



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



SDG 9: INDUSTRY, INNOVATION AND INFRASTRUCTURE

The students from D. Maria II School in Portugal participated in a project aimed at finding a solution for the clothes left behind by other students at school. They prepared containers and devised a plan for the management and distribution of these lost items.

LINK:

<https://drive.google.com/file/d/1qpesq1wglEzWcYx8RFiNX5e5lVvgFRUv/view?usp=sharing>