



Digital Destiny

A project about education for sustainable development
& didactical guidelines for teachers and parents

Module 1: pedagogical fundamentals





Welcome and introduction

NORTH Consulting from Iceland with Andrea and Maria

DJAPO vzw from Belgium with Sabine, An and Sara

Mediawijs vzw from Belgium with Yana and Jeroen

The Intercultural Institute Timisoara from Romania with Calin

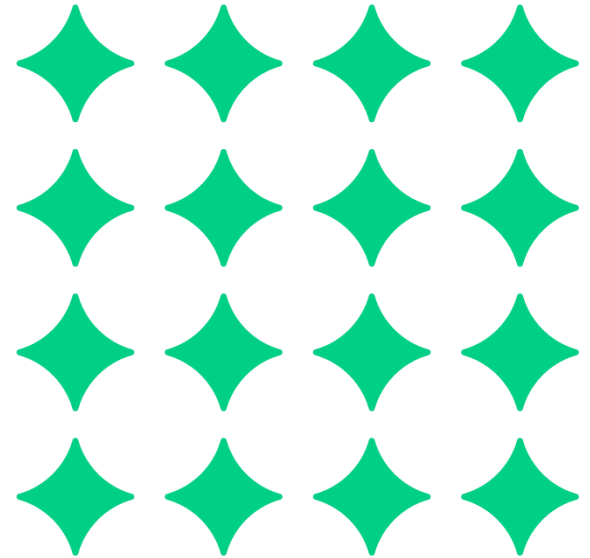
The University of Western-Macedonia from Greece with Tharrenos





Digital Destiny & Education for Sustainable Education

- **Participatory** learning methods
- Brings **democratic education** to the forefront
- Suited for **blended learning** approaches
- Ages **6-12** (appropriate for all)





Digital Destiny Five Principles

1) Learning through societal issues

2) Learning through interaction

3) Learning through thinking

4) Learning through meaningful learning

5) Learning through reflection & evaluation



Goals for our Time Together

- Build a **learning community**
- **Recognize** Digital Destiny principles
- How to **integrate societal issues**
- **Enhance your learners' experience** through Digital Destiny principles
- **Reflect** and share





Getting to Know Each other

Please tell us:

- ✓ your name
- ✓ country of birth
- ✓ in which grade you currently teach
- ✓ and your favorite ice cream flavor.

Spinning Wheel

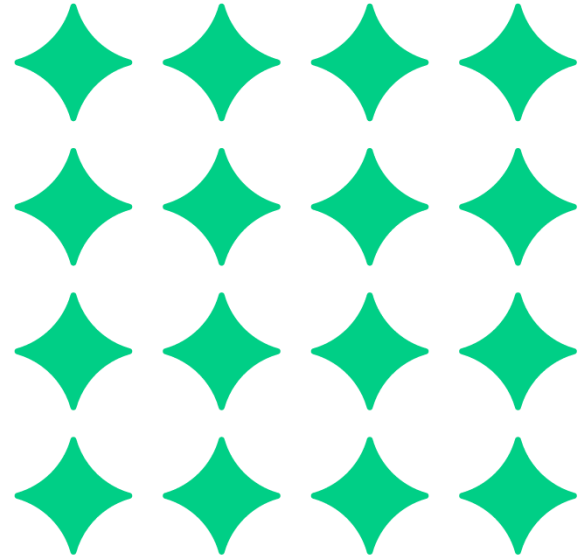




Activity 1.0: *Venn Diagram*

The objective of our next activity is:

to introduce you to a range of **societal issues**
and how they are relevant to our lives.





Activity 1.0: Venn Diagram

- Think about a **societal challenge/issue that you observe in your classroom** – think about your students, and their families.
- Now place that **societal issue on a virtual sticky note** and put that note in the section of venn diagram where you think it belongs (**economic, social, environmental**).

[Venn Diagram](#)



Activity 1.0: Moving the Notes

Do you see an issue you want to move to a different place on the diagram?

- raise your hand
- move an issue on the diagram,
- explain why you made that change.

Back to the [Venn Diagram](#)

"Do you want to move your note?"



Activity 1.0: Venn Diagram wrap up

- That societal issues impact **all of us**;
- They are **relevant** for our students;
- **All three dimensions** are always present;
- Societal issues are **complex** and invite the **exploration of various perspectives.**



Activity 1.0: Venn Diagram Reflection

*As you consider how listening to others talking about societal issues helped you identify or recognize additional societal issues in your classroom and/or their complexity, we invite **three people to use this reflective structure** and **share your thoughts out loud**.*

I used to think _____.

Now I think _____.



