



UN
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UN 2023 Water Conference Side Event

Decade of Water Action, 2030 Agenda, and Sustainability implementation through Educational Games and Hands-on Activities

20th March, 2023 | 08:30 – 09:30 AM New York Time | Virtual

Organized by: HaritaDhara Research Development and Education Foundation | NavUrja Sanchar

Background on the event (one paragraph)

UN Water Conference 2023 focused on five interactive dialogues, one of which addressed Water for Climate, Resilience and Environment: Source to Sea, Biodiversity, Climate, Resilience and DRR by building an inclusive and effective path for the achievement of the 2030 Agenda with SDGs 6.5, 6.6, 7, 11.5, 13, 14, 15, which require inclusive, quality education. In this regard, role of decade of Water Action, 2030 Agenda through learning with games and hands-on activities is very important, and our work shows that students, youth understand, are taking action for climate change, SDGs. Why are games important and we develop, study games for learning? How does research into games help us better to design games that help everyone to change our self and things around us for better sustainable development? HLPF focusing on promising developments for accelerating progress towards the SDGs. Building an inclusive and effective path for the achievement of the 2030 Agenda with SDGs 4, 5, 14, 15, and 17 require inclusive, quality education. In this regard, role of learning with games and hands-on activities is very important, and our work showed that students, youth understand, take action for climate change, SDGs.

Water Action Agenda (one paragraph, if possible, please include the link to your commitment in the [Water Action Agenda database](#))

Water education and capacity building on water conservation, and other related campaign especially in schools and colleges. Promoting understanding of concepts through games, project based, and hands-on learning.

Key Issues discussed (5- 8 bullet points)

HRDEF is working on educational Games for Learning Sustainability Concepts, Sustainable Development Goals (SDGs) by Youth and Community for couple of years and presented our work at the TECH 2017, 2018 UNESCO MGIEP Global conference, UNESCO ESD 2021, UN HLPF side event 2021, 2022, and UN STI Forum 2022. We designed, developed games, hands-on activities for understanding difficult concepts related to sustainable development in an interactive way. HRDEF

inculcate, motivates students for science, technology, engineering, arts and design, mathematics (STEAM) for 21st Century Sustainable living through intelligent interactive learning systems. Apps on SDGs, COVID-19, hands-on activities, quiz, model making, projects and other creative forms of expressions increased players motivation towards science, SDGs, and sustainability.

Educational Games and Hands-on Activities helps in

- ❖ To teach a specific curriculum topic related to sustainability such as climate change, water cycle, energy increased player's motivation towards science and sustainability.
- ❖ Youth are able to know different culture, global issues, SDGs, intl. development and foster learning habits for sustainable living to become change agents ("Smart Guru").
- ❖ Advocate for Teacher capacity development programs for SDGs, STEAM, and 21st century skills linking hands-on, game and problem-based approach
- ❖ Establishing learning centres within community to imbibe responsibility, accountability, global citizenship, gender equality, values, and personality development as Life Skills

Key recommendations for action (5 - 6 bullet points)

1. Education now needs more participatory, community-oriented accountability to shape Generation Z's future with sustainability in mind for "Sustainable Consciousness."
2. Governments should use ICT as a tool for change, transparency, and data validation.
3. Promote partnership so that young people can be driving forces for sustainability and act as agents of change for responsibility, accountability, global citizenship, gender equality.
4. Making as a constructivist, DIY processes provides various insights, knowledge about our surroundings, and actively participate in enjoying transformative learning. Playing games, making provide entertaining, fulfilling experience of doing, creating new things, have many advantages for learner, as it makes him/her a decision maker, facts investigator, evaluating strategy, prioritizing their actions and abilities.
5. The United Nations, member states are requested to implement interactive, integrated learning with hands-on, project, game-based learning crucial for the 21st Century Skills. Innovative Policies, practices for climate action, ESD through games, hands-on activities can build sustainability knowledge for the SDGs and sustainable living.

Join UNESCO's call for Greening Education Program, ESD so that we can all act for our planet's survival by providing transforming learning environments, building capacity of educators, and empowering youth on a local level. [Connect with us](#), share your views for transforming learning environments with innovative ESD approaches, initiatives, exploring projects for SDGs with quality learning through ICT, Games based, and hands-on activities.

We are very much grateful and thankful to UN Water Conference secretariat to give us this opportunity. We would like to express our gratitude to all guests, who have joined us, thanks to our Speakers, and HRDEF for the successful event.

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