6 CLEAN WATER AND SANITATION

1.2.6. SDG 6 | Clean Water and Sanitation | Ensure availability and sustainable management of water and sanitation for all

Table 1.2.6. Learning objectives for SDG 6 "Clean Water and Sanitation"	
Cognitive learning objectives	1. The learner understands water as a fundamental condition of life itself, the importance of water quality and quantity, and the causes, effects and consequences of water pollution and water scarcity.
	2. The learner understands that water is part of many different complex global interrelationships and systems.
	3. The learner knows about the global unequal distribution of access to safe drinking water and sanitation facilities.
	4. The learner understands the concept of "virtual water"[3].
	5. The learner understands the concept of Integrated Water Resources Management (IWRM) and other strategies for ensuring the availability and sustainable management of water and sanitation, including flood and drought risk management.
Socio-emotional learning objectives	1. The learner is able to participate in activities of improving water and sanitation management in local communities.
	2. The learner is able to communicate about water pollution, water access and water saving measures and to create visibility about success stories.
	3. The learner is able to feel responsible for their water use.
	4. The learner is able to see the value in good sanitation and hygiene standards.
	5. The learner is able to question socio-economic differences as well as gender disparities in the access to safe drinking water and sanitation facilities.
Behavioural learning objectives	1. The learner is able to cooperate with local authorities in the improvement of local capacity for self-sufficiency.
	2. The learner is able to contribute to water resources management at the local level.
	3. The learner is able to reduce their individual water footprint and to save water practicing their daily habits.
	4. The learner is able to plan, implement, evaluate and replicate activities that contribute to increasing water quality and safety.
	5. The learner is able to evaluate, participate in and influence decision-making on management strategies of local, national and international enterprises related to water pollution.

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3. Virtual water is the water 'embedded' in commodities. Producing goods and services requires water; the water used to produce agricultural or industrial products is called the virtual water of the product.
http://www.unesco.org/new/en/natural-sciences/environment/water/wwap/facts-and-figures/all-facts-wwdr3/fact-25-virtual-water-flows/