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Activity 3

e-participation





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 3

Domain	e-participation
Topic Covered	e-participation
Learning Outcomes and Competences	<ul style="list-style-type: none"> ● Familiarize and engage students on the subject of e-participation. ● Distinguish e-participation from other e-government services (as a meaning). ● Initiate a discussion on e-participation (what is it, why is it important, when and how was it born etc.).
Duration	45 minutes (exercise - 15 minutes, discussion - 30 minutes)
Method applied	<ul style="list-style-type: none"> ● non-formal education ● interactive discussion ● team-play
Required Materials	<ul style="list-style-type: none"> ● props ● notebook-pen
Learning Setting and Activity Description (SLIDES 2-5)	<ol style="list-style-type: none"> 1. Students are separated into teams; how many, depends on the students' number. The educator distributes a number of props to each team. Each prop has a word related to e-government services. Students have to group the props related only to e-Participation. First team to do so, wins. 2. After the game is finished, the discussion follows. The educator asks open-ended questions regarding e-Participation, its services, ways and practices, meaning. <i>"What is e-Participation?"</i>, <i>"When and why do you think, participating got digital?"</i>, <i>"Why is it important?"</i> <ul style="list-style-type: none"> - The game is not competitive at its core. Its focus is to engage learners on the concept of e-Participation, and build a solid understanding around its ecosystem. - The words set on the props do not have to be direct (such as <i>voting, payment, administration, etc.</i>), but can also be broader and more open, in order for the game to be more thought-provoking and raise the difficulty level.
Activity Evaluation/ Reflection	Via the game and the discussion that follows, students build a concrete perception on the world of e-Participation. In addition, working in teams, especially on such a concept, strengthens the realization of participation's importance, and leads students towards a different way of thought regarding public matters.
Supporting materials	Activity 3 presentation





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Thank You !