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Aims of the project

- Create a new curriculum module in which teachers will empower a conscious, creative and critical stance by students as evolving responsible civilians [8-14 years] towards online media by means of training essential skills and providing essential knowledge.
- Benchmark effective new methodologies and pedagogical strategies as an essential component of the new curriculum module.
- Publish the new curriculum module both in a traditional form (print) and online together with didactic material and multimedia instructions so that European teachers can implement the new module by themselves.
- Create an international network to evaluate and help promote the new curriculum and function as a help centre for European teachers willing to implement the new module.

Our latest news !

- **Workshops and training events:** For the next months, the partners planned a series of training workshops that will occur in four countries (Greece, Poland, Spain, and Lithuania). These workshops will implement innovative technological means (Augmented reality) and effective pedagogical methods. The purpose of these workshops is to improve the learning effectiveness of the training curriculum which focuses on the following themes: ICT, Online Identities and Instruction methods.
- **Curriculum & AR Game:** The partners compiled a set of training modules that will empower teachers to handle online identity issues more effectively. The Augmented Reality game is part of the curriculum and will add another dimension on the learning process, fostering the learners to self-reflect on their attitudes regarding online identities.

Stay tuned for more information; visit our website at www.id-eye.eu or send us an email info@id-eye.eu!

What is the IDentifEYE project?

Children today are in danger on the Internet because of not understanding the relevance of data. They either too freely provide their own data and thus run the risk of identity theft or of an unwanted third party being able to target them, or they too easily believe the actuality of data provided by others and thus could become targeted by a third party who is disguised by a false identity. Internet is a great tool that offers youngsters many additional opportunities to their education, entertainment or even social life. Internet is nowadays thoroughly embedded in children's lives. In order to identify the proper way to reach children it is important to look at the persons that children turn to for advice when something online troubles them. So, the best strategy to protect children is to train teachers that children already trust, to guide them through online activities. Considering that schools have the resources to reach all children, they should take the initiative training them. With the proper training of teachers, ideally, every child would have at least one skilled person to turn to (teacher or even peer).

Empowering Teachers

To address these issues, in the current project we will utilise an augmented reality game and validated pedagogical approaches to empower teachers reach out to children and educate them about the dangers of the Internet

and online identities.

Meet the Partners

- [P1| CRYSTAL CLEAR SOFT S.A. - Greece](#)
- [P2| STICHING EZZEV/EZZEV FOUNDATION - The Netherlands](#)
- [P3| FAVINOM Consultancies Ltd - Cyprus](#)
- [P4| FUNDACJA CITIZEN PROJECT - Poland](#)
- [P5| Gdańskie Centrum Profilaktyki Uzależnień - Poland](#)
- [P6| JAUNIMO KARJEROS CENTRAS - Lithuania](#)
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