

1^ο ΗΜΕΡΗΣΙΟ ΓΥΜΝΑΣΙΟ ΜΟΛΑΩΝ
1st SECONDARY SCHOOL OF MOLAI

eTwinning Project Dissemination
ΣΧΟΛΕΙΟ ΚΑΙ ΚΟΙΝΟΤΗΤΑ
ΕΥΡΩΠΑΪΚΗ ΠΡΟΟΠΤΙΚΗ

Etwinning Project 2025-2026

ACTiGEN – Active Digital Generation



Τάξη/Τμήμα Γ₁

ΣΚΟΠΟΣ

Ενεργός πολιτειότητα
στον ψηφιακό κόσμο:

Ψηφιακός γραμματισμός

Αξίες

Ηθική

Κριτική θεώρηση

Συμπερίληψη

Για μία ΒΙΩΣΙΜΗ

Και

ΔΗΜΟΚΡΑΤΙΚΗ κοινωνία



AIMS OF ACTiGEN-Active Citizenship in the Digital World

This eTwinning project aims to foster active and responsible digital citizenship among high school students in line with European values and digital education priorities. The project will provide opportunities for learners to develop competencies in safe and ethical online behavior, critical media literacy, data privacy, and intercultural communication. By engaging in collaborative activities with peers across Europe, students will enhance their digital skills, promote inclusion, and contribute to building a positive, sustainable, and democratic digital society.



ΕΙΣΑΓΩΓΙΚΕΣ ΕΝΕΡΓΕΙΕΣ –

Προετοιμασία για την
έναρξη του προγράμματος

- Δήλωση συγκατάθεσης
- Εξοικείωση με την Πλατφόρμα Twinspace
- Εκπαιδευτικά εργαλεία
- Γνωριμία μαθητών/τριών, εκπαιδευτικών και σχολείων

WORKSHARING LIST AND WEB2 TOOLS

September – Introduction & Preparation

- • Partner, student & school introductions
- • Project plan presentation
- • E-safety & netiquette rules
- • TwinSpace introduction
- • Privacy consent forms
- Outputs: Project plan, E-safety agreement, Signed consents
- Tools: Canva, Padlet, Digipad, Travelboast



ΔΡΑΣΤΗΡΙΟΤΗΤΕΣ ΟΚΤΩΒΡΙΟΥ

October – Digital Citizenship Awareness

- Do's & Don'ts awareness videos
- Collaborative e-book: Digital Rights & Responsibilities
- Code4Rights digital game

Outputs: Videos, e-book, digital game

Tools: Canva, CapCut, VivaVideo, Padlet, Itch.io



ΔΡΑΣΤΗΡΙΟΤΗΤΕΣ ΝΟΕΜΒΡΙΟΥ

November – Digital Culture & Debate

- Digital Culture Day
- Virtual exhibition
- Online debate sessions

Outputs: Digital exhibition, Debate reports

Tools: Canva, Zoom, Google Meet, Padlet



ΔΡΑΣΤΗΡΙΟΤΗΤΕΣ ΔΕΚΕΜΒΡΙΟΥ

December – Digital Tales from 4 Countries

Project Plan3

- International team e-books
- Themes: Cyberbullying, Digital Friendship, Wellbeing, Future Messages

Outputs: 4 international e-books

Tools: Canva



ΔΡΑΣΤΗΡΙΟΤΗΤΕΣ ΙΑΝΟΥΑΡΙΟΥ

January – Evaluation & Dissemination

- Pre & final surveys
- Project diary & magazine
- Digital library
- Dissemination activities
- Outputs: Survey reports, Final products
- Tools: Google Forms, Forum, TwinSpace, Poll, Canva
- Survey team: Adina, Gülden, Sezer, Laura



e-SAFETY

ACTIGEN- ACTIVE DIGITAL GENERATION

PROJECT NETIQUETTE

1 Active Participation: All participating teachers and students are expected to take part actively in the project activities and discussions.

