



Call2Nature

“Disconnected” Activity: *Digital Footprint Quest*

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



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Competence Area	4 Act for sustainability		
Topic	21. Browse and Plant		
Transversal competence(s)	☒ TEAMWORK ☒ CRITICAL THINKING		☒ SENSE OF INITIATIVE
Name of the activity	Digital Footprint Quest		
Learning Outcomes	• Develop Awareness of Digital Footprint • Strengthen Sustainable Online Practices • Increase Ethical Online Engagement		
Duration	150 minutes		
Method(s) Used	• Experiential Learning • Project-Based Learning • Gamification • Dialogue and Discussion • Peer-to-Peer Learning • Arts and Creativity • Community Engagement		
Step By Step Description	Introduction and Token Distribution (15 minutes) • Welcome the participants and explain the concept of digital footprint and its impact on the environment. • Introduce the game: participants will earn and manage digital footprint tokens to engage in various online activities. • Distribute a set amount of digital footprint tokens to each participant (e.g., 50 DF Tokens). Challenge Round (60 minutes) • Display the Challenge Cards on a table or board. • Explain that participants can complete challenges to earn additional digital footprint tokens.		



- Each challenge card should have a token value assigned to it (e.g., 5 DF Tokens, 10 DF Tokens, 20 DF Tokens).
- Participants choose challenges they want to complete and record their names next to the chosen challenges.
- Allow participants to work individually or in teams to complete the challenges within the given time frame.
- Provide writing materials for participants to document their progress or outcomes for each challenge.
- After completing a challenge, participants should present their work or findings to a facilitator who verifies the completion.
- Award the corresponding digital footprint tokens to participants for each completed challenge.

Activity Marketplace (60 minutes)

- Display the Activity Cards on a separate table or board.
- Explain that participants can use their earned digital footprint tokens to "buy" online activities.
- Each activity card should have a token cost assigned to it.
- Activities can include online shopping, watching videos, social media browsing, online gaming, etc.
- Participants can choose and "buy" activities using their digital footprint tokens by handing over the required amount of tokens to a facilitator.
- Participants can use their personal devices (if allowed) or engage in role-playing scenarios to simulate the chosen online activities.
- Monitor the time participants spend on each activity to ensure fairness and equal opportunities for everyone.
- Encourage participants to reflect on their online habits, considering the impact of each activity on their digital footprint.

Reflection and Discussion (30 minutes)

- Gather all participants together for a reflection and discussion session.
- Facilitate a conversation on the challenges faced, insights gained, and changes in perspective regarding their digital footprint.
- Discuss strategies for reducing digital footprint, such as using eco-friendly search engines, optimizing device settings, and minimizing online presence.

	- Encourage participants to share their personal commitments to adopting sustainable online practices beyond the activity. Conclusion and Wrap-up (10 minutes) - Summarize the key takeaways from the activity, emphasizing the importance of sustainable surfing and mindful online habits. - Thank the participants for their active engagement and contributions. - Remind participants to apply their learnings and positively impact the environment through their digital footprint.
Required Materials	- Digital Footprint Tokens (prepared in advance) - Small paper tokens representing a specific value of digital footprint (5 DF Tokens, 10 DF Tokens, 20 DF Tokens). - Challenge Cards (prepared in advance) - Each card represents a challenge that participants can complete to earn digital footprint tokens. - Activity Cards (prepared in advance) - Each card represents an online activity (e.g., online shopping, watching videos) with a token cost. - Writing materials (pens, pencils).
Learning Setting	- Outdoors - Conference Room - Classroom
Activity Evaluation/ Reflection	Participant Feedback: Evaluation form to gather participants' feedback on the activity. (Annex 2) Facilitator Reflection As the facilitator, take time to reflect on the activity and your facilitation techniques. Consider whether the activity achieved the intended learning objectives and if the timing and flow of the session were appropriate. Reflect on the level of participant engagement, the effectiveness of the discussion, and the overall dynamics of the group.

	Identify any challenges or unexpected outcomes encountered during the activity.
Useful Resources (not mandatory)	



Annexe 1



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Annexe 2

Introduction and Token Distribution:

How would you rate the clarity of the explanation regarding the concept of digital footprint and its impact on the environment?

- a. Very clear
- b. Clear
- c. Neutral
- d. Unclear
- e. Very unclear

Did you find the distribution of digital footprint tokens fair and appropriate?

- a. Strongly agree
- b. Agree
- c. Neutral
- d. Disagree
- e. Strongly disagree

Challenge Round:

How engaging did you find the challenge round in earning additional digital footprint tokens?

- a. Very engaging
- b. Engaging
- c. Neutral
- d. Not engaging
- e. Very unengaging

Rate the difficulty level of the challenges.

- a. Too easy
- b. Easy
- c. Moderate
- d. Difficult
- e. Too difficult

Activity Marketplace:

Did the activity marketplace effectively simulate real-life choices related to online activities?

- a. Yes, very much
- b. Yes
- c. Neutral
- d. No
- e. No, not at all

How well did the token cost of activities align with their perceived value?

- a. Perfectly
- b. Well
- c. Neutral

- d. Poorly
- e. Very poorly

Reflection and Discussion:

To what extent did the reflection and discussion session help you understand the impact of your digital footprint?

- a. Significantly
- b. Moderately
- c. Neutral
- d. Slightly
- e. Not at all

Were the strategies discussed for reducing digital footprint practical and applicable to your online habits?

- a. Very practical
- b. Practical
- c. Neutral
- d. Impractical
- e. Very impractical

Conclusion and Wrap-up:

How effective was the summary of key takeaways in emphasizing the importance of sustainable surfing and mindful online habits?

- a. Very effective
- b. Effective
- c. Neutral
- d. Ineffective
- e. Very ineffective

Do you feel motivated to apply the learnings from this activity to positively impact your digital footprint?

- a. Very motivated
- b. Motivated
- c. Neutral
- d. Not motivated
- e. Not at all motivated

Overall:

On a scale of 1 to 10, how would you rate the overall effectiveness of this digital footprint activity? (1 being least effective, 10 being most effective)

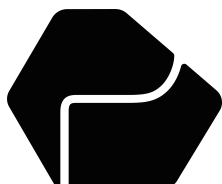
Any additional comments or suggestions for improving this activity?



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