







## Where do we come from?





The Sustainable Development Goals (SDGs) aim to transform our world. They are a call to action to end poverty and inequality, protect the planet, and ensure that all people enjoy health, justice and prosperity.





## A historical overview of the SDGs.

• In 2000, the Millennium Development Goals were launched by the 192 members of the United Nations and other international organizations.

- 1. No poverty
- 2. Zero hunger
- 3. Good health and well-being
- 4. Quality education
- 5. Gender equality
- 6. Clean water and sanitation
- 7. Affordable and clean energy
- 8. Decent work and economic growth

- 9. Industry, innovation and infraestructure
- 10. Reduced inequalities
- 11. Sustainable cities and communities
- 12. Responsible consumption and production
- 13. Climate action
- 14. Life below the water
- 15. Life on land
- 16. Peace, justice and strong institutions
- 17. Partnerships





### • The SDGs were established in 2015 by the **United Nations General Assembly (UNGA)** with the aim of being achieved by 2030.



## Education for Sustainable Development (ESD)

**ESD** aims to empower learners to take informed decisions and responsible actions for environmental integrity, economic viability and a just society, for present and future generations.



creating a more just, peaceful, tolerant, inclusive,

secure and sustainable world.

### Learning content

Integrating critical issues such as climate change, biodiversity, disaster risk reduction (DRR) and sustainable consumption and production (SCP) into the curriculum.

### **Pedagogy and** learning environments

Designing teaching and learning in an interactive and learner-centred way that enables exploratory, actionoriented and transformative learning. Rethinking learning environments physical as well as virtual and online - to inspire learners to act for









# What is the benefit of using the SDGs in mathematics?

The integration of the SDGs into mathematics teaching offers a contextualized and meaningful framework for applying mathematical concepts to real and current problems, fostering global awareness and the development of competencies for solving complex problems.







Desmos is an advanced graphing calculator implemented as a web application and a mobile application written in **TypeScript and JavaScript.** 



## **Desmos Students**

### desmos classroom

# Let's talk about Desmos

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including...

- Graphing.
- Scientific.
- Four Function.
- Matrix.
- Geometry.
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+ -÷ ×  $\sqrt[3]{27}$ Graphing Scientific Four Function



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# It is your turn

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## lt is your turn **Enter your code:**