2 Respectful Communication: Always use polite, respectful, and appropriate language when communicating online.

3 Timely Contribution: Complete tasks, surveys, and activities in time as scheduled in the project plan.

5 Collaboration & Teamwork: Share ideas, resources, and feedback openly with partner schools and students.

6 Data Privacy & Protection: Do not share personal information (full name, address, phone number) without consent. Respect GDPR and local privacy regulations.

7 Responsible Use of digital Tools: Use the digital tools and platforms provided for educational purposes only.

8 Copyright & Plagiarism: Always respect copyrights when sharing materials, images, or content. Cite sources properly when using external resources.

9 Positive Digital Citizenship: Avoid any form of cyberbullying, discrimination, or negative online behavior.

10 Language of Communication: English will be the main language of communication.

ENGLISH

PROJECT NETIQUETTE

11 Monitoring & Reporting: Teachers will monitor students' online behavior and progress throughout the project. Any inappropriate behavior should be reported to the project coordinator immediately.

12 Equal Participation: All students, regardless of their digital skill levels, will be encouraged and supported to participate equally.

13 Feedback & Evaluation: Provide constructive feedback during and after activities. Participate in pre- and post-project surveys for evaluation purposes.

TOGETHER AND AS A TEAM, WE ARE VERY STRONG!

PLEASE FOLLOW OUR GUIDELINES!!!

team work

Project Netiquette 2

E-SAFETY TIPS

Change your password regularly

Beware
Taking photos of people without their permission is illegal.
You shouldn't share other people's photos without permission.

DO NOT SHARE
We mustn't share our personal photos.

If you want your computer get rid of viruses you must download antivirus program

Don't be a cyberbully

While we are sharing our card information on the internet, don't forget to check the security of the connection

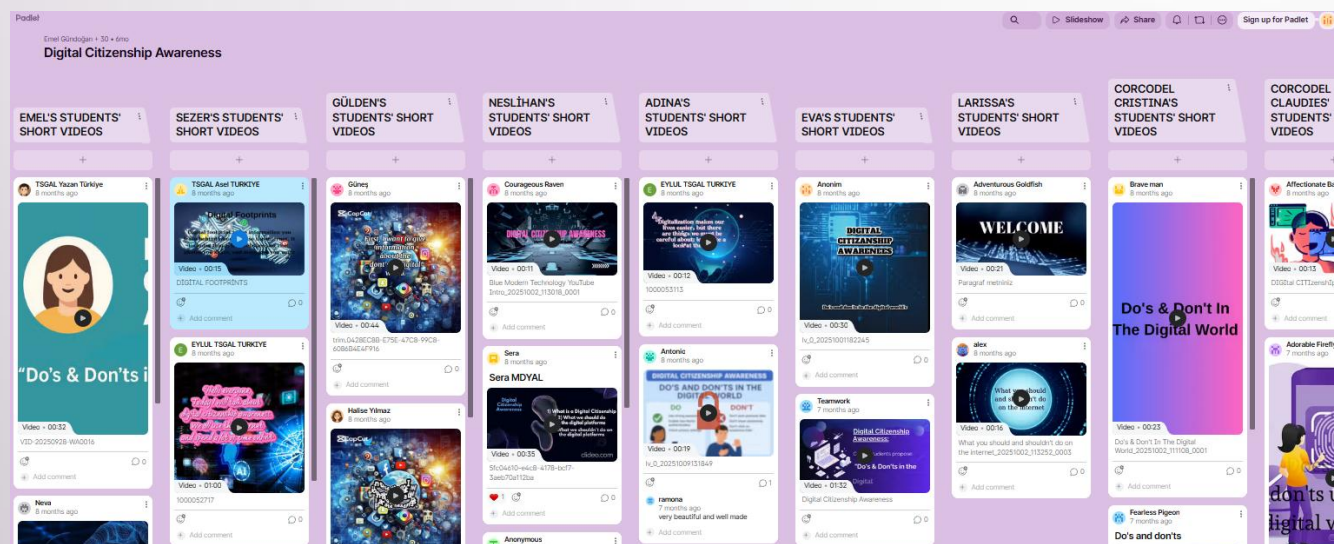
Don't forget the security of the connection

Encrypt your private information

Password:
ET6aGcAN44V4yw
Passwords shouldn't contain first or last names, user names, real names, or company names etc.

