ECOnsumer Green Apps Compilation
EDUCATOR GUIDE

WP4 – ECOnsumer Green Apps Compilation

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Table of Contents

Contents

USER'S GUIDE

The aim of the guide

This guide is designed to help users understand and navigate the ECOnsumer Green Apps Compilation. It provides step-by-step instructions so you can learn and have fun, while learning with the activities.

It is designed to be used by:

- Adults, particularly those vulnerable to discrimination in the purchasing process, along with consumer trainers and organizations.
- Staff members, volunteers, and representatives from national authorities and consumer organizations advocating for consumer protection and education.
- Professionals from diverse sectors interested in promoting sustainability education.
- Public and private organizations providing support and inclusion services to adults.
- Learners seeking to enhance green competencies in sustainable consumption.

With this guide, you will discover how to get the most out of the apps and how to adapt it to your training material or squeeze the most out of it for your knowledge and competencies.

What will you find?

Covering **five key sectors** — **Food, Travel, Fashion, Home, and Tourism** — each topic includes **20+ Apps and resources** that can help you and your students with practical sustainability habits in everyday life.

These resources are:

- **Aligned with the DigComp (Digital Competences) Consumers Framework**

- **Structured along the consumer journey**

> Learning is a continuous process and the focus has now completely shifted to e-learning. Due to mobile phones and the various feature-oriented applications, students can learn at their pace and take their time at understanding things, as everything is just a click away.

The ECOnsumer's green apps compilation aims to foster a culture of **informed, sustainable, and empowered consumption**. Specifically, the initiative is designed to:

- SO1: Support the transition to eco-conscious e-shopping through a structured, accessible resource.
- SO2: Use mobile learning advantages (flexibility, personalization, on-the-go access).
- SO3: Raise educators' awareness of apps as powerful learning tools.
- SO4: Equip trainers with practical strategies to implement mobile tools in consumer education.
- SO5: Improve learners' sustainability knowledge and digital consumer skills.
- SO6: Enhance learning engagement, making education more accessible and enjoyable.

These objectives are at the heart of the ECOnsumer experience — equipping individuals not only with **knowledge** but also with the **confidence and tools** to make better decisions in the digital and consumer landscape.

By embracing the DigComp Consumers framework, consumers can enhance their digital capabilities and confidently navigate the evolving digital landscape.

Methodological Guidelines for Educators: Using the Green Apps Compilation in Adult Learning

ECOnsumer has a gamified digital learning experience focused on building digital and environmental competencies for more sustainable online consumer behaviour.

The 100+ apps are organized into **three key phases of consumer behavior**. Here's how to use that to your advantage:

- **Pre-Purchase Apps** help users investigate sustainability before buying - think apps that show product lifecycle, brand ethics, or carbon footprints.

- **Purchase Phase Apps** guide the buyer in real time, e.g., barcode scanners that reveal repairability scores or eco-labeling.

- **Post-Purchase Apps** help users manage what they own - like DIY repair guides, recycling apps, and reuse networks.

▨ **Tip:** Introduce this structure early in your training - use it as the backbone for lessons, reflections, or group discussions.

HOW TO NAVIGATE AND USE THE TOOL

To support effective use, the ECOnsumer website presents the apps in a clear, searchable format.

Here's how to use the table:

What's Included in the Table

The App Collection can be found on our website here.

You can change the language on the top right corner of the website. There, on the top, you will find three different options for narrowing your search. You can sort by:

1. **choosing the purchase stage.**

   There are three options you can choose: Before purchase, during purchase and post purchase. This means that you will limit your search to showing apps only from the chosen category.

   Before purchase apps help you to stay informed, make decisions before you buy, or look for other, more sustainable options.

   During purchase help you evaluate, compare, choose or go through the buying process. Those also involve marketplaces, shopping apps and other interesting resources.

   After purchase apps are mainly focused on maintaining the things you bought, exchange markets, selling, reusing, tracking, organising, and in general everything that concerns the after stage of the purchase.

2. **Theme**

   You can sort by thematic categories. The available categories are: Food, Travel, Home, Fashion, General sustainability, Tourism and Travel.

