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Project No: 2021-1-FI01-KA220-ADU-000035370

Digital competence

Data Protection

Ecological Thinking!

Think before printing any dissemination material if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, ecofriendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.

Let's protect our environment!

Data Protection.

The main goal(s):
Enhance students' awareness and skills in data protection on the internet through a combination of tools, games, independent activities, and group discussions.

Type of activity: Multifaceted approach incorporating tools, games, independent activities, and group discussions.

Method of work:

1. Tools for Recognizing Students' Skills and Competences:
    - Creation of a Questionnaire:
        - Participants fill out a questionnaire assessing their current knowledge of data protection on the internet.
        - Example questions cover various aspects, from basic digital device usage to online privacy concerns.
2. Creation of a Game:
    - Design a card game based on the Trivial Pursuit model.
    - Cards include questions and answers related to data protection.
    - Players actively engage in the game to reinforce learning.
3. Material for Student Independent Use:
    - Use the Prezzi platform for lessons and digital skill assessments.
    - Teachers create interactive lessons with materials to prove digital skills.
    - Students engage with the materials through games and questionnaires on Prezzi.
4. Group Work:
    - Discussion Rounds Connected to Data Protection/Topics:
        - Small group discussions on various data protection topics.
        - Encourage sharing of experiences and insights.
    - PowerPoint Presentations:
        - Students prepare presentations on ways to protect oneself on the internet.
        - Followed by discussion rounds to exchange ideas and strategies.

Number of participants: Students of all levels, with a focus on migrants or those with limited digital literacy. The number of participants may vary. Flexible, adaptable to classroom size, but ideally in small groups for effective discussions.

Duration: Tailor activities based on available time. Each component can be adjusted to fit the schedule.

Material needed:

- Questionnaires for each participant.
- Cards for the game (Trivial Pursuit style).
- Access to the Prezzi platform for teachers and students.
- Projectors or screens for PowerPoint presentations.

Exercise:

1. Introduction (15 mins):
    - Brief overview of the importance of data protection.
    - Explanation of the different components of the exercise.
2. Tool-based Assessment (30 mins):
    - Participants fill out the questionnaire individually.
    - Review and discuss key points collectively.
3. Game Session (45 mins):
    - Play the designed card game in groups.
    - Encourage discussions around each question and answer.
4. Prezzi Platform Activities (60 mins):
    - Teachers guide students through Prezzi lessons.
    - Students engage in digital skill assessments through interactive materials.
5. Group Work (60 mins):
    - Small group discussions on data protection topics.
    - PowerPoint presentations on protecting oneself online.
6. Conclusion and Reflection (15 mins):
    - Recap key learnings.
    - Discuss any new insights gained during the exercise.

- This exercise offers a comprehensive approach to improving students' data protection skills, combining theoretical knowledge, practical application, and collaborative discussions

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Scan to learn more!

Thank you!

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