OCTOBER

Short Videos "Do's & Don'ts in the Digital World"



Code4Rights: The Digital Citizenship Game CODEWEEK



grecocodeweek

Greek students participated in EU Codeweek 2025

Our Greek team participated in the EU Codeweek 2025 through the ACTIGEN project!



grecocodeweek

SEZER ÇETİN
MERSİN TEVFIK
SİRRI GÜR
ANATOLIAN HIGH SCHOOL TÜRKİYE



GÜLDEN YURDAGÜL
MERSİN TEVFIK
SİRRI GÜR
ANATOLIAN HIGH SCHOOL TÜRKİYE

I attended the Codeweek festival held in our city with my students. We introduced our coding game

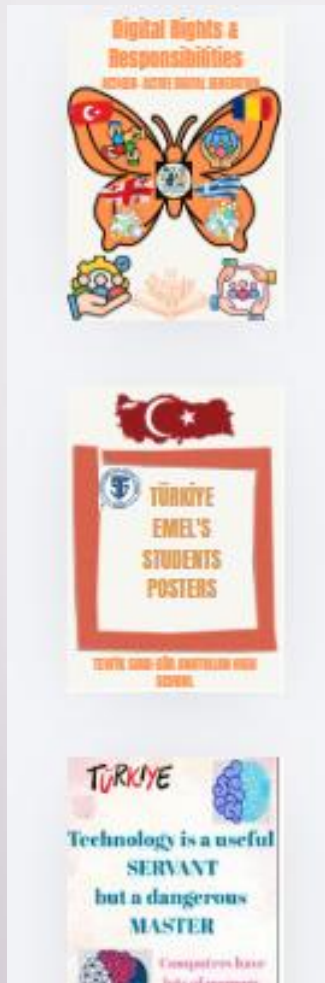


Emel Gündoğan
Mersin Tevfik Sırrı



Gülden Yurdağül
Tevfik Sırrı Gür
Anatolian High

Collaborative e-book: Digital Rights & Responsibilities

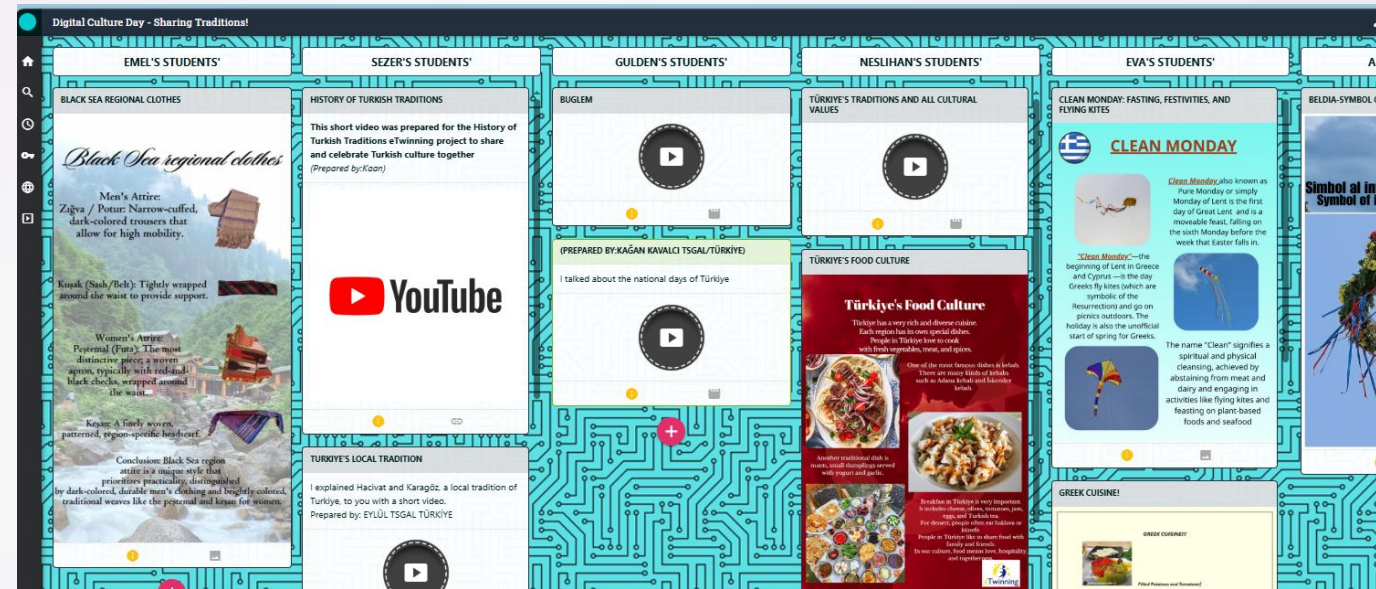


Our e-book Link

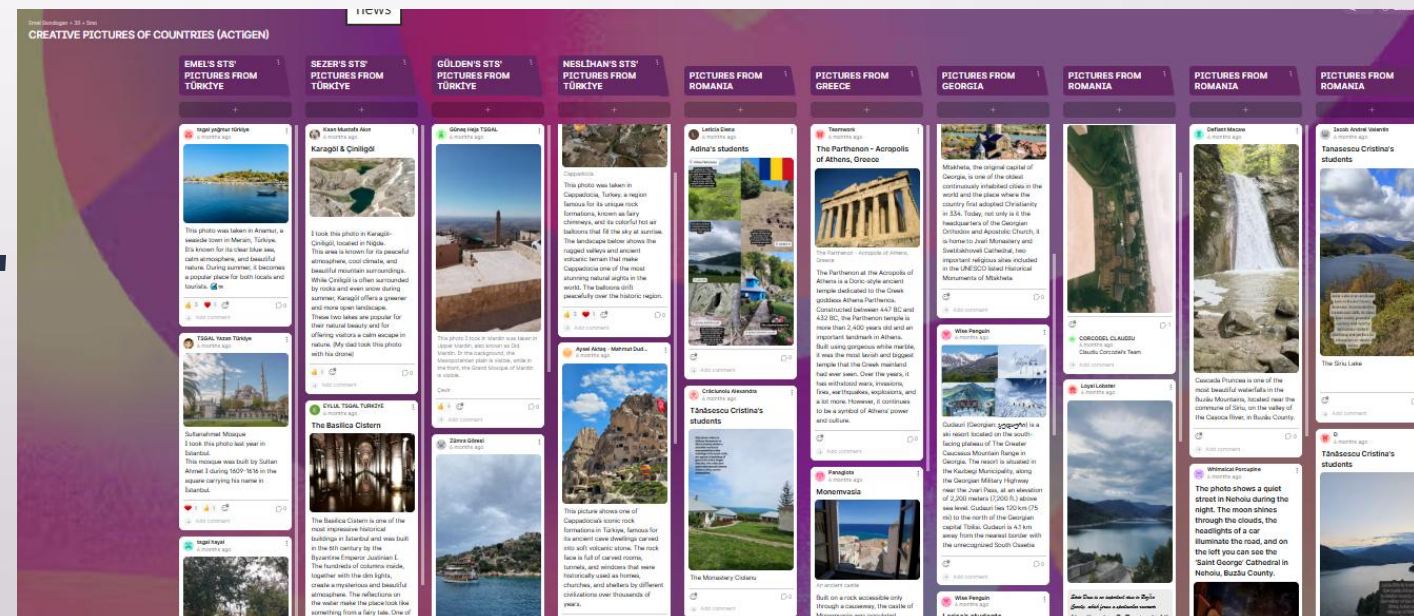
https://www.canva.com/design/DAG1g9GJn9g/7OCpVS2qSe5VRc7g8mm2kw/edit?utm_content=DAG1g9GJn9g&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

NOVEMBER

"Digital Culture Day"



Virtual Exhibition "My Country in the Digital Eye"



