

Citizen 3.0: Empowering Students with Digital Literacy



A2 LOGO COMPETITION

FOCUS:

- graphically represent the « Citizen 3.0 » Erasmus+ project

RULES TO FOLLOW :

The logo should include:

- The project name: "Citizen 3.0"
- References to the **definition of Digital Citizenship** (even if the final definition hasn't been published yet)
- brainstorming about : **content literacy, creativity, copyright, social networks, digital identity, footprint, netiquette**
- The students can choose the pattern they prefer (circular, square, text only.....)
- This activity could be done in the ICT class using designing software.

WORK ORGANIZATION:

LOCAL COMPETITION:

- The students of each school have around ten days to draw the logos. Any technique is valid, although plagiarism will be discarded. It could be a good idea that the winner of the competition, as a prize, travels in the mobilities.
- Each school will choose the best logo and send the winning local finalist to our **general coordinator, Eduardo**.

DEADLINE: 30th of october

INTERNATIONAL COMPETITION:

- **The French coordinator** will send to each partner the finalist logos received without mentioning the origin country.
- Each partner will publish the finalist logos on the local FB page (except their own Logo!) with no name/origin
- Each school votes for their favourite logos on the local FB page.

FROM 6th to the 11th NOVEMBER.

- **Alternatively**, each school can use another different method of voting (without Facebook). The important thing is to choose their two favourite logos.
- The first logo of each country receives 10 points, and the second 5 points.
- **Until 14th November** (included) the final results are sent to the **French coordinator** for the winning logo publication on the **15th November**.
- The logo with the highest punctuation will be DECLARED the official logo of the project

IT'S IMPORTANT THAT WE HAVE THE FINAL LOGO BY THE 15TH OF NOVEMBER, SO THAT WE CAN USE IT IN POSTERS/BANNERS, ETC... IN THE FRENCH MOBILITY.