

NEWSLETTER #2 - NOVEMBER 2025

# OSCAR

*Fostering YOUTH Behavioural Change Towards Sustainable Choices Concerning  
Waste of ElectRonic Devices*



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## OSCAR WORKSHOP IN VALLADOLID

14-15 October 2025 | Centro Cívico Zona Sur, Valladolid (Spain)

Over two days in Valladolid, youth trainers from partner countries met under the **OSCAR** project to test the created resources that turn awareness of **e-waste into youth-led action**. Participants discussed national realities, trialed **Augmented Reality (AR) case studies**, and collaboratively reviewed the **OSCAR Modules** to ensure activities are engaging, and easy to deliver in youth spaces.



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Participants: 10 youth trainers from partner countries



Focus: E-waste, AR learning, behaviour change



Format: Hands-on sessions, peer review, co-design



Outputs: Trainers' Guide structure; revised teaching modules & AR cases

## Highlights from the 2 days

Partner Country factsheets: a quick tour of e-waste realities, barriers, and messages that resonate with youth.

AR case studies testing: hands-on trials and feedback on what needs improvement.

Module review: clearer instructions, timing, and formative checks.

Guide co-design: structure, and activity sequences.

Visited a local recycling centre: a valuable experience in knowing how waste is recycled in Valladolid and inspired ideas for integrating these insights into improved teaching materials.

### What's next

1. Integrate upgrades across AR case studies and Modules.
2. Finalise and publish the Trainers' Guide.
3. Grow the multiplier network in youth spaces.



On **International E-Waste Day 2025 (October 14)**, the global community turned its attention to one of the most urgent challenges of the digital era: recovering Critical Raw Materials (CRMs) from discarded electronics.

**Key facts:**

- In 2022, the world generated 62 million tonnes of e-waste.
- Only about 22% of e-waste was collected and recycled in 2022.
- Materials like lithium, cobalt, nickel, rare earths, silicon, tungsten and more are embedded in electronic devices.

Every device you recycle, no matter how small, contributes to the circular economy and helps recover materials essential for green energy, digital tech, and sustainable development.



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