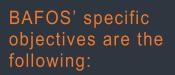


NEWSLETTER



1. Enhance target groups' awareness on the importance of preventing food waste and loss.

2. Create ready-to-use guidelines on avoiding food waste.

3. Create a digital environment that can be used at school.

 Make school more engaging for students by using Minecraft.

5. Change the focus of teaching methods adopted in schools (from teacher-centered to student-centered).

6. Encourage individuals to lower their levels of food wastage on a daily basis.



Boosting school Awareness about FOod IoSs

Co-funded by

the European Union

About our project

The issue of food loss is huge in the European Union: every year, almost 88 million tons of waste is produced by consumers and by the supply chain. To tackle this transnational problem. and sustainable develop food а system, the EU has adopted resolutions targeted at monitoring and reducing wastage during the production stages , and for consumers to choose products that have neutral environment effects.

The BAFOS- Boosting School Awareness about Food Lossproject wants to contribute in confronting the issue of food waste, by involving both students and representatives of the supply chain in spreading knowledge and researching sustainable solutions. . In particular, the project's aim is to engage students in discussing the causes and consequences of food loss and STEM subjects, through the development of an Adventure for the Minecraft Education Collection.

The idea behind the project is that encouraging learners to become advocates against food waste in their communities will promote positive change and have relevant positive impacts in everyday consuming habits





The BAFOS project's Partnership is composed by a group of 7 Organizations, coming from 5 different European countries (Netherlands, Italy, Spain, Greece, and Ireland). The Partners were chosen because of their demonstrated experience and their complementary expertise and networks, which will ensure high quality

CONSORTIUM



The project will follow the implementation of two different results:

1- Food Waste Transnational Research: the aim is to develop a report on the issue of food waste at national level first, and then a final transnational report using the cumulative data. The gathering of the information will be carried out through desk research (collection of Best Practices and success stories) and field research (interviews and focus groups)

2. Food Waste Adventure in Minecraft Collection: the objective is to transmit the importance of avoiding food waste and loss to students using a digital game, Minecraft, that will be able to engage and motivate

LAST EVENTS

Acofesal Asociación presented BAFOS project at their 2022 international congress at the Faculty of Medicine of the Complutense University of Madrid





ADACI presented BAFOS project at their Fucina 2022: Tavola Alimentare & GDO in Milan





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