

**MATIÈRE**

Écologie

**THÈME DE LA LEÇON**

Qu'est-ce qui est créé à partir des déchets ?

**PUBLIC CIBLE**

16-18 ans

**OUTIL**

Flash Mind

**ACTIVITÉ**

A presentation on what can be made from recycled materials from waste.

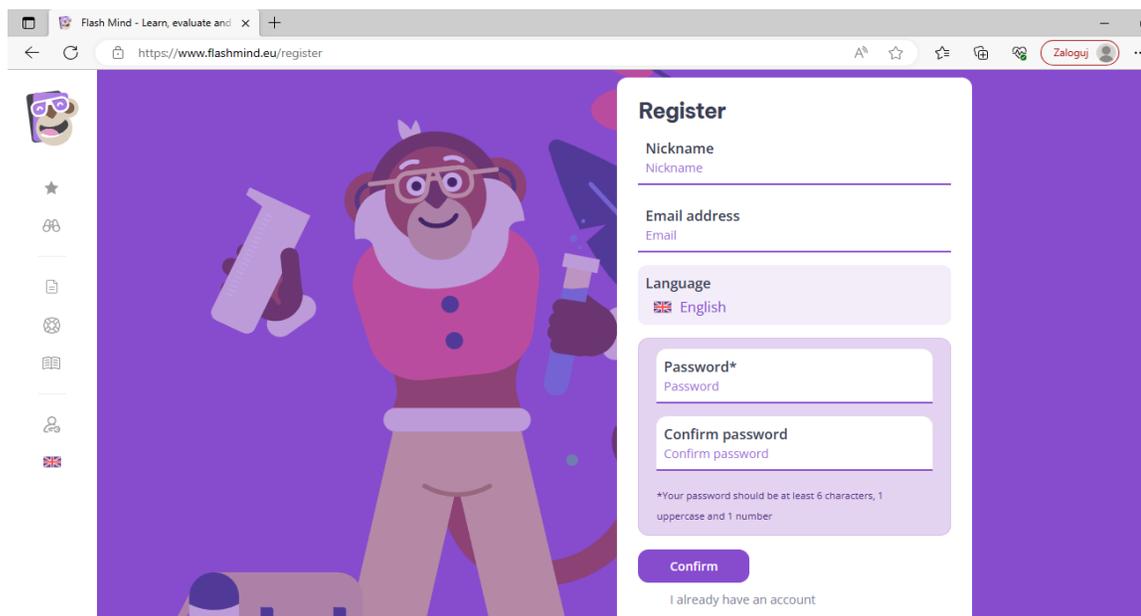


RESSOURCES: Informations sur la décomposition des déchets, le tri, l'extraction des matériaux recyclables et les ecolabels sur les emballages pour consolider les connaissances de la leçon précédente. Des liens utiles sont disponibles dans la section "Ressources" de la séquence pédagogique n°13.



ÉTAPES – DÉBUTER

1. Allez sur le site web : [FlashMind](https://www.flashmind.eu)
2. Ouvrez le Flash Mind pour vous inscrire et créer un compte avec votre adresse email.



The screenshot shows a web browser window with the URL <https://www.flashmind.eu/register>. The page features a purple background with a cartoon monkey character wearing glasses and holding a notepad and a pencil. On the right side, there is a registration form titled "Register" with the following fields:

- Nickname (with a placeholder "Nickname")
- Email address (with a placeholder "Email")
- Language (with a dropdown menu showing "English")
- Password* (with a placeholder "Password")
- Confirm password (with a placeholder "Confirm password")

