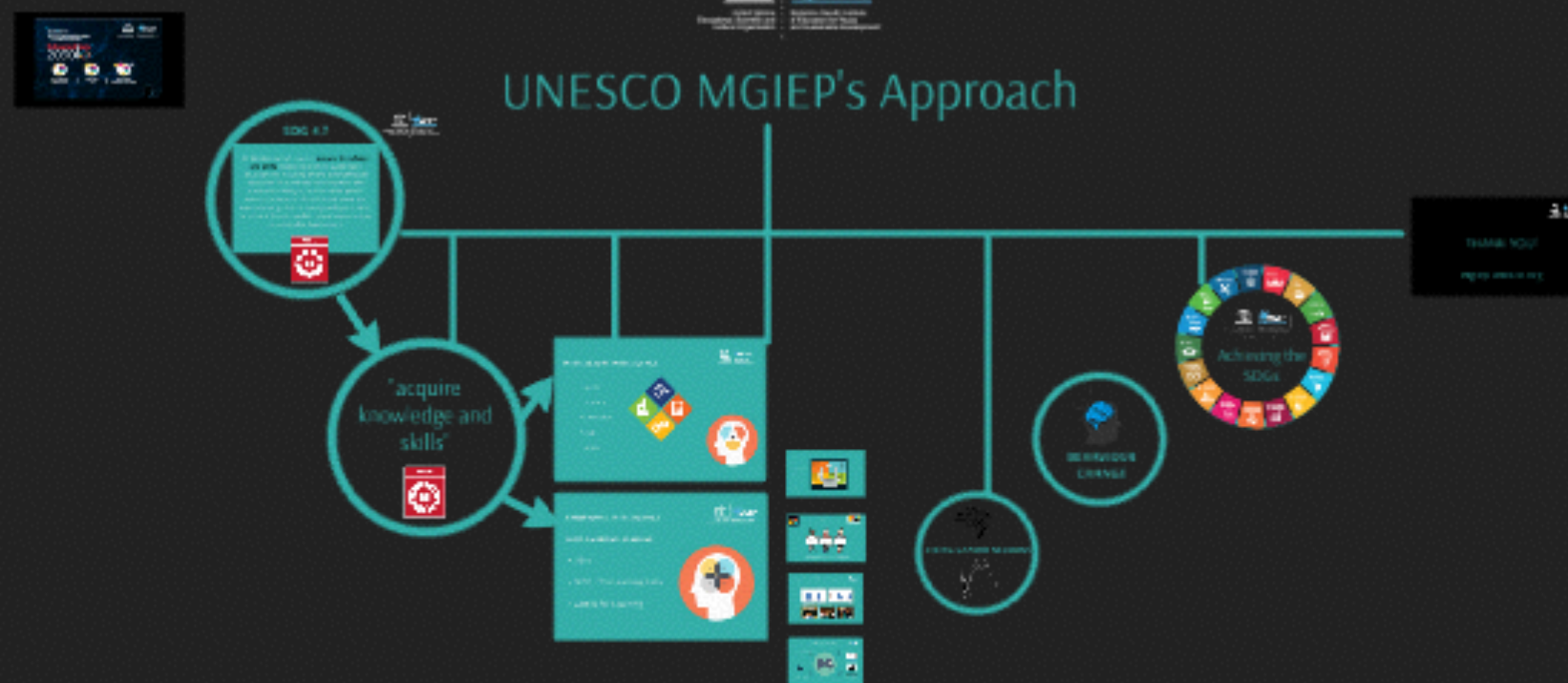




UNESCO MGIEP's Approach



**BUILDING
SOCIO-EMOTIONAL
LEARNING FOR**
Education
2030



**LEARNER
CENTRIC**



**YOUTH
LED**



**DIGITAL
PEDAGOGIES**

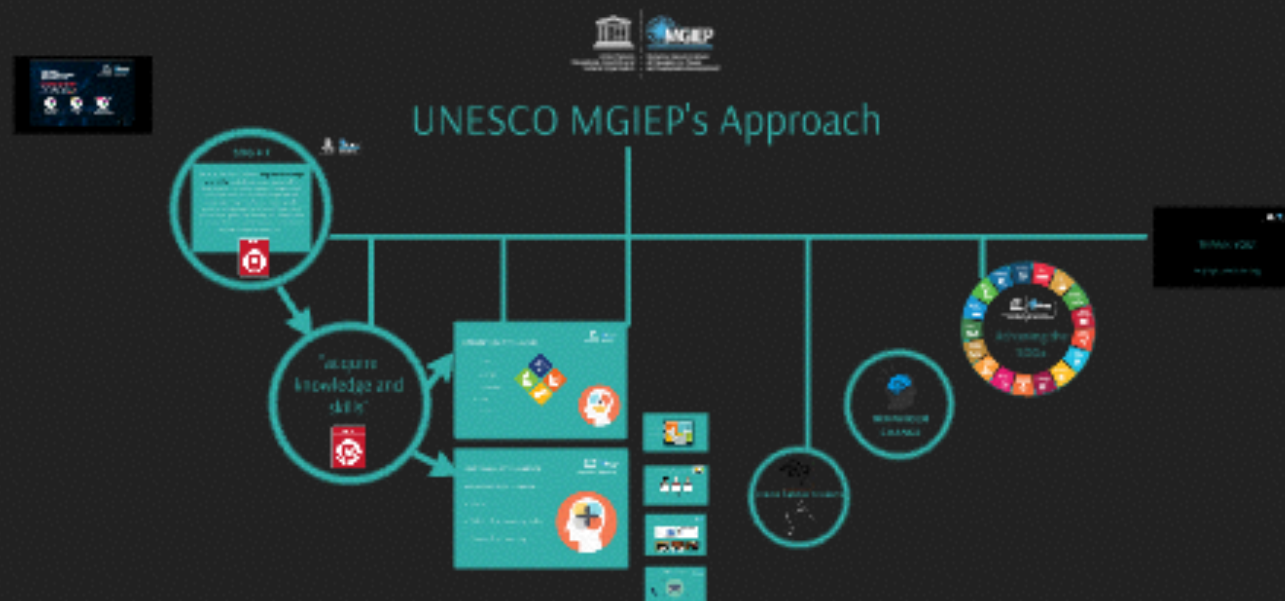


United Nations
Educational, Scientific and
Cultural Organization



Mahatma Gandhi Institute
of Education for Peace
and Sustainable Development







United Nations
Educational, Scientific and
Cultural Organization



Mahatma Gandhi Institute
of Education for Peace
and Sustainable Development

SDG 4.7

BY 2030 ensure all learners **acquire knowledge and skills** needed to promote sustainable development, including among others through education for sustainable development and sustainable lifestyles, human rights, gender equality, promotion of a culture of peace and non-violence, global citizenship and appreciation of cultural diversity and of culture's contribution to sustainable development.

TARGET 4.7



"acquire
knowledge and
skills"



