Project description

Description

What are the concrete objectives you would like to achieve and 'outcomes or results you would like to realise'? How are these objectives linked to the priorities you have selected?

With this project we target to make our students to understand what digital addiction is, how negatively it affects them and how they can cope with this problem. We have applied a survey to the participants schools and it is understood that approximately more than half of the participants are addicted to technology.
https://docs.google.com/forms/d/1cfpbGp9gSFUFH2kgZ81eDVmnvWUkLWbafbNR48cXy-4/edit#responses
According to the results; % 64 of them spend 3-5 hours daily on phones, computer,internet and unfortunately % 16 students spend more than 5 hours . We aim to decrease these amounts to 1 – 2 hours a day for more than % 50 students. Besides % 80 of them state that if they have different activities they can be away from overuse of technology and also they give examples to these activities.This Erasmus project will be a great opportunity for all the partners to witness good implementations and activities to decrease the rate of the overuse of technology
- During the process we will apply various activities here are the main activities of the project;
SCOUTING :Students will learn camping, cook traditional meals, play traditional street games, do orienteering, do role plays, play games around the camp fire.They will feel the nature.
-The other activity will be ARTWORK; students will learn new, creative ways of spending their free time through contact with art.We will do some workshops. The result of the stay will be the acquisition of skills related to fine arts: charcoal drawing, creating posters, taking photos, creating stained glass.
-Another activity will be applied under the name of 'open your mind'; we will promote OUTDOOR PHYSICAL ACTIVITIES as another healthy alternative to the use of mobile phones. Students will have to answer some fun questions throughout the visit to approach heritage culture in an attractive way. We will visit an association where you can learn about the work done by the volunteers and our students will volunteer for a day, thus selflessly helping people in need.
*We will make our students collaborate with their peers from different schools and they will be a part of recognition of learning outcomes in cross-border learning mobility with this transnational project.
*It's known that Environment and climate action are key priorities for the EU now and in the future. For this reason, we aim to provide our students with a skill to replace technology by introducing new products with recycling materials in our handcraft activities.
*In addition to these we want to promote comprehensive approach to language teaching and learning so that each members of the project will have develop their language skills.

Please outline the target groups of your project

As it is stated in the guide of Erasmus+ Program we aim to promote learning mobility of individuals and groups, as well as cooperation, quality, inclusion and equity, excellence, creativity and innovation at the level of organisations and policies in the field of education and training.In other words; it is targeted to support non-formal and informal learning mobility and active participation among young people, as well as cooperation, quality, inclusion, creativity and innovation at the level of organisations and policies in the field of youth;In order to reach these objectives teachers, students, parents , managers of partner schools and their communities will be included in this project.
Target groups of the project are;
*First and the main target groups are the students between 14- 17 .Because the project will be student based and from the beginning till the end.They will be included in planning and performing. They will work in coordination with each other.So that they will have a chance to learn and develop some skills in different areas like theater,sports, arts,music, scouting and language and personal skills as well.10 students from each partners school will join to the project but it is aimed to reach more than one thousand students during the process.We will choose these participants according to some criteria;language competence, being eager to collaborate, having talent at handcrafts/paintings/music/sports . The students with FEWER OPPORTUNITIES (having social, economical, physical or psychological inefficiencies) will be prioritized in the selection step. Turkish partner will give priority to the inclusion of victims of earthquakes happened in Feb,2023.
*The other group members of the project are teachers. They will be the true guide of the students. During the process they will be responsible for planning, organisation and coordination. With the help of their skills and experiences they will make important contribution to the project.This process is going to be a chance not only for students but also for them do develop and gain new skills which will also be beneficial for their profession.
*Parents are the third important part of the project.Their children are getting accustomed to spending more and more time in front of their PCs and having a lot of academic, social ,psychological and health problems.However they are helpless about how to handle with the problem.
*Apart from these main stakeholders we are also targeting other organizations which the schools have relation with.For instance the other teachers of the schools will be informed about the negative effects of Digital addiction via seminars or meetings. Also non-governmental organizations and universities will be included in our project not only to give information about what the digital addiction is but also help the students about how they can cope with the problem.

Please describe the motivation for your project and explain why it should be funded

The human being especially the students passed through a harsh period because of Covid-19.Unfortunately this period leaded another problem for the students: DIGITAL ADDICTION.Even though this period is over,the problem is still going