



Call2Nature

“Disconnected” Activity: *Digital Deep Dive*

PROJECT REFERENCE NUMBER:
2022-1-IT03-KA220-YOU-000085032



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Competence Area	1) Green tech essentials		
Topic	2. <i>The Journey of Digital Devices</i>		
Transversal competence(s)	☐ TEAMWORK ☐ CRITICAL THINKING	☐ EMPATHY & RESPECT	☐ SENSE OF INITIATIVE
Name of the activity	<i>Digital Deep Dive</i>		
Learning Outcomes	Improved understanding of the process a digital device goes through all the way from raw material to waste, along with the impact this causes at an environmental level.		
Duration	60 minutes		
Recommended Group Size	Groups of 5		
Method(s) Used	- Peer-to-Peer Learning - Dialogue and Discussion		

Step By Step Description	• To enhance the feeling of open discussion and participation, the trainer can go around the group and ask whether anyone is familiar with any situations in which peer-to-peer communication and learning can be implemented to improve capacities and understanding. • Activity start: Trainer hands out small bags to each group with phrases detailing parts of a digital device's journey. • Each group will be given 10 minutes to develop their digital journey stories, building a story through the journey of digital devices and their materials • Participants can add and introduce more steps or information to the journey to further their story. • After this, participants can discuss how they would improve the journey other groups created, or their own, and openly discuss things they learned from the activity
Required Materials	• Bags • Flashcards (provided by trainer)
Learning Setting	• Flexible, though outside is preferable for a more relaxed environment to take in nature while participating
Activity Evaluation/ Reflection	To reflect on the points discussed, an informal session will be held at the end of the activity to cover the main points; what participants learned from the activity, whether the peer-to-peer format helped or hindered their thought process, etc.

**Useful
Resources

(not
mandatory)**



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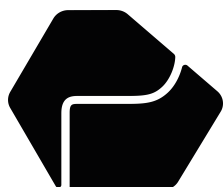
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