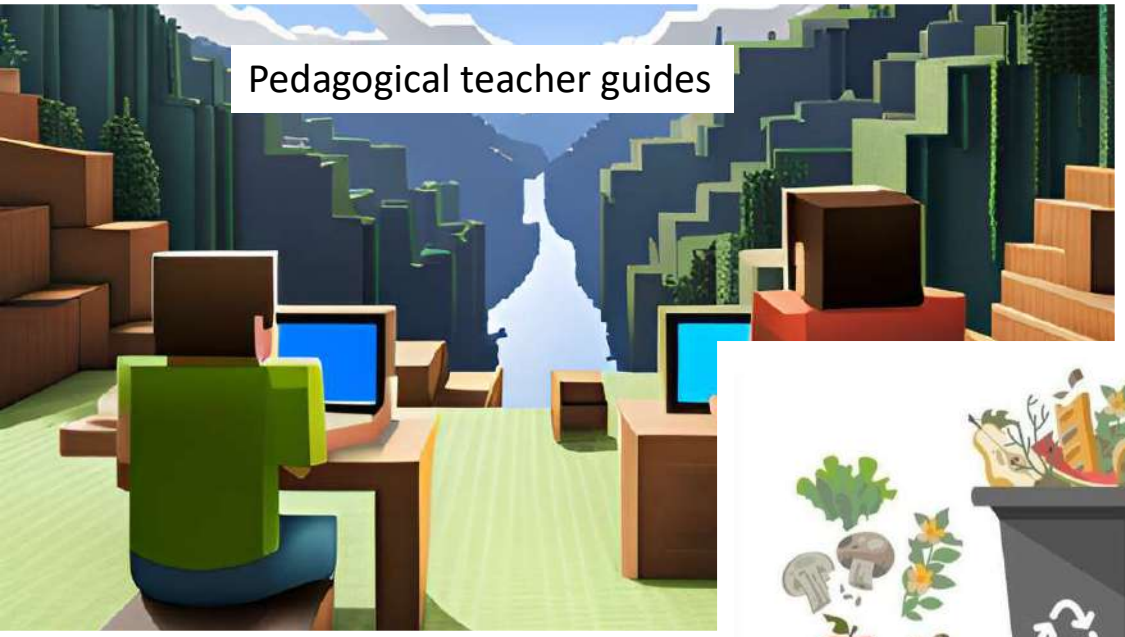

Pedagogical teacher guides

Research about food waste and Sustainability

6 food waste educational Minecraft games

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Associazione Italiana Acquisti e Supply Management

ROAD MAP TO AGENDA 2030

Objective n. 2, 3, 15

It is in line with, and supports the goals of the European Green Deal, Farm to Fork strategy and Bioeconomy strategy. Food 2030 is underpinned by the need to foster a multi-actor and systemic approach to research and innovation capable of delivering co-benefits for people's health, our climate, our planet and communities.

Relatore: Federica Dallanoce, Vice Presidente Nazionale Adaci

Agenda **Datum:** 1 Dec 2023
Location: Villa Braida – Treviso Italy
Country: Italy
Hosting Organisation: ADACI

16:30 - 17:15 | BAFOS Project - Dallanoce
17:15 - 17:45 | Piattaforma di CPM a supporto della Procurement Planning and SM – Matteo Longinotti e Matteo Mazzalver
17:45 - 18:00 |Evolution of digital platforms, from cost center to strategic asset
|Caccin e Balducci
18:00 - 18:30 | Q&A Session

Agenda **Datum:** 1 Dec 2023
Location: Relais San Clemente - Strada Passo dell'Acqua 34, Bosco (PG)
Country: Italy
Hosting Organisation: ADACI

14:30 - 15:15 | BAFOS Project – Dallanoce

PROGETTO "BAFOS-BOOSTING SCHOOL AWARENESS" LE CRITICITÀ SULLE PERDITE DI CIBO PER LA FILIERA ALIMENTARE: EDUCATORI, STUDENTI ED ESPERTI DI FILIERA A CONFRONTO

15:15 - 15:45 | ANDAMENTO DELLE MATERIE PRIME, DOVE STIAMO ANDANDO

Donato Gianantoni - Presidente Sezione Emilia Romagna/Marche ADACI

16:00 - 16:30 | NORMATIVE SUI PRODOTTI – COSA CI ATTENDE

| Antonino Feole

17:15 - 18:00 | Sara Menegon - Customs Manager, Bessegato & C. - S.r.

