



## **DigiEduHack Solution**

**Foggia - Hacking University for social innovation**

**Challenge: Find an innovative, sustainable and digital idea to promote our territory**

## **Civil...MENTE**

### **App,students,civics education,school**

Civic education was reintroduced as a subject for 1 hour a week. It was decided to add an app to the subject that involves children from nursery schools, primary schools and lower secondary schools.

### **Team: The teachers**

#### **Contact details**

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### **Solution Details**

#### **Solution description**

With the introduction of the new recommendations on skills European key to lifelong learning in 2018, there is a growing need for more social and civic competences considered essential to ensure resilience and the ability to adapt to change. Civic education was reintroduced as a subject for 1 hour a week. To make the latter more appealing and up-to-date, it was decided to add an app to the subject that involves children from nursery schools, primary schools and lower secondary schools. The app will include the registration of each student and ask them to perform a civic action concerning the areas of environmental, road, health, food education and the Italian constitution. The actions proposed by the app include a first interactive approach and a second one performed in the real world through reality tasks. Both moments will contribute to the acquisition of tickets useful for the realization of a solidarity project established before by the school.

#### **Solution context**

Civic education was reintroduced, as a subject by vote, for 1 hour a week. Among the issues to be addressed with this subject is also education for digital citizenship. The challenge we want to solve

is to make the students involved skilful and aware, in behaviors useful to their own well-being and that of society.

### **Solution target group**

The target is children in kindergarten, primary and lower secondary education (3-13). Through "doing", students will become capable of "knowing how to be", that is, knowing themselves well, managing their emotions to "know how to live" in harmony with others.

### **Solution impact**

The purpose of the solution conceived is a behavioral and metacognitive style aimed at one's own and others' well-being. Our yardstick consists of monitoring, through digital cards for direct observation by the teacher and digital self-monitoring by the child.

### **Solution tweet text**

To make civic education more attractive and current, it was decided to add an app to the subject that will ask the subjects involved to carry out civic actions. The actions proposed by the app include a first interactive approach and a second one performed in the real world throu

### **Solution innovativeness**

The reintroduced matter is developed with a new captivating and active approach, stimulating the experimentation of behaviors aimed at civic sense. The apps on the market tend to make the acquisition of theoretical co-operations prevail at the expense of those practices, while the app designed provides an attitude in line with the directives of the New National Guidelines 2012 and the European key competences

### **Solution transferability**

We believe that our solution can be applied to any institution, association and cooperative that deals with educational processes.

### **Solution sustainability**

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### **Solution team work**

In team we have worked collaboratively and in synergy, we hope to continue the work in the future.