INTELLECTUAL INTELLIGENCE

- MATH
- SCIENCE
- LANGUAGE
- ESD
- GCED



EMOTIONAL INTELLIGENCE



SOCIO-EMOTIONAL LEARNING

- Libre
- DICE - The Learning Labs
- Games for Learning



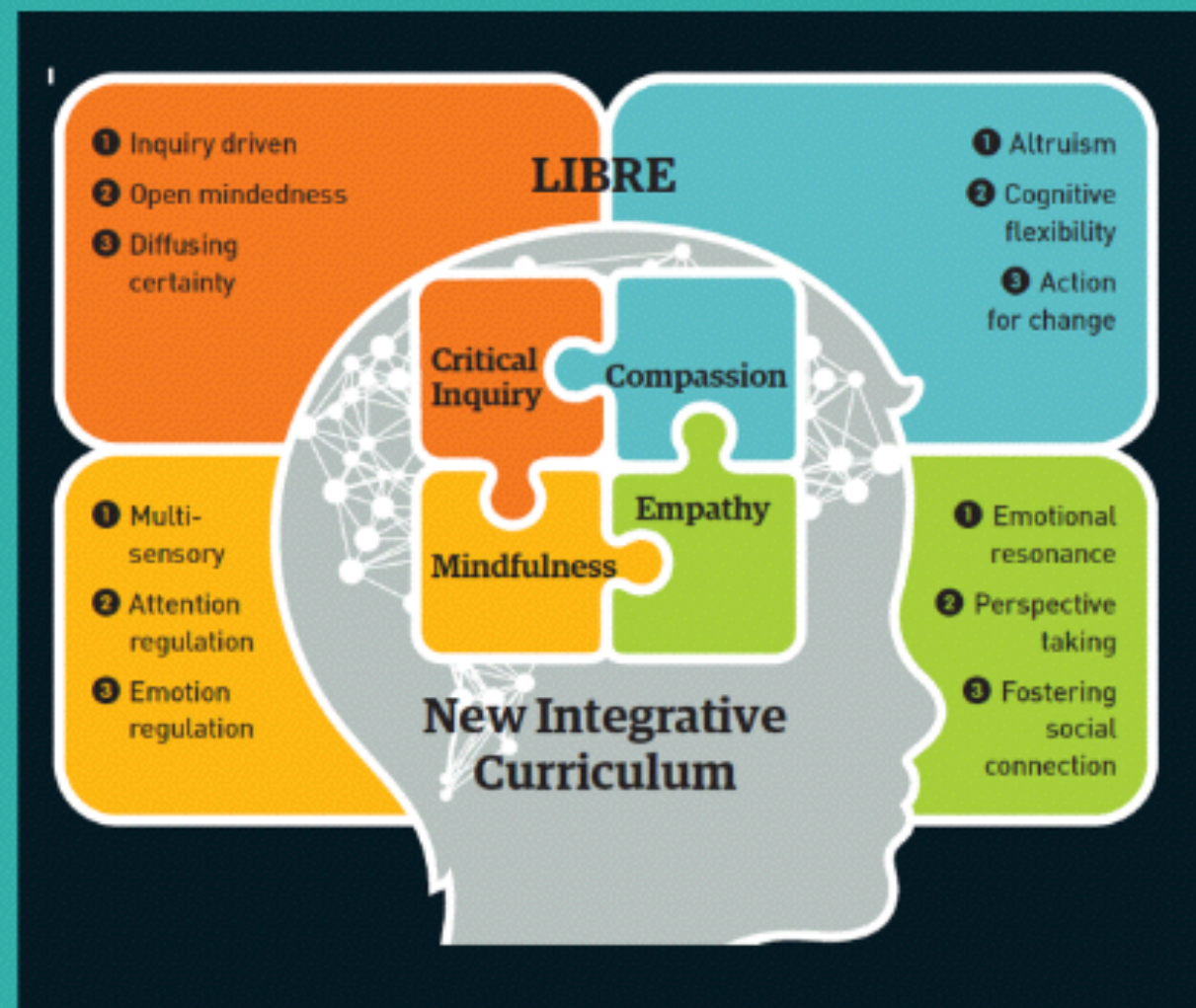
Libre

Critical Inquiry

Mindfulness

Empathy

Compassion



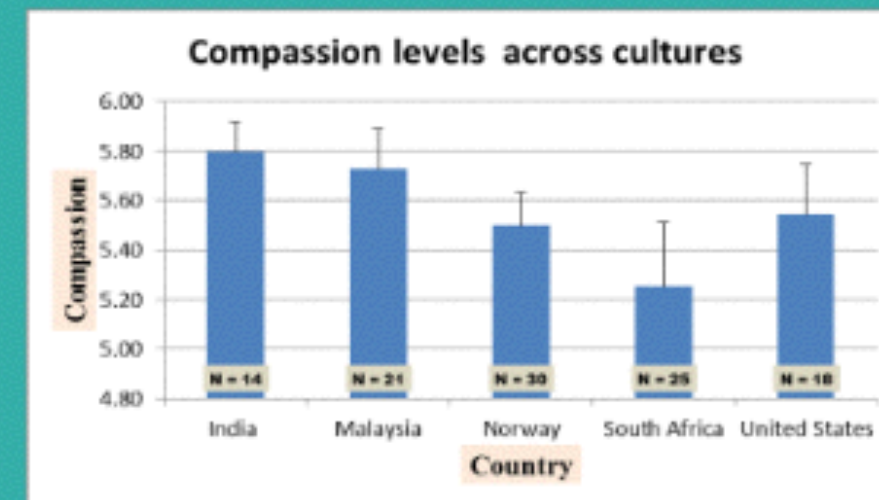
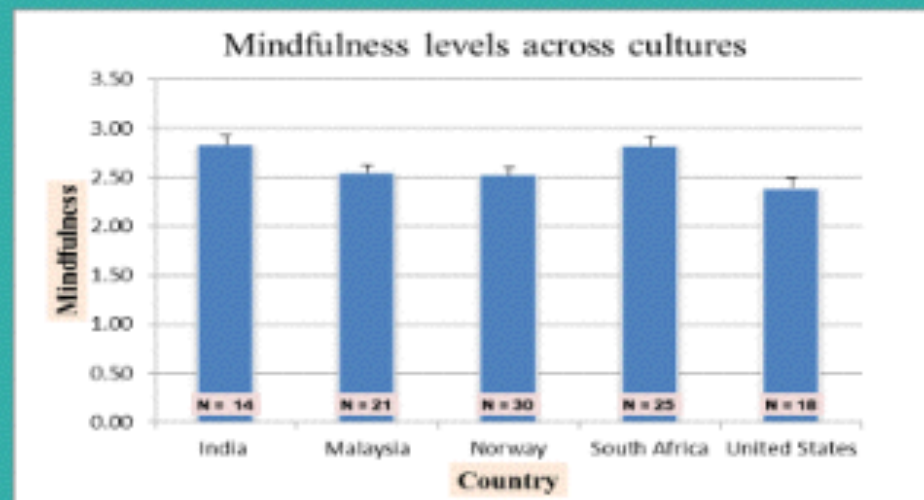


Digital Intercultural Exchange (DICE)

*Harnessing the potential of Digital
Dialogue for socio-emotional learning*



First cross cultural study of mindfulness and compassion in adolescents, 150 students (12-14 years)



Games for Learning

WORLD RESCUE

4



cantor's world

CANTOR'S WORLD

3



1

TECH 2018



Game Hub

GAMES FOR
LEARNING HUB

2





FIRING GANDHI NEURONS





BEHAVIOUR CHANGE





THANK YOU!

mgiep.unesco.org



UNESCO MGIEP's Approach