Q&A Session

soml

Coordinator :
Guido van Dijk

December 2023

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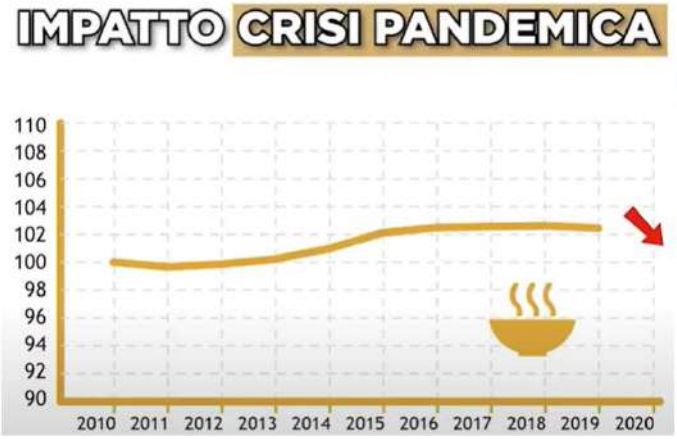
Some data ?

- Population in Italy with adequate nutrition

(Adequate = 4 meals a day)

17,5 % nel 2015

Poverty, Health and Climate Crisis are the challenges to the sustainability of future growth and development.
Food production and consumption play a decisive role.



Three focal points: a systemic approch

In the following the aims and expected results of these actions are described below:

- increase food loss awareness
- develop local food policy
- take care and reduce food waste
- increase positive ecosystem for agricultural perspectives
- to learn good practices for reducing food waste

"Ending hunger, achieving food security, improving nutrition and promoting sustainable agriculture"

- To act with actions of recovery of food resources and redistribution to people in difficulty (also thanks to the central role of Third Sector structures), to overcome food poverty, as well as introducing price reduction measures through commercial innovation strategies
- Intensify awareness-raising and food education campaigns, including information actions aimed at directing people towards baskets of basic necessities with a better quality-price ratio.
- Activate labelling systems to enable consumers to choose healthy and sustainable nutrition.
- Strengthening urban food policies (known as Food Policy, Food Strategy, Urban Food Planning), that is a coordinated set of tools, actions, measures and incentives that orient food systems towards a balanced relationship between development

Name of the project: Boosting school awareness of FOOd Loss
01/12/2021 - 01/02/2024

	Project activity*	Dec M1	Jan M2	Feb M3	March M4	Apr M5	May M6	June M7	July M8	Aug M9	Sept M10	Oct M11	Nov M12	Dec M13	Jan M14	Feb M15	March M16	Apr M17	May M18	June M19	July M20	Aug M21	Sept M22	Oct M23	Nov M24	Dec M25	Jan M26
	A1 - Develop the Management Plan																										
	A2 - Develop the Quality Plan																										
	A3 - Define bilateral Collaboration Agreements with Partners																										
	A4 - Organize virtual Partners' Meetings																										
	A5 - Operational, administrative and financial management																										
	A6 - Project dissemination Plan and materials																										
	A7 - Exploitation and Sustainability Strategy & IPR Agreement																										
(EL)	M1 Kick Off Meeting	EL																									
	M2 2nd Partners' Meeting									IT																	
	M3 3rd Partners' Meeting																	IE									
	M4 4th Partners' Meeting																										NL
	R1. FoodWaste Transnational research																										
THEMISTOKLIS	A1. Methodology of the analysis																										
	A2. Conduction of the analysis at school level																										
	A3. Conduction of the analysis at Partner level																										
MON	R2. FoodWaste Adventures in Minecraft Collection																										
WEC	A1. Inception and creation of the FoodWaste Minecraft world																										
	A2. Elaboration of the game Mission																										
	A3. Development of the game content																										
	A4. Design of resources & Implementation of resource packs and mods																										
	A5. Creation of instructional material and guide (Parent's guide & teachers pack)																										
	A6. Dry runs & Validation Release																										
	E1 - Info day (NL)																										
	E2 - Info day (ES)																										
	E3 - Info day (IT)																										
	E4 - Info day (EL)																										
	E5 - Info day (IE)																										
	E6 - Final Dissemination conference and contest (NL)																										NL

