

Activity Planning

Name of the activity:	Safer Internet Day 2024
Deadline:	20.2.2024.
Partners participating in the activities	All partners.
Responsible person for the activity	Greece-Helen Katti

Description of the activity:	An online quiz created with questions about e safety Every student needs to answer the questions . After applying, they will be able to see the right answers.
Goals:	The students will check what they are doing right and what they need to change in their behaviour so they can contribute to a safer internet. This action aims to raise awareness of a safer and better internet for our students. This activity will serve as a tool for the evaluation at the end of the project.
Resources:	<i>Google forms, Twinspace, internet, www.betterinternetforkids.eu</i>
Competences: ▪ Social ▪ Intercultural ▪ Creativity and problem solving ▪ Critical thinking ▪ Media and information literacy ▪ ethics and values ▪ digital	Social : The students will learn about Tuesday 6th of February which is the Safer Internet Day 2024 and takes place in February of each year .They will get informed that the European Commission (EC), Safer Internet Centres (SICs) across Europe, and other stakeholders work together for a safer internet. Intercultural: After presenting and analysing the statistical results of students' answers, the students will be informed about others' answers and this will be a communication channel between them ,having in mind their differences and similarities. Ethics and values: Students will learn that they are at the heart of the Better Internet for Kids (BIK) agenda, in which the European Commission (EC), Safer Internet Centres (SICs)

	across Europe, and other stakeholders work together to ensure, that every young European has access to a digital environment where they feel protected, empowered and respected whenever they go online, that they can access and enjoy what the online world has to offer, and know where to seek support if needed. This action aims to raise awareness of a safer and better internet for our students. Critical thinking : The students, through a friendly environment, will be inspired , to think what they're doing right and decide what they do need to change in their behaviour so they can contribute to a safer internet DIGITAL: The students will expand their digital knowledge by using google forms, not as a typical survey, but as a quiz and an auto self learning tool. It will be a friendly interactive form, which will include animation and text, in order to attract even the students that may feel bored/distracted or find it difficult to read and understand the questions.
Final Product:	A report that analyses statistical results based on students' answers.

Assessment criteria:	The success of the activity will be measured based on student participation and statistical results report visibility. If more than 75% of students participate, we will consider the activity successful.
Evaluation:	After the activity, a report with the estimation of students' participation and the statistical results will be made.
Responsibilities:	Greece , Helen Katti