Mix International Teams' Events: December - Digital Tales from 4 Countries

ACTiGEN-Active Digital Generation




Mix International Teams – December Event Guideline

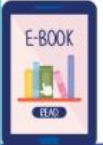
"Digital Tales from 4 Countries" – eBook Creation (1 Month)

Final Product: International Digital Library

Deadline: 31 December

1. Event Description

In December, mixed international student teams will collaboratively produce four digital story e-books based on the project theme Digital Active Citizenship. Each team consists of students from multiple partner countries and will be supported by at least two mentors. At the end of the event, all e-books will be uploaded to a shared platform to form the project's International Digital Library.




2. Team Structure & Story Themes



- Team 1 – Story Theme:**

"The Cyberbully Case: A Student Breaks the Silence"

⇒ Students write a story about a teenager who witnesses cyberbullying and takes action.

⇒ **Product:** Digital Story e-Book
- Team 2 – Story Theme:**

"Cross-Border Digital Friendship"

⇒ Students create a story where teens from different countries meet online to solve a global problem together.

⇒ **Product:** Digital Story e-Book





- Team 3 – Story Theme:**

"The Digital Wellbeing Challenge"

⇒ Story of a school competition aimed at reducing screen time, leading to unexpected outcomes.

⇒ **Product:** Digital Story e-Book
- Team 4 – Story Theme:**

"A Message from the Future"

⇒ A mysterious digital message warns today's teens about future consequences of irresponsible tech use.

Product: Digital Story e-Book

SURVEYS

6 SURVEYS ^

6.1 PRE SURVEYS ^

6.1.1 Pre Survey for Teacher

6.1.2 Pre Survey for Student

6.1.3 Pre Survey for Parents

6.2 FINAL SURVEYS ^

6.2.1 Final Survey for Teacher

6.2.2 Final Survey for Student

6.2.3 Final Survey for Parent

6.3 LOGO SURVEY and RESULT

Our LOGO COMPETITION

Logo contest winner. Congratulations to our hardworking students 🎉👏👏



ezzer Çetin Tevfik
ırrı Gür Anatolian
igh School
ürkiye
results of logo
urvey of my
udents



Gülden Yurdağül
Tevfik Sırrı Gür
Anatolian High
School

My students voted
enthusiastically for
the best logo



Gülden Yurdağül
Tevfik Sırrı Gür
Anatolian High
School

Result of my
students' logos



vanthia
apadimitriou - 1st
secondary School
f Molai, Greece
reek students'
osen LOGO



Evanthia
Papadimitriou - 1st
Secondary School
of Molai, Greece
Greek students'

Mixed International Teams online debate: "Does technology connect or disconnect us?"



FINAL PRODUCTS

PROJECT DIARY

ACTIGEN - PROJECT DIARY

EMEL'S STUDENTS'	EVA'S STUDENTS'	SEZER'S STUDENTS'	GULDEN'S STUDENTS'
WHITE MOON The project was very educational. Throughout the project, I made new friends and learned many new things, and I really enjoyed it. If I had the chance, I would definitely participate again. The project helped me improve my speaking fluency and develop my English skills. It was a perfect project.	MY OPINION It was my first eTwinning project. It was really interesting working with students from other countries.	TÜRKISH DELIGHT It was great, fun, and really educational. I liked it a lot. It was excellent.	MY OPINION ABOUT THE ACTIGEN I found this activity is very in and I love the project project is amazing.
DAISY Dear Teacher, I just wanted to take a moment to thank you for everything you do. Your lessons are always clear, engaging, and motivating. You make learning English enjoyable and help us feel more confident every day. Your patience, kindness, and dedication truly make a difference. I am very grateful to be your student.	ISABELLA It's a very nice event very educational.	TURKISH DELIGHT It was a very good event, an educational event, it was great.	ROSE The project was fantastic, very educational and informative, and we had a lot of fun too! I can't wait to experience it again.
HAPPY Teacher, thank you for explaining the lessons clearly and helping us. I understand the topics better because of you.	GIANNIS This was my first experience with eTwinning, and overall it was a very positive and enriching one. I really enjoyed collaborating with students from other countries and exchanging ideas and cultures. It helped me improve my communication skills in English and become more confident when working in an international environment.	GOOLGAME The activities were fun, I learned many good and new things. It was a very educational activity. We want more activities to have more fun, you're amazing! Well done!	BLACKROSE It was a truly wonderful, very educational and excellent project. I learned so much. I would love to participate in such a project again.
OTTOMAN I had a lot of fun, I improved my English a lot thanks to this project and I would join this project again if I had another chance to. Thank you for giving us an opportunity like this.	THEODORA This project was the first European project I participated in and I feel like I learned a bunch of new things. I learned about other cultures and how to use Canvas.	AZE The event was great, I really enjoyed it! I found it educational and engaging.	TOPTAK I have learned a lot of things with her including grammar and talking properly. I have learned a lot of things I would join again if I could.
	GUO AND MARIA	WHIT3 It's my first eTwinning experience and it is really fun and entertaining the meetings are awesome and really fun to attend I hope we can continue our project like this <i>-And thanks to the teachers that works hard for this</i>	

