

WATER CLOUD

Educational resources for inclusive and sustainable futures Project Proposal

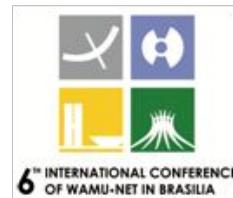
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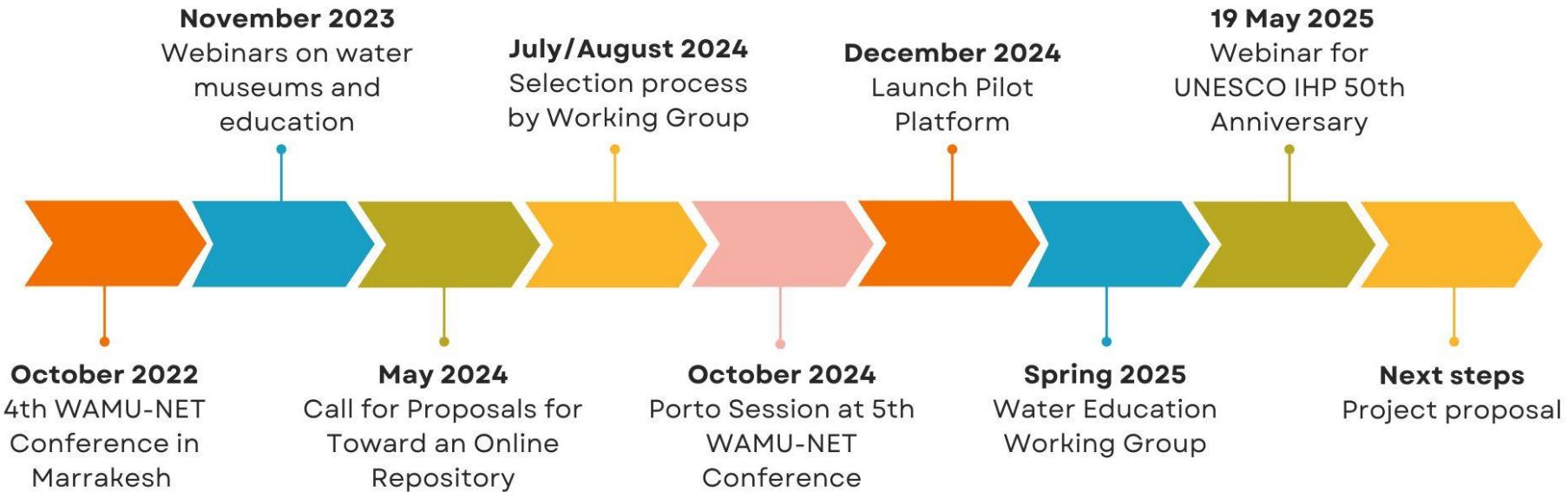


Water Cloud - Introduction

- Envisioned as a **digital repository of educational resources**, designed for museum visitors worldwide, and especially young people.
- Represents a unique opportunity to showcase the diversity, expertise, and collaborative spirit of the WAMU-NET network and to create new synergies with the **UNESCO Water family**.
- Supports one of the core strategic priorities of **UNESCO's IHP-IX (2022–2029)**: *“Water Education in the Fourth Industrial Revolution including Sustainability.”*
- Reflects **WAMU-NET's long-standing commitment to fostering water sustainability education**, in alignment with the principles outlined in **UNESCO-IHP Resolution n. XXIII-5 (2018)**.



Background



Pilot platform

Water Cloud
Home → Education → Water Cloud

Water Cloud: Resources for Inclusive Sustainable Futures

At its 5th International Conference in Porto (October 2024), the Global Network of Water Museums proudly launched an ambitious initiative: the creation of **WaterCloud**, an online repository dedicated to water education. This platform will offer students, teachers, and museum professionals a single, easy-to-access space for water education resources, tools, and good practices.

To implement this vision, WAMU-NET convened an Education Working Group throughout 2024. In May, a [call for proposals](#) enabled us to select a limited number of educational tools to be presented during a dynamic session at our Porto conference. These vibrant discussions showcased diverse approaches to water education and led to collectively choosing the project's title: **Water Cloud: Resources for Inclusive Sustainable Futures**.



Water Classrooms | Living Waters Museum, India

Water Classrooms

Resource by Living Waters Museum, India

www.waterclassrooms.in

This is a multidisciplinary and inclusive water education resource for middle school students, designed to integrate water pedagogy into school curricula. It consists of four modules—Water and the Self, Shared Waters, Our Water Systems, and Water and the Planet—using games, activities, and facilitator notes to explore water's cultural, social, and technical aspects.

Education for Sustainable Development is recognised as an integral element of SDG 4 and a key enabler for all other SDGs. However, there is no single framework to infuse ESD in school curricula. While water is a crosscutting issue for many disciplines, in India there is an overarching emphasis on physical, technical and scientific aspects of water. Issues and practices related to WASH for example, are rooted in cultural beliefs and local contexts which include relations of power shaped by gender, caste and class which are barely discussed in classrooms.

The project sought to develop multidisciplinary and inclusive water pedagogy for middle school children, through an intensive participatory process engaging educators, academics, NGOs and artists working on water issues in Pune.



Components of the project proposal

1. A **digital library** that collects, organizes and provides free use of education materials from WAMU-NET partners and other institutions.
2. Practical **support to water museums**, by adapting the available resources to their needs and providing new materials.
3. A **task force** composed by up of four part-time staff for at least three years (2026-2026 – pilot phase).
4. Task force coordinated by a high-level **Steering Committee** and the WAMU-NET **Education Working Group**.
5. Hosted initially on **WAMU-NET website** and then by a committed WAMU-NET partner.



