<table>
<tr><td>Name:
You Decide How to Act</td><td colspan="2">Objective:
To empower students to make appropriate decisions when facing different problematic and conflictive situations in the digital environment (understand digital tools)</td></tr>
<tr><td>Time and nº of sessions:
One session of one hour</td><td>Type/social agents:
Students</td><td>Material:
- Digital whiteboard
- Laminated cards with different scenarios
- Information sheets on digital reporting, blocking, and privacy settings of devices and mobile applications.</td></tr>
<tr><td colspan="3">Development:
Different digital scenarios are presented (receiving persistent messages, insults, offensive content, fake profiles, etc.).
Students, divided into groups (depending on classroom capacity), discuss which card (i.e., what action) would be best to use in each case and why.
Each group presents its solution openly, and a collective discussion follows to determine the best alternatives, reinforcing knowledge and drafting a joint summary based on different contributions.</td></tr>
</table>

Project number: 2023-1-ES01-KA220-SCH-000160237

Funded by the European Union. The opinions and points of view expressed in this website commit only the author(s) and not necessarily those of the European Union or of the Spanish Service for the Internationalisation of Education (SEPIE). Neither the European Union or the SEPIE National Agency can be considered responsible for them.