Please insert rows as needed

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Overview Project

- PR1
  - PR1: Food Waste Analysis
- PR2
  - PR2: Minecraft for Food Waste Education

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PR1: Food Waste Analysis (done)

- Methodology of the Analysis:
  - Objective: Establish a unified approach for food waste analysis.
  - Deliverables: Work division, activity calendar, templates, and instructional materials.
- Analysis at School Level:
  - Collaborative effort with schools to conduct research on various aspects of food waste.
  - Deliverables: Interview reports and insights on food waste causes, habits, and best practices.
- Analysis at Partner Level:
  - Partner organizations conducted focus groups, gathering data from various food industry stakeholders.
  - Deliverables: National and transnational reports on food waste.
- Methodology - Enquiry-Based Learning (EBL):
  - An adaptive research approach allowing participants to focus on their interests

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PR2: Minecraft for Food Waste Education

(In Progress)

- Creation of the FoodWaste Minecraft World:
  - A custom Minecraft world designed to support Project-Based Learning challenges related to food waste.
  - Elaboration of Game Mission:
  - A comprehensive game scenario developed using insights from PR1.
- Game Content and Resources:
  - Game content aligned with the BAFOS program's lesson structure.
  - Deliverables: Resources, resource packs, and game modifications.
- Instructional Material and Guide:
  - Comprehensive materials developed for ease of use, accessible via the FoodWaste Foundry virtual space.
- Dry Runs & Validation Release:
  - An iterative approach to game development, involving internal testing and valid on feedback..

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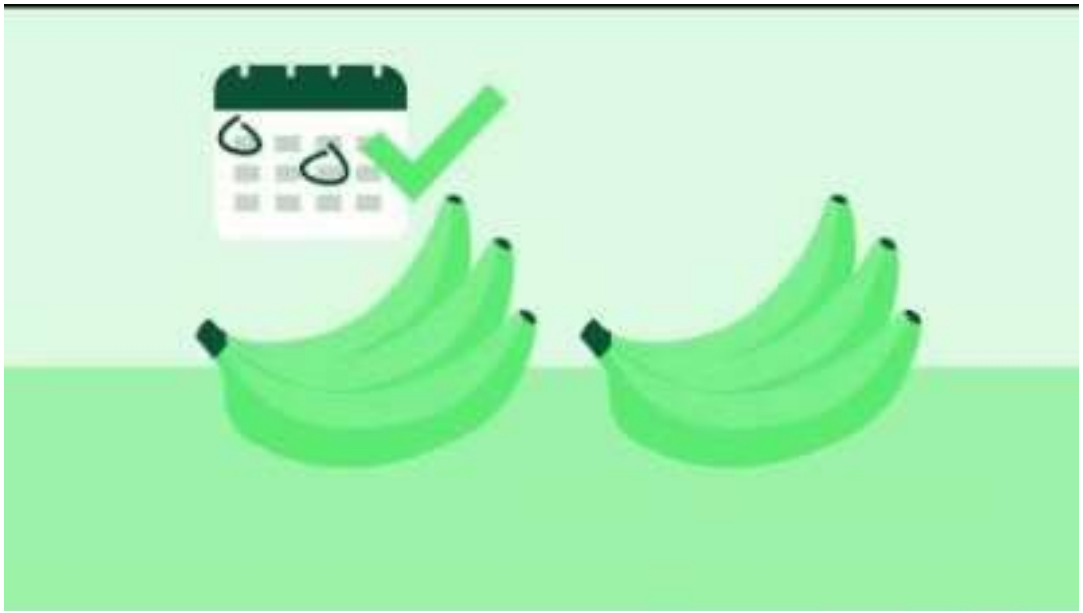
https://www.decisive2020.eu

