# Make sure... check... before you post

## HEDEFLER

In the age of information technology, where students participate in online activities intensely, leaving a huge amount of digital footprint that they were not aware of. Our awareness project was created to make our students realize their growing digital footprint, take advantage of the positive aspects of the Internet, make them think critically, acquire skills in information and communication technology in order to keep abreast of the latest developments, and protect them from cyberbullying in the world

The Internet is a great medium for communication and knowledge but it is also a dangerous place to expose one's private life. Students will be able to think about this and find ways to surf the web safely, learn about their own cyber security and be vigilant.

The project also aims to train students in 21st century skills, "media culture and disinformation" and digital game design, and encourage appropriate dissemination of digital tools in classrooms and eTwinning projects.

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# ORTAKLAR ARASI İLETİŞİM
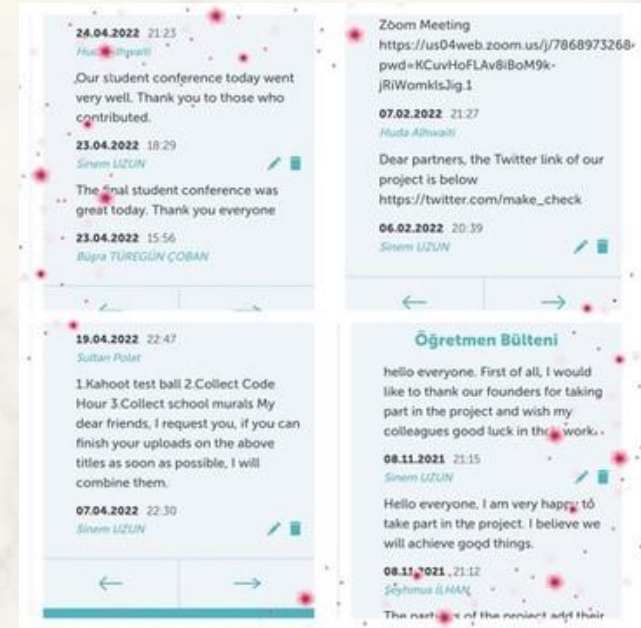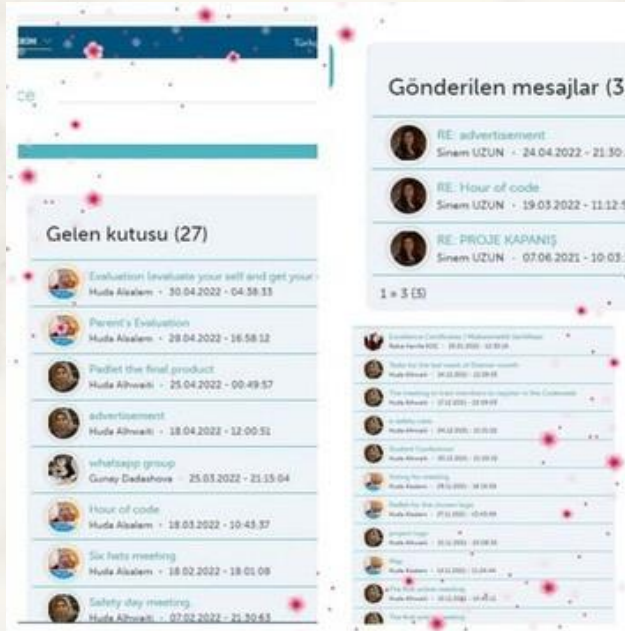
# Aims of The project

1- Raising awareness of the use of Web2 tools in education and the digital footprint

2-Raising awareness of media literacy and misinformation

3- Promote awareness of electronic safety rules and copyright rules.

4-Develop a spirit of openness to cultures on the basis of teamwork

5-Improving critical thinking and other twenty-first century skills.

6-Develop communication, digital and self-management skills

7-Raising awareness of the importance of digital games and game production

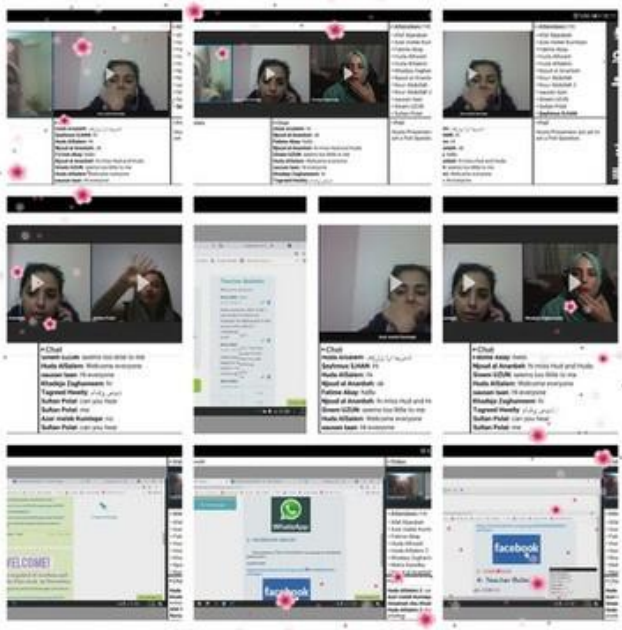8-Improve their English language skills such as speaking, writing and reading

