



GLOBAL STUDENTS: developing  
students' global competence through PBL  
and gamification  
Erasmus + 2020-1-ES01-KA229-081857



## SDG 12: RESPONSIBLE CONSUMPTION AND PRODUCTION

### NEWSCAST

PRESENTATION:

[https://www.canva.com/design/DAE6qRRYAXA/LTFQyg2hiDEH9\\_1zImFbw/view?utm\\_content=DAE6qRRYAXA&utm\\_campaign=designshare&utm\\_medium=link&utm\\_source=publishpresent](https://www.canva.com/design/DAE6qRRYAXA/LTFQyg2hiDEH9_1zImFbw/view?utm_content=DAE6qRRYAXA&utm_campaign=designshare&utm_medium=link&utm_source=publishpresent)

PORTFOLIO:

[https://www.canva.com/design/DAE6lgwgvIY/RqVn0nlu1qG2EeQaFxFxJ5dQ/edit?utm\\_content=DAE6lgwgvIY&utm\\_campaign=designshare&utm\\_medium=link2&utm\\_source=sharebutton](https://www.canva.com/design/DAE6lgwgvIY/RqVn0nlu1qG2EeQaFxFxJ5dQ/edit?utm_content=DAE6lgwgvIY&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)

NEWSCAST VIDEO:

<https://www.youtube.com/watch?v=XZCQLCOYkHc>