



**DigiEduHack Solution**  
**Thessaloniki - CitizenScience\_INOS**  
**Challenge: Thessaloniki -**  
**CitizenScience\_INOS Challenge 2020**

## **ECOLanguages**

### **ECOLanguages - Multi-linguistic approaches on Ecology**

**The project includes interactive multi-linguistic processes aiming to raise awareness around the topic of sustainability in a citizen science perspective.**

### **Team: FRL AUTH environment and languages**

#### **Team members**

Sofia Madentzoglou, Natalia Koutsougera, Christa Lazaridou, Efstathia Voulkidou.

#### **Members roles and background**

Natalia Koutsougera, created the activity on biodiversity.

Chrisa Lazaridou, created the boardgame on recycling.

Efstathia Voulkidou, supported in the process of briefing towards ideas for the project.

Sofia Madentzoglou, composed the texts for the application form of the solution and created the logo of the project.

All members are students at Aristotle University of Thessaloniki who belong in two cohorts: those carrying out Bachelor studies at School of French Language and Literature, and those carrying out a Master's degree at the Interdepartmental postgraduate studies program "Languages, Communication and Management of Educational Services in modern social, economic and technological environment »

Team mentor was Associate Professor Evangelia Mousouri, Aristotle University of Thessaloniki.

Katerina Zourou hosted the event, provided general framework for Citizen Science and assisted with technical support on Slack.

## Contact details

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## Solution Details

### Solution description

The team that worked on the current plan, created two digital activities, that are focusing on the topics of sustainability and multilingualism from a citizen science perspective. From a methodological point of view, we used interactive digital processes.

Due to various changes in the modern day society, the need to pass the in vivo educational process to digital is becoming more and more needed. The younger generations are requesting for a modernised educational system and engaging them with digital educational activities is one of the solutions of today's educational systems. Moreover, creating digital educational channels is enhancing a step forward towards equal opportunities in education for minors coming from various social, economic and geographical backgrounds and who therefore do not have easy access to the learning processes that the formal education has to offer.

The success of the solution will be measured via the platform where the activities were created, that can provide the quantitative engagement. Also through the engagement of the public while sharing the project in different social media platforms.

### Solution context

The team that worked on the project, aimed to address two important topics of the modern society. The first one, in line with the citizen science overall framework, is the importance of raising awareness on the topic of environmental protection using sustainability methods as a solution to one of our planet's biggest problems. Also, raising awareness on the topic of biodiversity aiming to connect the two above topics together. The second one is the need for cultural understanding at a time when the words 'refugee' and 'migration' are major issues with an urgent need for solutions. By participating in multi-linguistic activities, kids at an early stage in their life will come closer to the existence of other cultures and later on will easier develop respect for each individual of the world.

For this reason the team created two activities, one online and a board game that will boost active participation of kids and youth on the topics of biodiversity and recycling.

### Solution target group

The solution aims to involve mostly kids from 7 years old during their first steps in the process of learning a language. However youngsters and adults can also participate as during the piloting of the activities to youngsters over 18 years old, the feedback was positive and the engagement high. By participating in the current plan, young persons will be involved in an interactive educational

process that aims to plant a seed to our future society on the ground of sustainability and linguistic development.

## **Solution impact**

The impact of the project will be visible on a local and European level. It is created by a group of students that are future foreign language professors and that are aiming to implement it in groups of students. Also part of the team are students that are currently working with Eu projects in the field of migration. Therefore that activities will be shared to young students that are not only Greek but that are coming from other countries of the world and that are currently learning the greek and english language. The solution will not only have an impact on local young students but international ones. Finally, it will enhance the understanding of the need for sustainable solutions to major environmental issues (citizen science) while bringing young people close to understanding other languages and later on basic human rights.

## **Solution tweet text**

ECOLangue, a project that raises awareness on the topic of sustainability and the process of recycling. It is created by a group of young educators, using multi-linguistic learning activities created on digital platforms. Creating a space for kids to play and learn. Join us!

## **Solution innovativeness**

The solution is combining linguistic approaches connected to multilingualism and active citizenship through digital technologies (citizen science). In our days, the most common educational processes are principally linguistic. However in the current solution this is not the case. It involves the understanding of various languages and it mainly aims to involve kids in this process. Apart from that, the activities are implemented digitally which is a new way to involve young students in interacting with new educational elements. Finally, it uses the created linguistic activities in order to raise awareness on environmental issues. In a nutshell two points are raised that are commonly not found together. Learning different languages and finding solutions of major problems of our planet.

## **Solution transferability**

The solution is planned to be used during a class that is part of the formal educational system but also during an informal class for minors migrants. However it can be used during non formal education projects, European and non European that have as a topic languages and sustainability.

## **Solution sustainability**

During its creation, the project has already been implemented as a pilot phase to youngsters in order to receive feedback and with the aim to finally achieve the composition of a qualitative educational plan. It is planned to be implemented by young students in the future as the team is consisted of future language teachers. Furthermore, the activities will be offered to teachers of the greek and english languages that are applying alternative educational plans to migrants and refugees in the area of North Greece. The project will be a tool in the educational files of many educators that will be applied in the near and not only future.

## **Solution team work**

The team started since the beginning to come up with ideas and reflections once the theme and purpose of the solution was reached. All team members were working together via online platforms of communication like Slack, Google Drive and emails as the solution was developed during a challenging time for humanity connected to Covid-19 and while Greece is at a situation of a total lockdown. One of the interesting elements connected to the team members is that it is consisted of youngsters that are students during a bachelors and masters degree, formal and non formal educators, that is offering a better visualisation of the needs of the target group. The team will continue to exchange ideas and tools on education and kids' development.

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