Marie will discuss education for sustainable development in relation to STEM and place-based learning in early years. Previous and ongoing research projects will serve as examples of how:

- children's use of Augmented Reality technology in different local places can help their learning about the sustainable development goals.
- puppets can be used during interviews with children about their view of, and connection to, nature.
- children's movie-making about a science phenomenon on computer tablets can promote their learning in STEM.

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