SDG4: Inclusive and quality education and lifelong learning for all by 2030
Overview

- ‘...education affects other dimensions of sustainable development both directly (through increased awareness and capacity) and indirectly (through improved job opportunities). Education is both an end, a goal in itself, but also a means through which other Goals are to be met.’

Barakat & Bengtsson (2016) Education as a Driver of Sustainable Change: Education & the Sustainable Development Goals, INTERNATIONAL INSTITUTE OF APPLIED SYSTEMS ANALYSIS (IIASA), Vienna, Austria, p.5.
PedRIO: our expertise

- Inclusive education
- Widening participation and retention
- Educational development
- Teaching qualifications (HE)
- Professional development and evaluation
- Bridging of society and academy – public engagement
- Capacity building
Innovation in education for sustainable development ‘hub’ for global challenges

‘More than scaling up’: A critical and practical inquiry into operationalising sustainability competencies
Mind the gap: Chinese perceptions of sustainability and implications for teaching business and economics

Professor Debby Cotton

Dr. Jennie Winter
UNESCO

**Global Education Monitoring Report**

*Education for people and planet: Creating sustainable futures for all*

**Symposium**

‘The Sustainable University’

Prof. Stephen Sterling
Plymouth University, UK

Professor Stephen Sterling
CAMERA

- Training
- Regulating
- Engaging
- Digitalising
Training the healthcare workforce

Dr. Tom Gale

Plymouth role in Sierra Leone Ebola-free status

Plymouth medical educators and technicians have played a role in helping Sierra Leone become Ebola-free
Regulating the healthcare workforce

Dr. Julian Archer
Engaging communities in healthcare

Public and Patient Involvement (PPI)

Dr. Sam Regan de Bere
Digitalising to support training, sustaining, regulating and engaging

Dr. Arunangsu Chatterjee ‘AC’

A VR App where you can experience putting a casualty into the basic recovery position

Google Cardboard VR
Step By Step Instructions
Multiple angles
Digital Innovation

- Learning Analytics
- Digital Literacy & Fluency
- Digital Learning Environments
- Mobile Apps for supporting the Student Experience
- Pedagogies for Blended and Distance Learning

Professor Neil Witt
Gaming and Simulation enhanced Learning (GSeL)

World-first film aims to improve children’s oral health

For the first time in the world, immersive vision technology has been used to produce an animated film designed to improve the oral health of children.
PedRIO: our offer

- Understanding the educative angle of projects
- Developing learners wherever they are
- Strong focus on skills, competencies, pedagogies, technologies
- Turning research ideas into active learning for students, anywhere