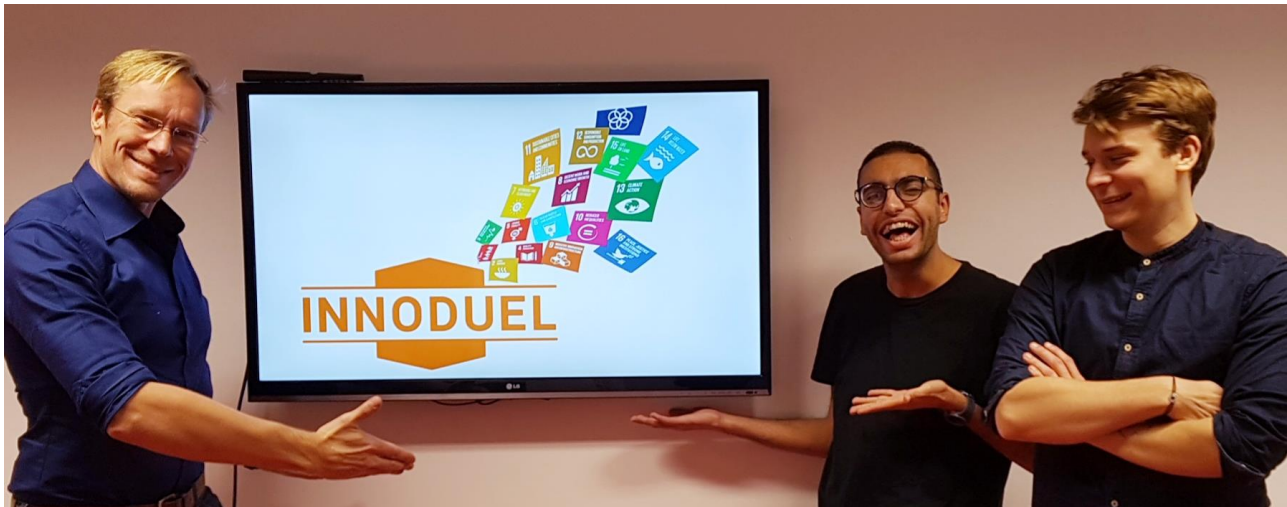


## Finalist of the Open Innovation Malmö: Innoduel

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We at Innoduel are a super team of youth, experience, cultural diversity and willingness to help. 46-year old start-upper and 19-year old future start from Finland and 24-year old SDG expert from Egypt is something so powerful!

We wanted to participate in this competition as our future leaders need to learn about SDGs now. By having wiser future adults will make the changes possible. Learning about SDGs as a community can be a life-changing experience! Open Innovation Day is important as it helps to bring up awareness, raise interest, create desire and lead to action.

Description of Innoduel Learning Journey for Sustainable Development Goals:

DK: Innoduel Learning Journey for Sustainable Development Goals hjælper elever og elever med at lære om FN's bæredygtige udviklingsmål (SDG) ved hjælp af en kombination af e-learning og digital co-creation, der skaber pædagogiske udformede aktiviteter. Under aktiviteterne lærer eleverne om SDG'erne og får samtidig en følelse af tilhørsforhold. De får også muligheden for at påvirke udviklingen, lærer om ligestilling og at være en meningsfuld del af samfundet, samtidig med at de får mulighed for at stemme på deres yndlings SDG i den sidste ende. Lærere kan dermed skabe en moderne, tidsbesparende læringsrejse.

UK: Innoduel Learning Journey for Sustainable Development Goals helps pupils learn about the Sustainable Development Goals (SDG's) and commit to shared actions. The journey is a combination of e-learning, carefully selected materials, detailed instructions and digital co-creation forming a sound pedagogical flow of activities. During the teacher facilitated activities the pupils learn about the SDG's, feel sense of belonging, get to influence in community's decisions and celebrate once all jointly agreed actions are completed. For teachers it offers a modern and time saving way to facilitate a full learning journey.

*About the call: The challenge of the Open Innovation 2030 Agenda Call in Malmö was to design the 17 Sustainable Development Goals for the sustainable school of tomorrow. The goal was through innovative ways to highlight and raise awareness about the Sustainable Development Goals (SDGs) in existing and new school environments, supporting sustainability as an educational idea. The call searched for functional, informative, playful and cost-efficient innovations inviting children in different ages to learn more about the SDGs and how they can be assessed in daily life to support the transition to a more sustainable society*