THE TOP
FOOD WASTE
STATISTICS
2022
PostHarvest



THE UGLY TRUTH ABOUT
FOOD WASTE

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BAFOS Info day ADACI

ATERMON

Marco Piscitelli

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Game Based Learning (GBL)

Game Based Learning is using a game as part of the learning process

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What is Minecraft and why are we using it?

- One of the world's most popular videogames since 2011**.**
- Sandbox' game- **players create their own experience** by interacting with the game's virtual world.
- Users explore different landscapes and build things with blocks.
- Minecraft can be played in five modes- survival, creative, adventure, spectator and hardcore

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MINECRAFT

- Survival or Creative mode
- Teaches creativity and finding solutions
- Single player vs multiplayer

MINECRAFT EDUCATION

- Customer versions of the game designed specifically for teachers and students with many extra features that support classroom use
- Free library of worlds/levels/activities that can be used to teach a variety of subjects

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The BAFOS worlds

- Save the world from food waste
- From waste to energy
- Food loss around the world
- Farm and Restaurant
- Food waste at school
- Ecological footprint

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Learning objectives

Food supply chain:

- Farm and Restaurant
- Save the world from food waste

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Learning objectives

Food waste prevention:

- Food waste at school
- From waste to energy

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Learning objectives

Impact of food waste globally:

- Ecological footprint
- Food loss around the world

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Learning objectives

EFFEBI - Learning food waste at school & Transforming canteen food waste into compost

- Infrastructure ready, NPCs and actions to implement

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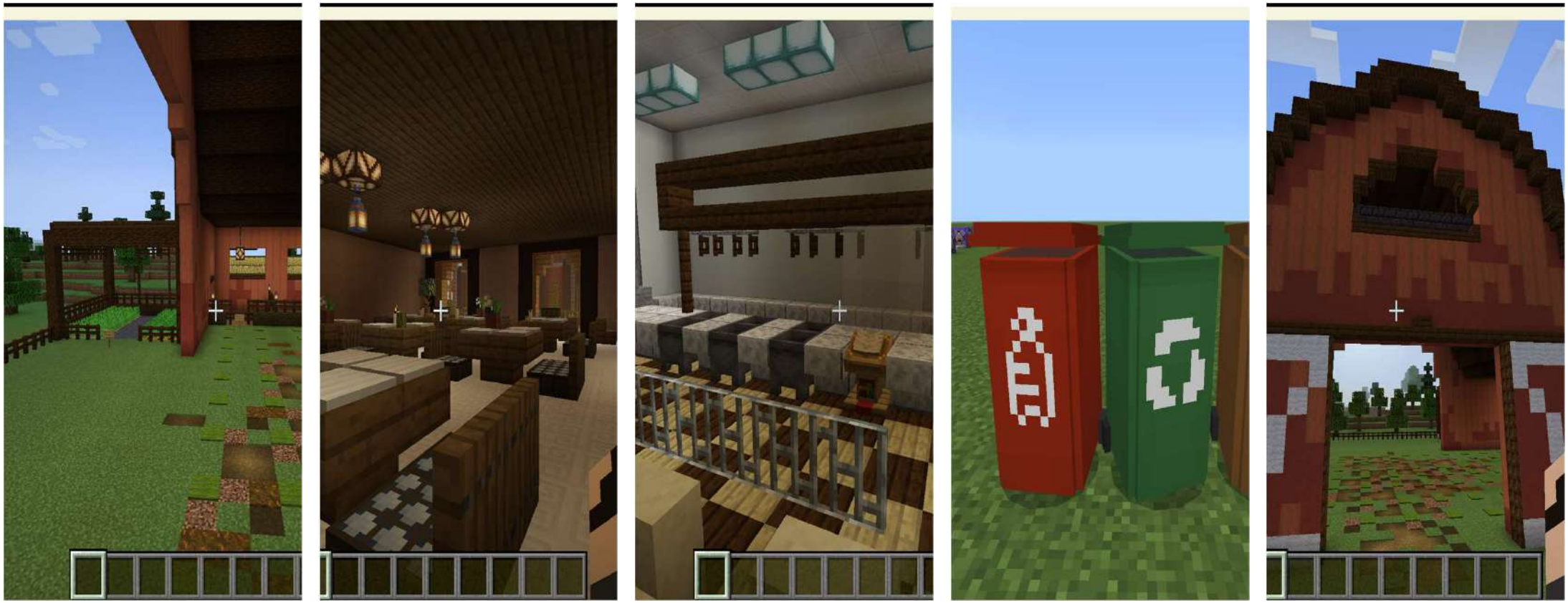

