Designing conservation education program

Step 1: Choose geographic area of interest.

✓ Gobustan State National Park, Azerbaijan

Step 2: Choose habitat and group.

Rare vegetation communities: Alhagi pseudoalhagi, Salsola Nodulosa/Artemisia
Lerchiana/Salsola Dendroides communities and Suaeda Dendroides

Step 3: Select conservation threats.

Habitat loss and degradation – infrastructure development

Step 4: Identify key concepts to be communicated.

✓ Rare vegetation response to Industrial development using Space technologies

Step 5: Choose target audience.

✓ Special interest groups (students, scientists).

Step 6: Creation of Roadmap for Training management cycle



Step 7: Plan the program and craft messages.

Development of a conservation education program including the implementation of conservation training workshops. The workshops will provide training in rare vegetation surveys in the "buffer zones" within the Gobustan area using Space technologies. Development of Training Program: Practical Remote Sensing Methods for rare

vegetation conservation within Buffer zones.

Step 8: Create my own targeted resource.

Design Training materials to support the implementation of the Initiative.

(Lesson Plan, Manual, Training Scripts and Presentation) taking into account the features of their applications at any proficiency level - for Novice, Intermediate and Experts). Provide Training materials to Target audiences, including teachers because many teachers have great interest in the subject "Remote Sensing in Nature Conservation", being motivated to integrate this topic into teaching, provided that the curriculum is considered.

Step 9: Plan the program and craft messages.

Development of a conservation education program including the implementation of conservation training workshops. The workshops will provide training in rare vegetation surveys in the "buffer zones" within the Gobustan area using Space technologies. Development of Training Program: Practical Remote Sensing Methods for rare vegetation conservation within Buffer zones.