# Certificate of participation in the project



# Training students on the platform



# LOGO

The First Meeting
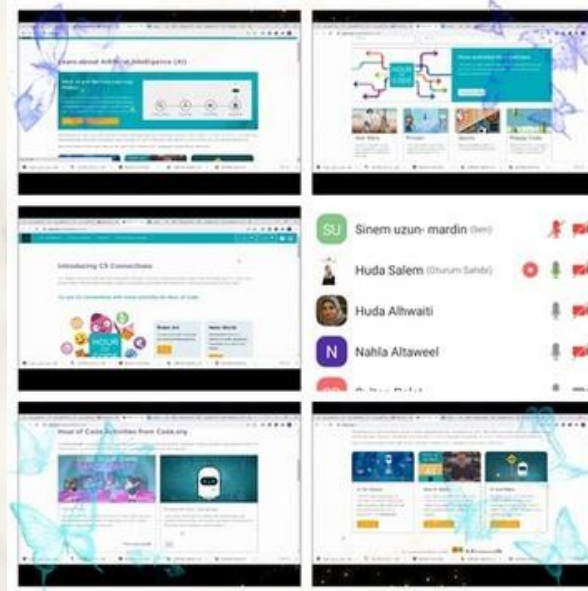Between the
partners

The first student
conference

Training meeting to
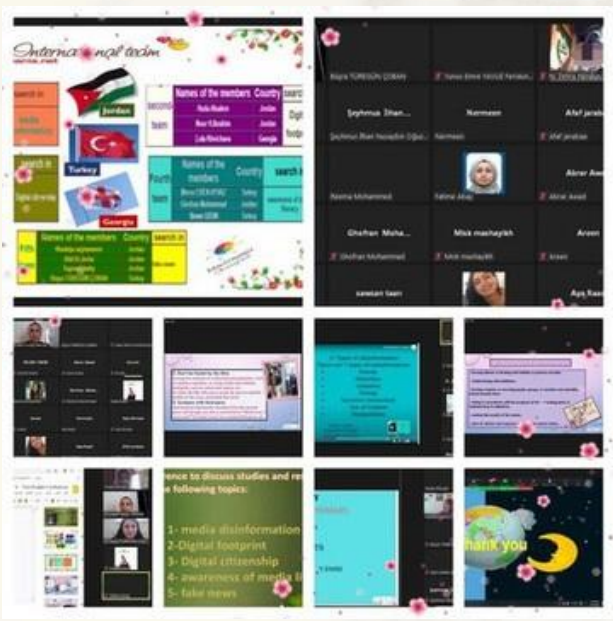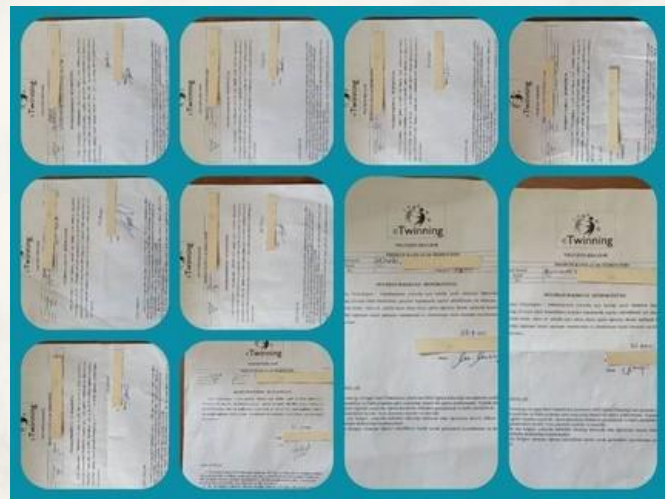register in CodeWeek

# Meeting in the chat room with the students

# Training meeting for partners on an hour of code

# Final Student Conference

## Parental Consent Letters

## Your suggestions and thoughts on the rules for safe use of the Internet

# CodeWeek

# Final product

eTwinning Quality Label

Sinem UZUN
Oğuzhan İlkokulu, Türkiye

Kalite Etiketi ile ödüllendirilmiştir.

Proje için:

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09.08.2022

Mehmet Fatih Döğer
Ulusal Destek Servisi
Türkiye

eTwinning

Erasmus+