Ready to play some of our games?

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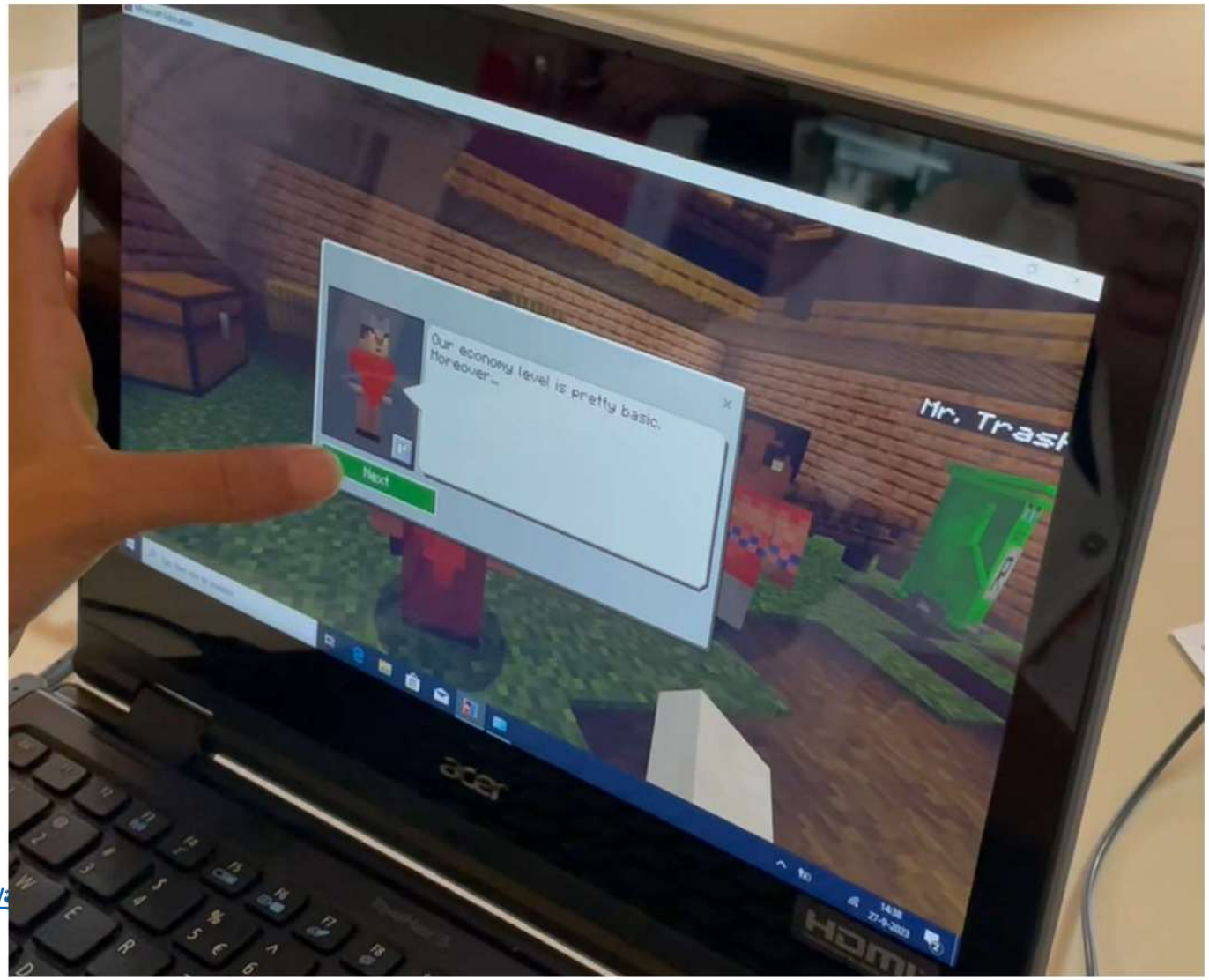
Video Link



