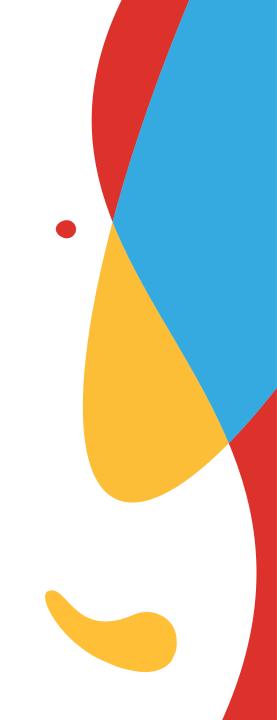


## Sincerely, food: innovative ideas to fight food waste

# Dr. Zita ČEPONYTĖ





- *1. Sincerely, food* story
- 2. Consumer's role
- 3. Global education approach
- 4. Key messages
- 5. Audio-visual and infotainment materials
- 6. Printed materials
- 7. Public events and infotainment
- 8. Trainings, workshops and labs









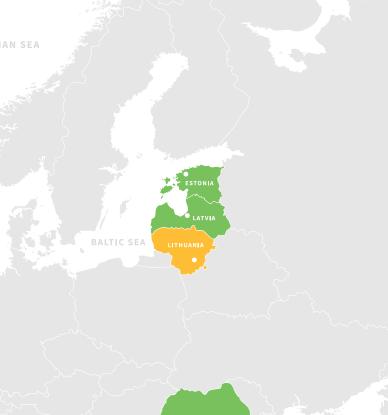
#### Sincerely, food partnership

Lithuanian Consumer Institute (LT)

- 🕨 Bioselena (BG )
- Centre for education and informing consumers (HR)
- The Estonian Union of Co-operative Housing Associations (EE)
- Green Liberty (LV)
- InfoCons (RO)

ncerelv,

AKTI Project and Research Centre (CY)



BULGAR

**BLACK SEA** 



# From the field to the fork: where the biggest amount of food is wasted (in EU)?

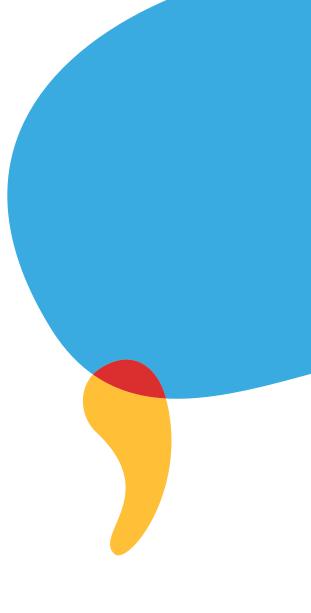




FUSIONS, 2016; Priefer et al., 2016











### Sustainable development goals

- SDG 12: sustainable consumption and production
- SDG 13: combat climate change
- SDG 2: end hunger, achieve food security and improved nutrition and promote sustainable agriculture
- SDG 14, SDG 15: sustaining life bellow water and on land



Source: UN in collaboration with Project Everyone





Food is a precious resource: it takes a lot of time, human work and resources to produce it.

Consumers have a big role to play in tackling food waste: more than a half of food waste EU-wide is generated in homes.

Each of us and we all together can make a difference: we can minimise our losses by using up our food and avoiding food waste







#### Animations

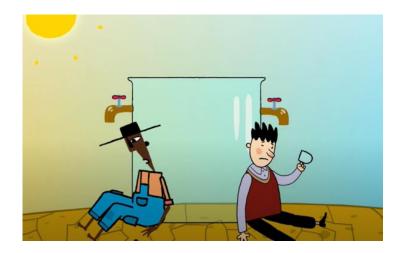
- Video tips
- Interactive quizzes
- Infotainment games





#### Animations. Series of kitchen stories.

- Kitchen stories: The Forest
- Kitchen stories: Water
- Kitchen Stories: The bees





























- Tomato's Journey
- Best Before
- Kitchen Fortune
- 🗕 Happy Fridge
- Wasteless Bingo
- Grocery Memory
- Rescue Ring
- Wasteless Jenga
- 🕨 Wet Game







**Tomato's Journey** gamifies the idea of the life cycle of a product and avoidable food loss. It features two connected boards perforated by "waste holes": the players have to bring the tomato (a ball) to the "consumer's mouth" by manipulating two handles while avoiding "waste holes" on their way.



sincerely, food



**Best Before** deals with the two types of food product expiration dates, helping consumers see the difference between them in order to reduce household food waste. The player has to hang pictures on the board according to the products' expiration dates.







**Kitchen Fortune** features a big wheel with several types of questions on it (defining key words, global facts, consumer behaviour, etc.), modelled after the "wheel of fortune". The player spins it to be challenged by a question at which the wheel's arrow stops.







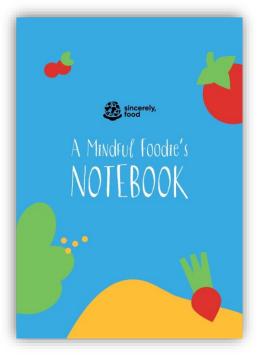
**Happy Fridge** gamifies the idea of proper storage of food at home. The player has to put "products" in the fridge, deciding which area of the fridge the product needs to be placed to in order to store it properly.

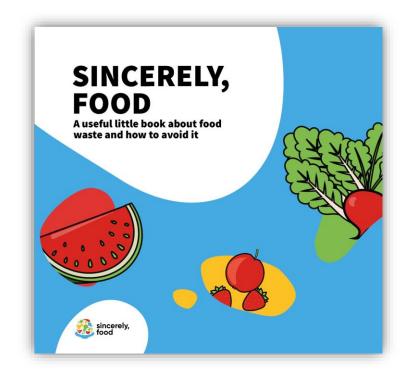






- A Mindful Foodies Notebook
- SINCERELY, FOOD: A useful little book about food waste and how to avoid it







#### Trainings, workshops and labs

- National and EU debates
- Tournaments in communities
- Interactive infotainment at festivals
- Food labs
- Food waste themed installations
- Simulation-based trainings
- Story-telling workshops
- Trainings in working places
- Installations
- Stakeholder meetings































## Thank you. www.sincerelyfood.eu















#### This project was produced with the financial support of the European Union. Its contents are the sole responsibility of Lithuanian Consumer Institute and do not necessarily reflect the views of the European Union.



#### The presentation is part of the project "Global learning approach on food waste in non-formal education".

© — 2020 — Lithuanian Consumer Institute. All rights reserved. Licensed to the European Union under conditions.