PROJECT MAGAZINE

<https://online.fliphtml5.com/jhafo/jgnr/#p=15>

Made with FLIPHTML5®

Curriculum Integration

The project activities are fully integrated into the school curriculum through cross-disciplinary learning focusing on digital citizenship, cultural awareness, communication skills, and collaborative project work. Each meeting theme supports curriculum goals in ICT, English, Social Studies, Ethics and Media Literacy. Students engage in hands-on activities, digital tools, international teamwork, and creative productions, all of which reinforce 21st-century skills and key competence development.

Activity/Month	Description and Curriculum Connection
1.1	5.1 Project Plan, Web2 Tools and Worksharing List • Using digital tools responsibly • English: Interaction tools • English: Using digital citizenship • Collaboration Skills: Time management
1.2	1.2 E-safety, Project Netiquette and how to use TwinSpace • ICT & Media Literacy: Safe internet use, digital rights and responsibilities • Civ. Education: Respectful communication online
1.3	1.3 Privacy Consent Forms Signed by Families • Ethics: Understanding privacy, personal data and digital safety • Social Studies: Rights & responsibilities
1.4	1.4 Curriculum Integration • Cross-disciplinary skills: problem-solving, communication • Cracibural Online Debate • Learning through going through Ethics
2.1	2.1 Mentors / 2.2 Students / 2.3 School Information • English: Introducing oneself, describing schools, writing short texts
3.1	3.1 Mentor-Student Webinars / 3.2 Mentor Webinars • English: Learning & Spelling Skills • ICT: Participating in online meetings, Engage in chats
4.1	4.1 Monthly Activities - Curriculum Integration • English: Digital Citizenship Awareness • Media Literacy: Creating responsible • ICT: Video production skills
4.2	4.2 November: Digital Culture & Debate Month • English: Argumentation • Ethics: Respecting intellectual rights
5.1	5.1 Final Products • 5.1 Project Diary • 5.2 Project Magazine • 5.3 Digital Library
5.2	5.2 Surveys - Curriculum Link • Mathematics: Basic data collection • ICT: Visual Design • English: Reading: Inclusive I.d.
5.3	5.3 Dissemination • English: News writing • Arts: Poster design • ICT: Visual Communication tools

Learning Outcomes (Kazanımlar): By the end of the project, students will be able to:

- Understand and apply core principles of digital citizenship.
- Demonstrate responsible and safe online behavior.
- Create digital content such as videos, e-books, posters, etc. and magazines.
- Work collaboratively with international peers using online tools.
- Improve English writing, speaking, and communication skills.
- Participate in debates and express opinions respectfully.
- Recognize cultural diversity and European citizenship in Values.
- Use web tools effectively for research, creation, and presentation.

Create online interactive HTML5 digital publication with fliphtml5.com

15/85

ACTiGEN-Active Digital Generation



team
work



WORKSHARING LIST AND WEB2 TOOLS

Thank you! 