Farm and Restaurant: https://www.youtube.com/w

Food loss around the world: https://www.youtube.com/watch?v=kzMIe4huAGA

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Before we play

Any questions?

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BAFOS FINAL PROJECT :

The BAFOS Project Final Event is just around the corner, and we can announce that attendees can join us either online or onsite. This is a unique opportunity to dive into the world of sustainability and innovative gaming solutions for food waste education.

Event Details:

- **Date:** January 17, 2024
- **Time:** 1:30 PM - 5:00 PM
- **Venue:** Connect College, Echt, The Netherlands
- **Virtual Access:** Online streaming link provided upon registration
- **Highlights:** Expert talks, interactive Minecraft game session, valuable networking opportunities, and more!
- We have prepared an eye-catching flyer (attached below) to help spread the word. We kindly ask for your assistance in sharing this flyer within your networks, social media platforms, and with anyone who might be interested in this impactful event.

Registration is Open for Both Online and Onsite Attendance! Direct participants to www.bafos.eu/finalevent for easy and free registration.

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Before we play

Navigation

Once you opened the world, you will need to navigate the game. The navigation is possible using your keyboard and mouse. The buttons of the keyboard to be used are:

•W – Move Forward

•A – Move Left

•S – Move backward

•D – Move right

•SPACE - Jump (Double SPACE to fly when runs in the creative mode)