Activity 2.0: *Societal Issue Integration*

The Objective of our next activity is for:

- You to discover new opportunities for learning when using societal issues as a learning context
- Integrate a societal issue into an existing school topic/lesson

In **pairs**, in break out rooms, you will:

- choose 1 societal issue and 1 school subject (from our lists)
- Think about and decide how to integrate the two
- Please use this **Miro board** for your work
- Present your ideas



Break-out time (15 minutes)



Activity 2.0: Societal Issue Integration Reflection

Please choose the **emoji** that reflects how you felt about this [exercise](#).

NEXT:

- Would anyone who chose an emoji that communicated feeling overwhelmed, frustrated or full of questions, be willing to share their thoughts with us?
- Would someone who chose happy, curious, full of ideas emoji like to respond or provide support?



Time to Vote

Please vote on one of these societal issues to determine our focus for the next exercise.



5-MINUTE BREAK





ACTIVITY 3.0: *Using Personal Stories*

Objectives of this activity are for you to:

- Connect this societal issue to your own life
- Deepen your learning by listening to others
- Experience the difference between a general issue and a more concrete sub-issue



ACTIVITY 3.0: *Telling Your Story*

Take a moment to think about an **encounter/experience** you had with **the issue: Children in bad home environment/issues with parents**.

In your small **break-out** groups of four, in 15 minutes you will:

- Take 2 minutes to think about your story.
- Take turns describing the encounter/experience so that everyone listening can visualize it.
- Each person gets 2 minutes to tell their story.
- Please choose a timekeeper to keep time.
- Together list the sub-issues/topics that came out of the stories



Break-out time (15 minutes)



ACTIVITY 3.0: *Analyzing – from large to small*

- As you listened to everyone's stories you heard many sub-issues that arose from each story.
- Share your list of sub-issues on this [Miro board](#)



Let's Review Activity 3

- You connected a societal issue to **your own personal lives**,
- You experienced a method, through **sharing and listening to personal stories** by which you could concretize a large societal issue
- You uncovered the complexity of the issue by **listening to one another**
- You identified **sub-issues** of the more general issue



THANK YOU!



Break-out: reflection and evaluation by country

Reflection & Evaluation: “Save the Last Word Protocol”

- Each participant chooses one aspect, idea, moment, learning from this first module.
- The person describes it as objectively as possible (1 minute).
- Then each of the small group participants reflects for him/herself on what was described (1 minute).
- Finally, the person who presented the idea/thought/learning, reflects on how their thinking evolved after listening to the other three (1-2 minutes).
- Continue like this around the circle. Total of 25 minutes



Break-out: reflection and evaluation by country

Module 1 Activities

- Introduction
- Spinning Wheel
- Venn Diagram Activity
- Integrating Societal Issues into school subjects
- Emoji Reflection
- Personal Story Telling on Societal Issue
- Analyzing aspects of societal issue
- Thought Development Reflection



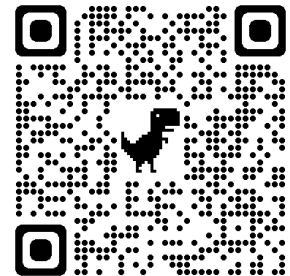
Assignment: preparation for module 2

A) Watch the flipped classroom video about module 2

B) Observe your classroom and try to find an answer to the following questions:

- How do you select and bring a societal topic into the classroom?
- How do you support and encourage dialogue and interaction in your classroom?

Put your answers in this Padlet by Wednesday →

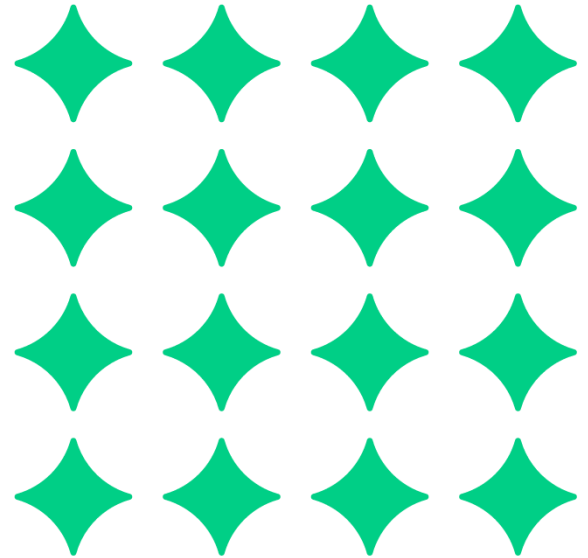




Exit ticket

How do you feel leaving this training today?

Use [this form](#) to answer





Questions and more information?

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<https://www.digitaldestiny.eu/>



A cooperation of the following partners

North consulting

Mediawijs vzw

Djapo vzw

University Of Western Macedonia

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