



Proj. No: 2021-1-IT02-KA220-ADU-000035139

# Activity 1

## e-voting





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### **Ecological Thinking!**

*Think before printing any dissemination material if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, eco friendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.*

***Let's protect our environment!***

## Activity 1

<b>Domain</b>	<b>e-participation</b>
<b>Topic Covered</b>	e-voting
<b>Learning Outcomes and Competences that can be acquired</b>	<ul style="list-style-type: none"> <li>● Become familiar with the concept and practices of e-voting</li> <li>● Understand the benefits of e-voting</li> <li>● Digital skills practice</li> </ul>
<b>Duration</b>	45 minutes
<b>Kind of Method</b>	<ul style="list-style-type: none"> <li>● Digital platform</li> <li>● interactive discussion</li> <li>● non-formal education</li> </ul>
<b>Required Materials</b>	<ul style="list-style-type: none"> <li>● projector/monitor</li> <li>● laptops/smartphones</li> <li>● notebook-pen (for keeping notes)</li> </ul>
<b>Learning Setting and Activity Description</b>	<p>On the current activity, the educator introduces the topic, with a general, interactive discussion, before proceeding to the more practical elements.</p> <ol style="list-style-type: none"> <li><b>(PPT Slide #1):</b> Initiation of a discussion on traditional voting, accompanied by a set of questions. <ul style="list-style-type: none"> <li>● Is distance a deterrent factor when it comes to voting?</li> <li>● How long do you usually wait in queues?</li> <li>● Are there any trust issues?</li> </ul> </li> <li>On a second level, the educator compares the traditional practice of voting (physical presence), with e-voting. Differences, pros and cons, application. A discussion on the matter takes place.</li> <li>The 3rd, and final part, is the practical activity. The educator uses one of the many available e-voting platforms. In our case, we choose to use electrobox.com as an example in order to develop a voting scenario with a backstory, participants, and voters. Through the provided steps, students use their devices in order to vote, and become familiar with the concept of e-voting and its procedures.</li> </ol>
<b>Activity Evaluation/ Reflection</b>	Students come in contact with the concept and practices of e-voting, as well as the structure of the platforms.
<b>Supporting materials</b>	<p><a href="#">Activity 1 presentation</a></p> <p><a href="http://electobox.com">electobox.com</a></p> <p><a href="http://eballot.com">eballot.com</a></p> <p><a href="#">zeus digital voting</a></p>





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**Thank You !**