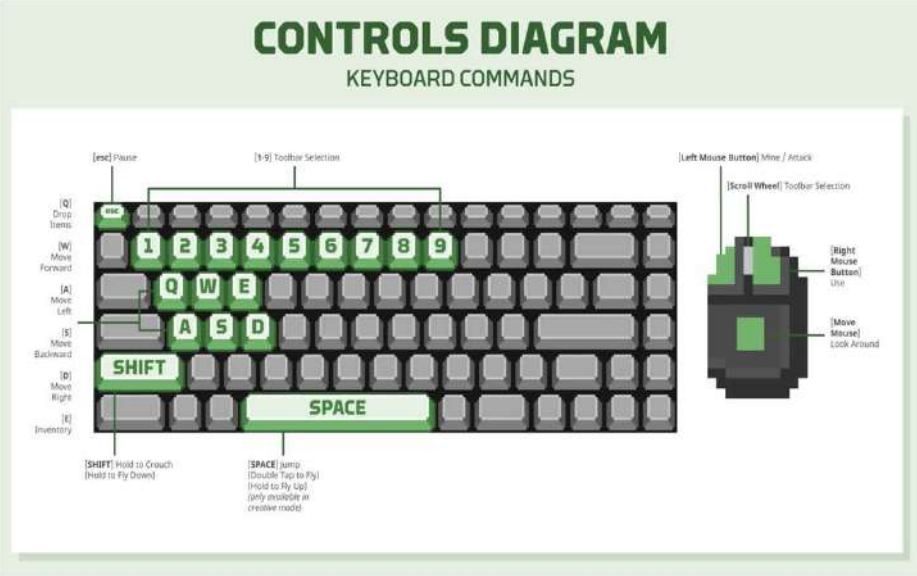
•E – Open Inventory

•Q – Throw selected object

•T – Open the chat

•C - Open Code Builder

•**/** - Open chat and automatically add first character as "/"



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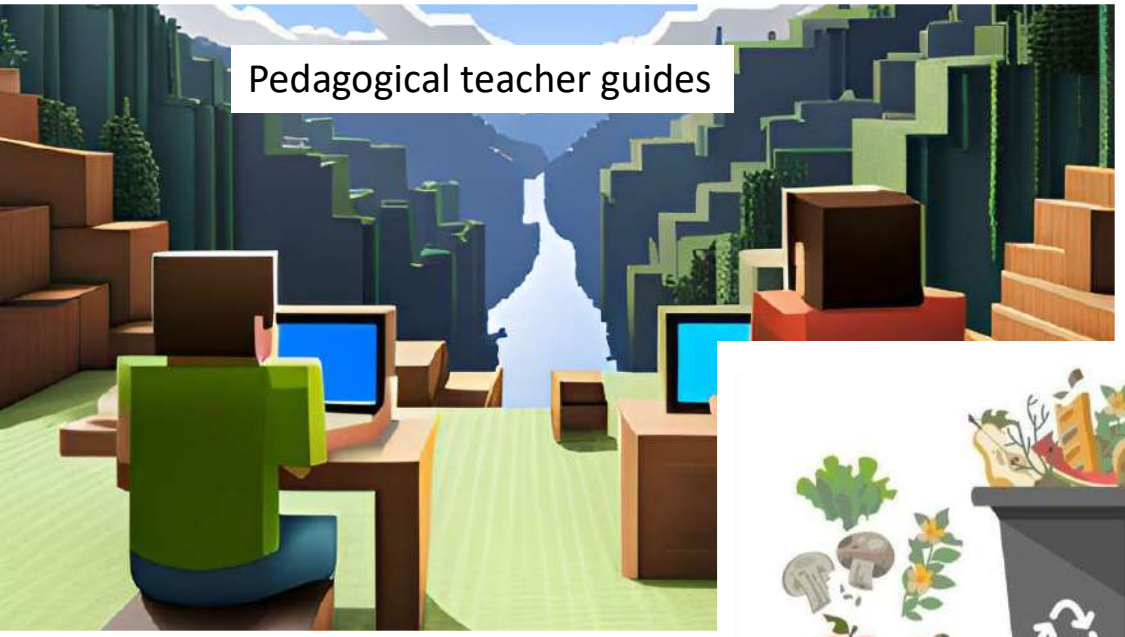

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Research about food waste and Sustainability

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Thank you for your attention!

Shall we keep in contact to cope and test a sustainable strategy to increase the food loss and waste awareness ?

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BAFOS Project Final Event

Date: January 17, 2024
Venue: Connect College, Echt, NL
Time: 1:30 - 5:00 PM

Join Us For:

- Insightful Talks & Project Showcase
- Interactive 6 Minecraft Food Waste Game
- Networking & Idea Sharing

Why Attend?

- Learn about sustainable practices
- Engage in fun, educational gaming
- Connect with experts & peers

Free Admission!

Register at www.bafos.eu/finalevent

Be part of the change for a sustainable future!

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