**BE A CHILD IN THE DIGITAL WORLD**

**PROJECT PLAN**

**DECEMBER - JANUARY**

**This month's event: Poster, Logo Making, Slogan Producing**

**DECEMBER**

**1. ve 2.Week :**

* To upload our students to twinspace by uploading our parents' permission documents to the system.
* To inform our students about Virtual Addiction (Game, shopping, social media, etc.).
* Show various pictures, articles, watch awareness videos.
* Measure your technology addiction by applying a pre-test (survey) on the Twinspace page.
* **Performing a Teacher Dating Webinar**

**3. ve 4. Week :**

* To enable our students to produce various slogans about virtual addiction.
* Preparing various posters and logos related to Virtual Addiction
* To inform about computer games with various visuals
* Informing about negative behaviors that may occur in online games (Cyber ​​Bullying etc.)

**JANUARY**

**1. ve 2. Week :**

* To make our students produce various slogans about virtual addiction.
* Introducing various web2.0 tools to our students
* Prepare various posters and logos related to Virtual Addiction and upload them to twinspace pages

**3. ve 4. Week :**

* To have our students upload various trailers about their favorite games to their twinspace and ask them to comment using the Forum page effectively.
* Realizing a student dating webinar
* Publishing a small school magazine with the participation of our partner schools by enabling our students to find various articles, articles, pictures, news about virtual addiction and games (PRODUCT OUTPUT)

**FEBRUARY**

* We will perform the Teacher Webinar and inform about the next step.
* To inform them about the diseases (Nomophobia, Fomo, Selfitis…) that can occur as a result of using technology too much and to make them aware of their correct and wrong usage.
* To upload the produced slogans, posters, etc. to the twinspace page.
* By working on diseases with our students, preparing an information booklet and uploading it to the twinspace page (PRODUCT OUTPUT)

**MARCH**

* We will perform the Teacher Webinar and inform about the next step.
* To do a T-Shirt painting activity.
* Asking our students to find thumbnails about technological diseases and create products with complementary activities
* After uploading the work done to the twinspace area, we can create a general school magazine that includes the works of our schools. (PRODUCT OUTPUT)
* Conducting a student webinar and discussing the activities.

**APRIL**

* Performing a teacher webinar
* To enable our students to write short video stories about Virtual Addiction
* To introduce short video editing web2.0 tools.
* To enable them to act out the scenarios they have written.
* To organize our short film work with a video editing program
* Sharing the works on the Twinspace page by creating a joint product video (PRODUCT OUTPUT)
* After uploading the work done to the twinspace area, we can create a general school magazine that includes the works of our schools. We can make a grand final product. (PRODUCT OUTPUT)
* Conducting a student webinar and discussing the activities.

**MAY**

**Finalizing the project and receiving project end opinions**