Project proposal (2026-2028)

WP1: Collection and Compilation of Educational Resources

Objective:

- Develop the **Water Cloud** digital library: collect **high-quality and diverse educational materials** from WAMU-NET members and the **UNESCO Water Family**.

Key Activities:

Collect two types of content through the call:

- Educational resources:

- Focused on **freshwater sustainability and awareness**
- **Already developed and adaptable** to other contexts
- Designed for **students, young people, and museums educators**

- Water stories:

- With **educational relevance** (for children, youth, or adults)
- Preferably with **drawings or multimedia elements**

Promote the Call through:

- WAMU-NET channels & partners' websites
- **UNESCO-IHP** and UNESCO Water Family platforms
- Direct outreach to selected UNESCO-affiliated institutions



WP2 – Review, Selection, and Categorization of Resources

Objective:

- Review, curate, and organize all submitted resources
- Collaborative work involving:
 - **Steering Committee**
 - **WAMU-NET Education Working Group**
 - **Project team** (Project Manager, Assistant, Communication Manager)

Key Activities:

- **Establish a Steering Committee:** Museum professionals and UNESCO Water Family experts
- **Systematic review & categorization** of resources by:

- **Age Group** (e.g. 6–9, 10–12, 13–18, teachers)
- **Thematic Focus** (e.g. Water & Culture, Climate Change, Health, Agriculture, Gender,)
- **Geographic Area**
- **Language**
- **Type of Resource** (e.g. toolkit, guide, case study)



WP3 – Design & Launch the Water Cloud Repository

Objective:

- Create a **user-friendly, multilingual digital library** (Open Access Repository)
- Host and publish **curated water education resources and stories**
- Organize content using the categories defined in **WP2**
- Enable **intuitive navigation and access in multiple languages**

Key Activities:

 **Design the Water Cloud repository**

 **Develop intuitive interface**

 **Collaborative effort**

 **Pilot and test**

 **Ensure long-term sustainability:**

WP4 – Support Museums & Build a Learning Community

Objective:

- Support **under-resourced museums** in adapting and using Water Cloud resources
- Establish a **Community of Interest** of museums, educators, and institutions

Key Activities:

Open Call for Support:

- **Min. 8 applications/year** selected by the Steering Committee
- Tailor educational resources to local water challenges and audiences
- Support provided by the **dedicated Task Force and Steering Committee**

Contextualization & Inclusion:

- Assistance with **translations**, including **indigenous languages**
- Materials adapted for **digital and print** formats

Create a Learning Community:

- Regular meetings and webinars among educators, museums, and experts
- **Peer review** and knowledge exchange through the Community of Interest

WP5 – Immersive Video Installation & Interactive Station

Objective:

- Create an **immersive video installation** and **interactive station** at the **Host Institution** to showcase the **Water Cloud Repository**
- Offer visitors an **emotional, engaging, and user-friendly** experience of global water education resources
- Highlight stories, challenges, and opportunities to foster a “**new culture of water**”

Key Activities:

-  Design and produce an **immersive video installation**

Interactive Global Map:

- Show geographic origins of resources
- Highlight most active water museums worldwide

Storytelling Integration



WP6 – Project Management

Objective:

- Ensure **efficient, timely, and high-quality** implementation of all project activities
- Coordinate across teams and maintain alignment with **UNESCO-IHP** priorities

Key Activities:

Steering Committee and Education Working Group coordination

Develop roadmap & timeline: Monitor progress and milestones

Hold regular coordination meetings: Identify challenges, track implementation

Budget monitoring & financial oversight: Ensure **transparency** and **accountability**

Prepare reports

Liaise with UNESCO-IHP Secretariat: Ensure alignment with **UNESCO's educational and sustainability goals**



WP7 – Communication & Dissemination

Objective:

- Maximize the **visibility, impact, and outreach** of the Water Cloud project
- Share results, stories, and resources with diverse audiences

Key Activities:

 **Develop Communication Strategy**

 **Maintain project presence online**

 **Promote via multiple networks:**

WAMU+NET, UNESCO-IHP, mailing lists, institutional websites

 **Organize outreach events:**

Webinars, online forums, community feedback initiatives

 **Encourage engagement:**

Drive participation in **Open Calls** and Water Cloud activities



Outcomes & Impact

- **Launch a new Open Access Repository**
- **Install an immersive video experience + interactive station**
- **Support 24+ museums/institutions from LICs**
- **Strengthen global cooperation**
- **Contribute to UNESCO-IHP Phase 9 (Priority 2)**



Project budget (2026-2028)

Category	Estimated Cost in € (36 months)
Project manager (part-time 2 WDs/week)	48,000
Project assistant (part-time 2 WDs/week)	42,000
Communication manager (1,5 WDs/week)	36,000
Administration and finance (1 WD/week)	21,000
Repository Development and Maintenance	18,000
Translations	12,000
Events and Webinars	10,000
Steering Committee (external experts), EWG Education Working Group and Community of Interest	36,000
Technical visits	30,000
Immersive Installation and Interactive Station	80,000
TOTAL BUDGET (€)	333,000



Discussion & Questions

Open discussion chaired by Sara Ahmed (Living Waters Museum, India) with:

- Bernard Combes (Senior Expert in Education)
- Ellen Freedman Schultz (Fairmount InterpretiveCenter, Philadelphia, US)
- Margarida Filipe (Museu da Agua, Lisbon, Portugal)
- Eriberto Eulisse (WAMU-NET Executive Director)
- Philippe Pypaert (WAMU-NET Scientific Committee and Board Member)