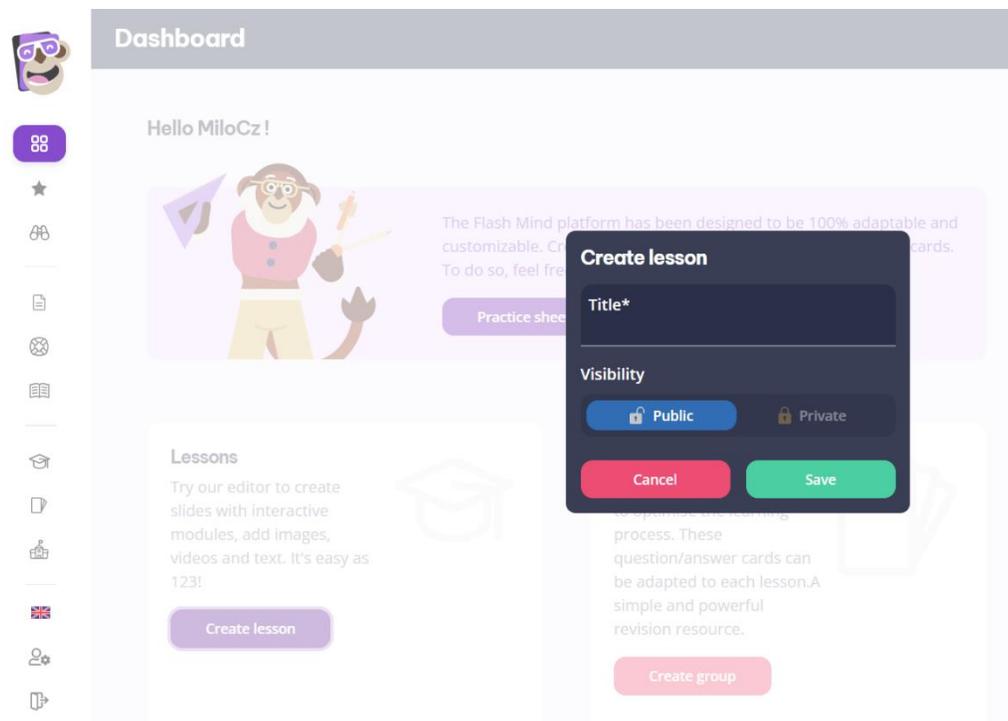
Below the password fields, there is a note: "*Your password should be at least 6 characters, 1 uppercase and 1 number". At the bottom of the form, there is a "Confirm" button and a link: "I already have an account".





