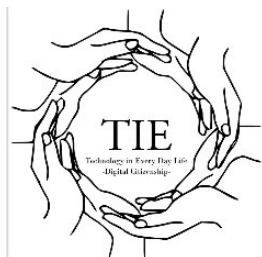# ERASMUS+ PROJECT: Technology in Education and Every Day Life - the Path to Digital Citizenship (TIE) – 2018/20

Summary:

The main objective of this project is to teach our pupils to understand and be able to explain the concept of Digital Citizenship and to begin the journey towards becoming digital citizens themselves. We feel that this is of paramount importance and we aim to promote an awareness of the responsible use of on-line Internet resources and technology in every aspect of life, keeping in mind the nine essential pillars that lead to digital citizenship. With this project our pupils will understand human, cultural and societal issues related to technology and practice legal, responsible and ethical behavior. This thoughtful, creative and critical technology use will enhance their individual learning and help them become critical thinkers who behave safely and participate responsibly on-line. Digital literacy is a very worthwhile objective. Our young people will inherit the future and what is more important than to teach them the rules of the digital world?

We are six diverse upper secondary schools from six diverse countries - **France, Germany, Iceland, Portugal, Slovenia and Turkey** - that have all worked together before at one time or another. We know each other well and together we have considerable knowledge in Comenius and Erasmus+ projects. We also share a sincere interest in not only helping our students to become active EU citizens but active digital EU citizens.

The profile of students who will participate: Secondary school students aged 16-18, who are interested in the social participation, collaboration and digital literacy.

The teachers' profile: We teach ICT, English, Entrepreneurship and Innovation, History, Economy, Cultural Science. We are European Projects Coordinators and eTwinning ambassadors.

Results and impact on the students

They will:

1. Advocate and practice safe, legal, and responsible use of information and technology.
2. Exhibit a positive attitude toward using technology that supports collaboration, learning, critical thinking and productivity.
3. Demonstrate personal responsibility for lifelong learning.
4. Exhibit leadership for digital citizenship.

Through the 9 elements of digital citizenship:

Digital Access: Full electronic participation in society. Can all users participate in a digital society at acceptable levels if they choose?

Digital Commerce: Electronic buying and selling of goods. Do users have the knowledge and protection to buy and sell in a digital world?

Digital Communication: Electronic exchange of information. Is there an understanding of the digital communication methods and when they are appropriate?

Digital Literacy: The capability to use digital technology and to know when and how to use it.

Digital Etiquette: The standards of conduct expected by other digital technology users. Do users consider others when using digital technologies?

Digital Law: The legal rights and restrictions in governing technology use. Are users aware of laws (rules, policies) that govern the use of digital technologies?

Digital rights and Responsibilities: The privileges and freedoms extended to all digital technology users and the behavioral expectations that come with them.

Digital Health and wellbeing: The elements of physical and psychological well-being related to digital technology use.

Digital Security: The precautions that all technology users must take to guarantee their personal safety and the security of their networks. We will also run 4 hands on workshops on web 2.0 tools in Education.

This project will promote the methodology of 21st century education such as the take-up of innovative practices in education and training by supporting personalized learning approaches, collaborative learning, team work and critical thinking, strategic use of Information and Communication Technologies, open and flexible learning, virtual mobility, peer feedback, communication in a foreign language both in written and spoken form and other innovative learning methods.

Also, this project will develop basic and transversal skills, digital skills and multilingualism in the field of youth, using innovative and learner-centered pedagogical approaches and develop appropriate assessment and certification methods based on learning outcomes.

This project wants to get new synergies between different fields of education, training and youth.

To develop the project we will do different activities: before, during and after the project.

- Before/Management activities: Schedule of the project, Brochures to disseminate the project, Presentations to disseminate the project to parents, school and all staff, assessment documents
- Developing the project: Trips, Students councils, research and presentations, Etwinning projects, videos, diaries, making computer apps and games, conference about digital citizenship, web, blogs.
- Long term benefits: becoming a digital citizen.