

# **NEWSLETTER 1**



Erasmus+ Project
ONLINE- teaching
and training young
students about the
DigCompConsumers
though client-based
challenges and ICT

The project aims at offering innovative learning opportunities to lower secondary school teachers to reinforce their key competences on the topic in order to finally improve students (age 11-14 years old) digital competences to access and use digital technologies such as e-commerce platforms through clients-based challenges and cases studies.





#### **OUR OBJECTIVES**

MAKE INFORMED CHOICES ONLINE IN DIGITAL MARKET PLACES



MANAGE ONLINE FINANCIAL OPERATIONS UNDERSTAND DIGITAL MARKETING AND ADVERTISING PRACTICES



OPERATE SAFELY ONLINE
(AVOID THEM TO BE
VICTIM OF FRAUD OR
DECEPTIVE ONLINE
MARKETING PRACTICES)





UNDERSTAND THEIR
DIGITAL FOOTPRINT
WHILE ACTING ONLINE
(EX. DIGITAL DATA
COLLECTION)



## KICK OFF MEETING IN MILAN

### 31st March 2023 ΩΩ

the 31st of March 2023 we had the Project Online Kick Off Meeting and we had the chance to meet, finally face to face, all the project members.

During this meeting we discussed about the general structure of the project, the various activity that we have to implement during the 24 months of the project's lifespan and we have also had the possibility to know each other and to establish a very strong connection that help us to conduct smoothly the different activities that we have to complete.





The ONLINE learning environment will be the second result developed by the project partners. The online learning environment will be delivered as an Open Educational Resource and it will host the micro-learning opportunities for teachers, scenarios to implement in classes through the client-based methodology and a community of practice.

The project will deliver an online community accessible to users also through mobile application that will host a teaching and learning pack and a community of co-creation. Indeed, teachers and their students, NGO dealing with consumer behavior can co-create challenges to keep the community alive and to train the students on the latest changes of the online e-commerce services.



The community of practice indeed will guarantee a collaborative learning environment between teachers of different subject, and it will also be useful to answer to the continuous challenges faced by consumers in the emarket places.

## **MEET THE PARTNERS**













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