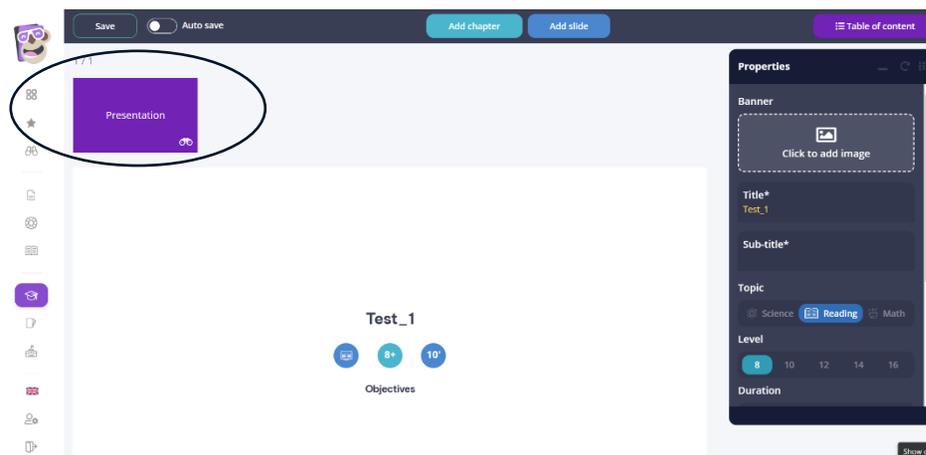
PRÉPARER L'ACTIVITÉ

1. Choisissez une forme d'activité.
2. Créez une nouvelle leçon.

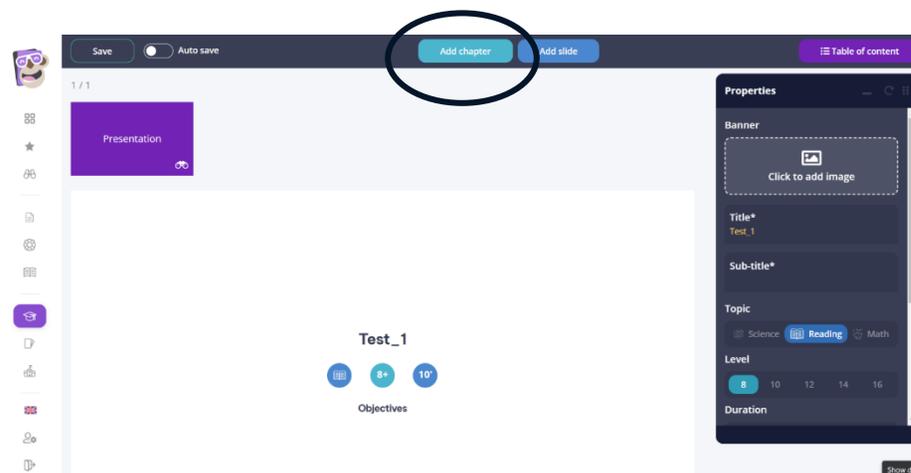


The screenshot shows a user interface for a learning platform. At the top, there's a 'Dashboard' header. Below it, a greeting 'Hello MiloCz!' is displayed. A central banner features a cartoon character and text about the platform's adaptability. A 'Create lesson' modal dialog is open in the foreground, containing a 'Title*' input field, a 'Visibility' section with 'Public' and 'Private' options, and 'Cancel' and 'Save' buttons. A 'Lessons' section is visible in the background, with a 'Create lesson' button. A 'Create group' button is also present at the bottom of the dashboard area.

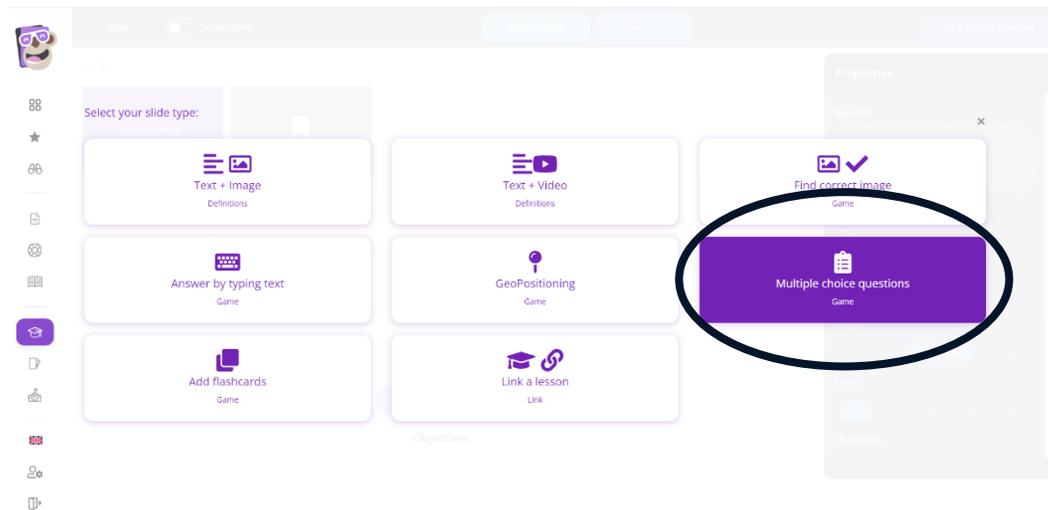
3. Paramétrez la présentation.



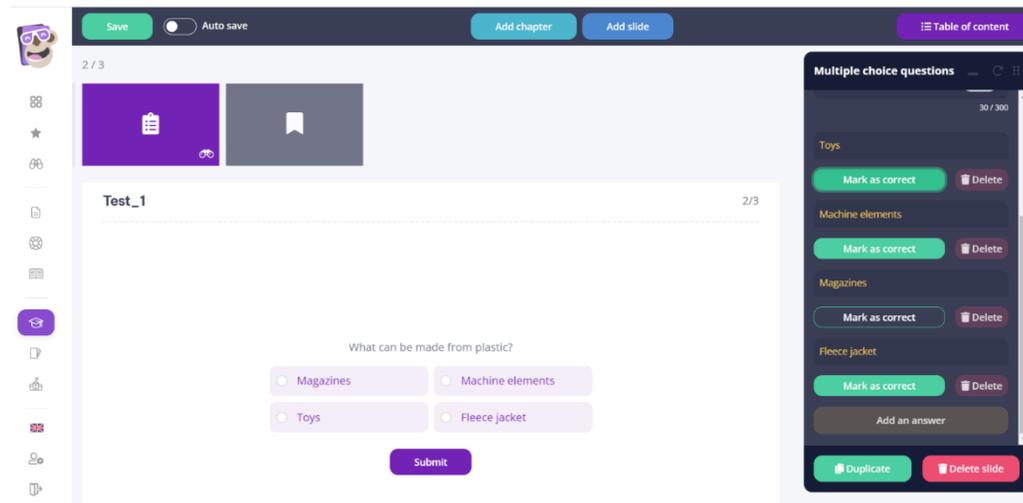
4. Cliquez “Add chapter”
(Ajouter un chapitre).



