry. 3. Apply circular economy principles to business models, innovating processes to support sustainability goals in different sectors.	C2-Ability to identify and assess the environmental and social risks associated with the company's projects and economic decisions. C2.2. Understand regulations and ethical standards related to sustainable resource management. C3- Ability to promote ethical and sustainable business practices with a positive impact on society and the environment. C3.1. Apply corporate social responsibility and ethical criteria in business actions and decisions.

Classroom Setting	Students can work in pairs, groups, or individually
Prior Knowledge Required	There are no prior requirements

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Learning Activities Overview

No.1 / Warm-up exercise

Objective	Duration	Training Method	Equipment Needed
Icebreaker: to get to know each other	15 mins	Group Exercise	Computer, Internet connection, Projector

Learning Resources or/and Assignments
Encourage students to introduce themselves and share a bit about their backgrounds to foster connections. After this initial introduction, create small groups based on shared interests or complementary skills. This approach will help students feel more comfortable collaborating with one another and enhance their teamwork experience.

Mandatory / Optional	Optional
Use of EcoAI tool	

No.2 / Learning and discussing about the circular economy

Objective	Duration	Training Method	Equipment Needed
Learning and mastering the basics of the circular economy	2 hours	Exercise - Group or Individually	Computer, Internet connection, Projector (optional)

Learning Resources or/and Assignments
After reading the document and watching the video listed in Materials List for this activity, students can resolve the Assignment 1.

Mandatory / Optional	Mandatory
Use of EcoAI tool	Consider using the EcoAI Assistant to deepen the understanding of circular economy and discussing different examples and /or business models

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No.3 / Learning and discussing about strategies in circular economy

Objective	Duration	Training Method	Equipment Needed
Comprehending and exploring the circular economy 'R' strategies in different industries	4 hours	Exercise - Group or Individually	Computer, Internet connection, Projector (optional)

Learning Resources or/and Assignments
After reading the documents listed for this activity, students can discuss the questions in Assignment 2. The instructor can choose the most important questions. It is not necessary discuss all of them After reading the documents listed for this activity, students can discuss the questions in Assignment 2. The instructor can choose the most important questions. It is not necessary discuss all of them.

Mandatory / Optional	Mandatory
Use of EcoAI tool	Consider using the EcoAI Assistant to deepen the understanding of R strategies in different industries and sectors

No.4 / Exploring business models for the circular economy

Objective	Duration	Training Method	Equipment Needed
Exploring and analyzing different business models that align with the principles of the circular economy	2 hours	Exercise - Group or Individually	Computer, Internet connection, Projector (optional)

Learning Resources or/and Assignments
After reading the document listed for this activity, students can discuss the question in Assignment 3.

Mandatory / Optional	Mandatory
Use of EcoAI tool	Consider using the EcoAI Assistant to guide students in identifyiing drivers and barriers of circular business models

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No.5 / Learning and discussing about the circular economy action plan

Objective	Duration	Training Method	Equipment Needed
Analyzing the strategic plan initiated by the European Commission	4 hours	Exercise - Group or Individually	Computer, Internet connection, Projector (optional)

Learning Resources or/and Assignments
After reading the document listed for this activity, students can discuss the question in Assignment 4.

Mandatory / Optional	Mandatory
Use of EcoAI tool	Consider using the EcoAI Assistant to guide students with questions about the action plan

No.6 / Circular economy glossary and doughnut economics

Objective	Duration	Training Method	Equipment Needed
Expanding the knowledge about circular economy	1 hour	Exercise - Group or Individually	Computer, Internet connection, Projector (optional)

Learning Resources or/and Assignments
Two additional resources are suggested to enhance the understanding of circular economy. These contents are optional to the instructor. After reading the document and watching the video listed in Materials List for this activity, students can resolve the Assignment 5.

Mandatory / Optional	Optional
Use of EcoAI tool	Consider using the EcoAI Assistant to suggest question that foster critical thinking among students

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No.7 / Self-assessment

Objective	Duration	Training Method	Equipment Needed
Evaluation of the learning process	15 mins	Individually	Computer, Internet connection
Mandatory / Optional	Mandatory		

TOTAL DURATION
(hours with optional activities *included*)

13 hours + 30 mins

TOTAL DURATION
(hours with optional activities *not included*)

12 hours + 15 mins

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