



CLASS PLANNING FORMAT

	Beginning	Development	End
Activities	Teoric introduction with Canva presentation.	Didactic Game	Finish the class with a Kahoot.
Activities Description	Introduce the students to the 17 SDGs and focus on SDG 15.	We did a crossword with words related to the SDG 15.	The students will play a Kahoot to conclude with the class and review everything learned.
Support resources			
	Type	Link	
	Kahoot	https://create.kahoot.it/details/2502ab7e-92b0-4ee4-8722-74b3deb7c3bf	
	Canva presentation	https://www.canva.com/design/DAGSuoHcPe8/_MHvw78r4dIUu4F3mA10AA/edit	
	Crossword	https://es.educaplay.com/recursos-educativos/20648815-exploring_the_essence_of_earth.html	
NASA & Space Agency Partner Data	https://eo4sdg.org/ https://www.canada.ca/en/environment-climate-change/services/climate-change/science-research-data.html		
References	https://sdgs.un.org/es/goals		
Use of artificial intelligence	Chat GPT prompt: example of class planning		