5. Sélectionnez "Multiple choice questions"
(Questions à choix multiple).



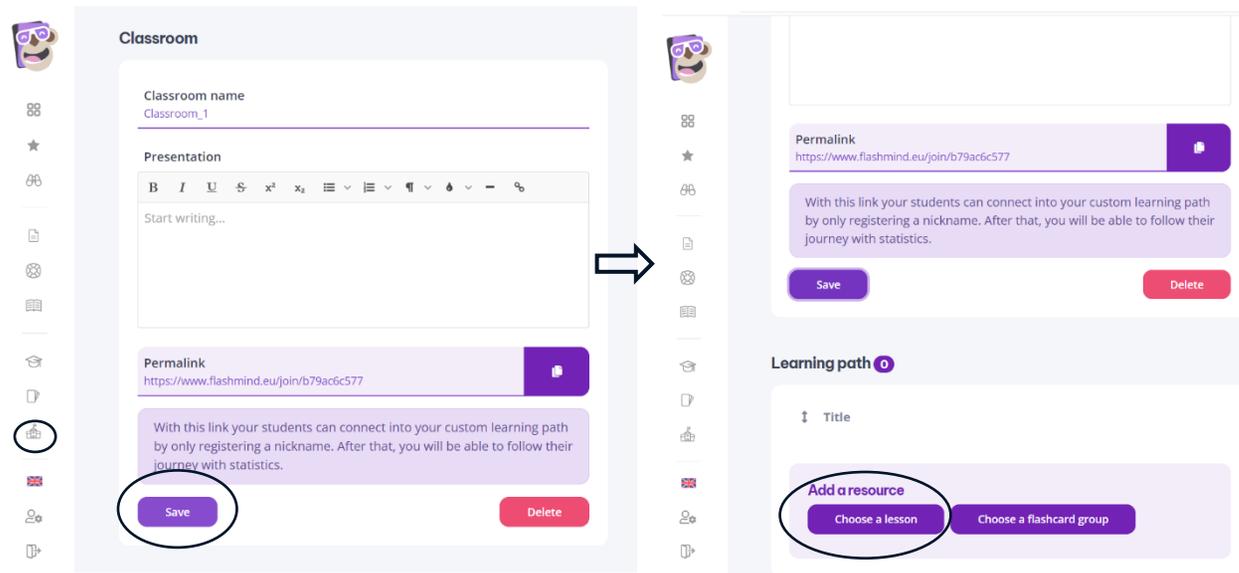
6. Cliquez sur "Add slide"
(Ajouter une diapositive).





ENREGISTRER ET PUBLIER

1. Créez une salle de classe.



The image shows two screenshots of the FlashMind interface. The left screenshot is titled 'Classroom' and shows a form with the following fields: 'Classroom name' (filled with 'Classroom_1'), 'Presentation' (with a rich text editor containing 'Start writing...'), and 'Permalink' (filled with 'https://www.flashmind.eu/join/b79ac6c577'). A 'Save' button is circled in red. The right screenshot shows the 'Learning path' configuration screen with a 'Title' field and an 'Add a resource' button, which is also circled in red. A white arrow points from the 'Save' button in the first screenshot to the 'Add a resource' button in the second.

2. Donnez aux élèves le permalien suivant pour entrer dans la leçon: [exemple](https://www.flashmind.eu/join/b79ac6c577)