3. **Language**

   You can search apps available in your language. Available languages are: English, Portuguese, Polish, Spanish, Italian, German.

4. **Platform**

   You can choose to narrow the search to an operating system that you use.

How to Use It

- Sort apps by **stage, theme or language** to align with your lesson focus.

- Use the **reference column (description, purpose, did you know…)** to validate or explore further - transparency matters.

- Click on the **"GO TO THE APP"** button under the app's logo to download the app.

- Let learners **evaluate and critique** the apps themselves as part of the learning experience.

Disclaimer: The table is meant for learning and exploration only. It is not a ranked list or a promotional tool. The goal is to develop critical consumer awareness, not to endorse or promote specific tools or companies.

HOW TO TURN THE COMPILATION INTO A LEARNING RESOURCE

This isn't about lecturing with apps - it's about **learning *through* them**. You can use the below methods to help your students have a more interactive experience when teaching about sustainability.

a. Create Thematic Modules

Use real-life scenarios and apps together:

- *"Eco-Shopping Adventure"*: Learners explore pre-purchase apps to compare product sustainability.
- *"Sustainability Challenge"*: Use purchase apps in a mock-shopping activity.
- *"Fix It, Don't Ditch It"*: Explore post-purchase apps to promote repair and reuse.

b. Hands-On Assignments

- App scavenger hunt: Find and evaluate one app from each category.
- Group work: Compare two apps with similar purposes and discuss pros/cons.
- Journaling: Reflect on how an app changed a recent buying decision.

c. Encourage Flipped Learning

Give learners app-based homework and use classroom time for sharing, questioning, or solving case studies based on their app experiences.

Tip: Don't aim for perfection. Let them "play" with the apps—it's part of the learning process.

d. Building Digital Confidence in Educators

You don't have to be a tech wizard. Start small:

- Test 2–3 apps yourself before class.

- Discuss your experience openly with learners—they'll appreciate your honesty.
- Set up peer-exchange moments with other educators to share successes and mishaps.

Goal: Build your **digital teaching toolkit** at your own pace while modeling a growth mindset.

e. Assess Learning Progress (Simply!)

No need for long exams. Use light, engaging formats:

Short quizzes on app content or sustainabili

- Reflection journals about behavior changes.

Mini-presentations or digital posters summarizing what they learned fro

Measure what matters - **engagement, awareness, and willingness to act**.

f. Expand & Adapt: Transferability Across Subjects and Settings

This resource isn't just for sustainability education. It can also support:

- **Digital skills training**: Navigating and evaluating apps.
- **Critical thinking**: Questioning sources and green claims.
- **Soft skills**: Communication, collaboration, problem-solving.

Plus, it works in:

- **In-person classrooms**
- **Remote learning**
- **Blended models**

Anywhere your learners are, the learning can go too.

Additional materials

You can also access resources from other Erasmus+ projects to help you include the gamification method into your teaching programmes and use ready-made, free curricula:

Digital Edu Skills Handbook

This handbook is designed to help educators integrate digital tools into teaching practices with a focus on green skills and sustainability education. It offers methods and examples to support:

- Eco-conscious behavior

- Digital competence in education

- Curriculum enrichment using digital resources

[Download the GoBeEco handbook](#)

Shift2Green Guidance Tool

An interactive tool designed to guide **SMEs and VET educators** through the process of **ecological transformation**.

Features for Educators:

- **Methodology** to develop digital resource-based curricula

- **Gamification-based curriculum** to inspire sustainable behaviors among VET students

- Helps incorporate **green habits into workplace training**

[Shift2Green Guidance Tool](#)

Conclusion

The Green Apps Compilation and this accompanying Methodological Guide are **available free of charge** on the eConsumer platform. Trainers, educators, and learners can access the collection and integrate it into their teaching or personal learning journeys.

⚠️ **Important Note**: This compilation is provided purely for educational purposes. It does not represent any commercial partnership, sponsorship, or endorsement of the apps listed. The selection is based on publicly available information, and inclusion in the resource does not imply a recommendation.

By using this guide and the app compilation, you're contributing to a growing culture of digital sustainability education, helping learners make informed and responsible choices.