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**From Digital Gaps to Green Impact:
Transforming Adult Education for a Sustainable Future
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**Blended Learning Models
for Green and Digital Skills**

Date: October 2025
Helsinki & Espoo, Finland



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- 📍 Location: Helsinki & Espoo, Finland
- 📅 Date: October 2025
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1. Introduction

Blended learning combines online and face-to-face methods, offering adult learners flexible, inclusive pathways for developing both green and digital competencies. During the Erasmus+ KA122-ADU job-shadowing in Finland, educators at LFI showcased how structured blended models can support digital equity, sustainability awareness, and learner autonomy. This OER presents practical frameworks, digital tools, and real-life examples to help adult educators implement effective blended strategies.

2. Why Use Blended Learning for Green and Digital Skills?

Blended models are:

- Accessible: Learners can engage at their own pace and place.
- Flexible: Combining synchronous and asynchronous formats.
- Efficient: Enabling flipped classrooms, hybrid group projects, and microlearning.
- Sustainable: Reducing travel, paper use, and energy consumption.

In adult education, blended learning allows marginalized groups—working adults, migrants, learners with disabilities—to participate fully without physical or logistical constraints.

3. Common Models of Blended Learning

Model	Description	Example
Flipped Classroom	Online prep before in-person discussion	Learners study SDG 13 at home, then co-design green actions in class
Station Rotation	Learners rotate between digital, hands-on, and peer stations	One station with Canva for eco-posters, one with composting tools
Flex Model	Mostly online with optional face-to-face support	Digital module on AI tools, with weekly drop-in mentoring
Project-Based Blended	Teams work on real-world projects in mixed formats	Create a digital campaign on zero waste using collaborative tools



4. Digital Platforms and Tools

Platform	Use	Note
Moodle / Canvas	Learning Management System (LMS)	For modular lessons, quizzes, tracking
Padlet / Miro	Brainstorming and co-creation	Used for visual mapping in climate projects
Zoom / Teams / BigBlueButton	Synchronous video sessions	Combine with breakout rooms for peer work
Google Workspace	Collaborative documents	For team reports, planning, shared evaluation
H5P	Interactive content creation	Quizzes, drag-and-drop, timelines, polls

These tools enable educators to scaffold learning and increase interaction.

5. Real-Life Example: “Green Challenge Week” Hybrid Pilot

At LFI Helsinki, learners participated in a blended module on sustainable lifestyles:

- Online (Days 1–3): Video lessons, interactive carbon footprint calculator, journaling task.
- Offline (Day 4): Group workshop to co-design eco-initiatives for their communities.
- Online (Day 5): Submission of digital portfolios and peer feedback.

The model allowed flexibility, encouraged ownership, and promoted green awareness through lived experience.

6. Suggested Framework for Educators

Planning a Blended Module (5 Steps):

- Define Learning Outcomes – e.g. “Learner can apply digital tools to design a green awareness campaign.”
- Choose Delivery Mix – 60% online, 40% in-person; or vice versa.
- Design Engaging Content – Videos, quizzes, discussion forums, tool demos.
- Facilitate Peer Collaboration – Online group work with shared roles.
- Evaluate and Reflect – Hybrid assessment: digital product + live presentation.



7. Assessment and Recognition

Combine formative and summative assessment:

- Digital submissions (videos, blogs, Canva posters)
- Live reflection or pitching sessions
- Peer evaluations using rubrics

Issue micro-credentials for:

- a. *"Blended Learning Participation – Level 1"*
- b. *"Digital Collaboration for Sustainability"*

These can be validated through Europass or Open Badge systems.

8. Resources and Further Reading

- European Commission (2021). *Blended Learning in School Education Guidelines* (relevant for AE adaptation)
- EPALe (2024). *Blended Learning for Adult Educators*. <https://epale.ec.europa.eu>
- UNESCO (2023). *Hybrid and Flexible Learning for Sustainability*.
- Moodle Academy: <https://moodle.academy>
- H5P Documentation: <https://h5p.org>

9. Licensing and Acknowledgements

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It was developed by InnovEdu Nexus Institut e.V. as part of the Erasmus+ KA122-ADU project *"From Digital Gaps to Green Impact"*, based on observations and pedagogical models applied at LFI (Finland).

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