



# SCHOOL INVOLVEMENT

Highlighting career opportunities within a specific sector by engaging pupils, training teachers, and developing school materials.

## **COPENHAGEN GAMING WEEK 2024**

Before the festival's official opening, more than 2,000 children from local primary schools and high schools took part in a career day. The career day highlighted specific career opportunities within the industry of gaming and esports. For example, the children were introduced to basic coding and learned about success stories from influential people from the industry.

*Partners: The City of Copenhagen, Bellagroup, Games Denmark, Blackbox Media, Copenhagen Legacy Lab, and more.*

## **WINDEUROPE 2025**

Before the congress, five school classes were involved in testing a new educational toolkit "Designing wind turbine blades using makerspace technology". After the test period, the children were invited to participate in a one-day Wind Camp in parallel with the congress. The Wind Camp was visited by 50 influential people from Europe's wind industry to experience how the educational system collaborates with the wind industry in Denmark (public-private partnership).

*Partners: WindEurope, Energy & Water - Greater Copenhagen Living Lab, Green Power Denmark, HOFOR, and Copenhagen Legacy Lab.*