



## Business case

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Community & UN SDG(s):	Quality Education – 4, Responsible Consumption and Production – 12, Climate Action - 13
Date:	21 <sup>st</sup> October 2023

Proposed Project	EcoExplorers
Date Produced	21 <sup>st</sup> October 2023
Background	Saskatchewan schools often overlook a crucial aspect of education that, while not immediately obvious, plays a significant role in the daily lives of everyone in the province. This "something" refers to the carbon emissions and environmental sustainability practices that impact our planet's future. With climate change becoming an increasingly urgent issue, the lack of emphasis on these topics in the educational system is a critical gap that needs to be addressed.
Business Need/ Opportunity	The pressing business need, and opportunity is to introduce comprehensive environmental education, including carbon footprint reduction, into the Saskatchewan school curriculum. This is essential due to the urgency of climate change, gaps in current educational offerings, global relevance, long-term impact, and the economic and social benefits associated with fostering environmental awareness in our youth. The proposed project aims to fill this educational void and empower students to become responsible environmental stewards.
Options	<ol style="list-style-type: none"><li>1. Carbon footprint calculator incorporated into a game feature to teach kids.</li><li>2. Simple carbon footprint calculator with tips for kids.</li><li>3. Do nothing.</li></ol>

### Cost-Benefit Analysis

1. The development of a game feature within the calculator has time commitments for design, programming, and content creation. However, this option has the potential to significantly boost student engagement due to the gamified nature of the tool. It can also enhance the overall user experience.
2. This alternative, which involves creating a simple calculator with educational content, still requires time for some content creation but it will be a lot simpler to do within the timespan given. It reduces the risk of students becoming distracted by game features and emphasizes a more straightforward approach to learning. The primary focus on education ensures that students are less likely to veer from the core learning objectives.
3. It could lead to missed opportunities in environmental education and an educational gap. While there might be short-term cost savings and resource allocation flexibility, these should be weighed against the long-term costs of not addressing sustainability education and potential environmental consequences.

### Recommendation

Between the two options, I want to go with **OPTION 2** as it aligns with the project's budget and educational objectives, offering cost-efficiency and a straightforward, education-centric approach. This choice focuses on core learning goals, and simplifies maintenance, making it the preferred option for achieving the project's success.