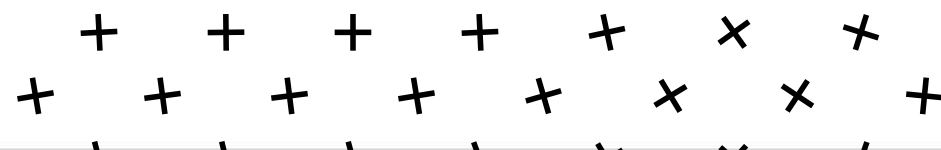





STUDY PLAN





DECEMBER

- 1-Establishment of the project team and introductory meeting.
 - 2-Introducing the project in schools and obtaining parental permission documents.
Preparation of school project boards.
 - 3-Change of digital e-security policy.
 - 4-Task sharing, our suggestions for things to do in the project
 - 5-Edit project pages
 - 6-Preparation of posters, logos, preparations and surveys
 - 7- A BOOKSHOT MAKING EVENT WILL BE HELD ON TUESDAY, DECEMBER 10, WORLD HUMAN RIGHTS DAY.
- 

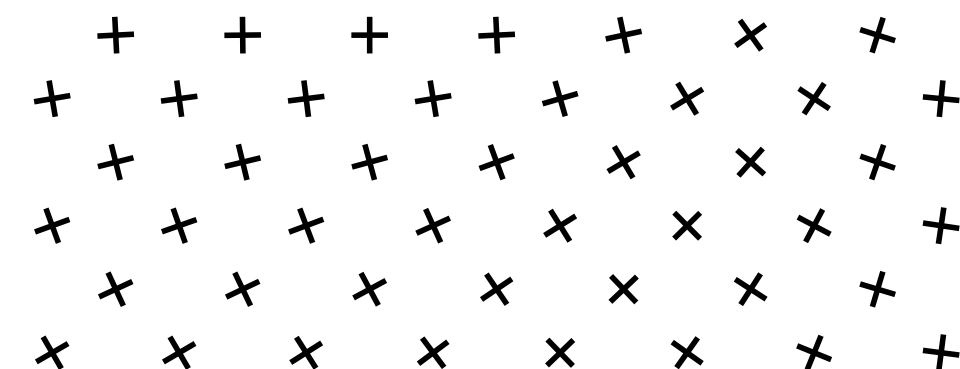
JANUARY

- 1-Countries and their flags will be introduced.
- 2-Student twinspace registrations will be completed.
- Joint product - A DIGITAL NEW YEAR'S CARD WILL BE DESIGNED, OUR NEW YEAR'S CALENDAR WILL BE CREATED
- 3-Meeting, Student Introduction meeting.
- 4-Introduction and implementation of one of the guest WEB tools of the month
- 5-Implementation and finalization of surveys.
- 6-Social responsibility: Our citizenship rights
- 7-Our teacher-student promotion padlet



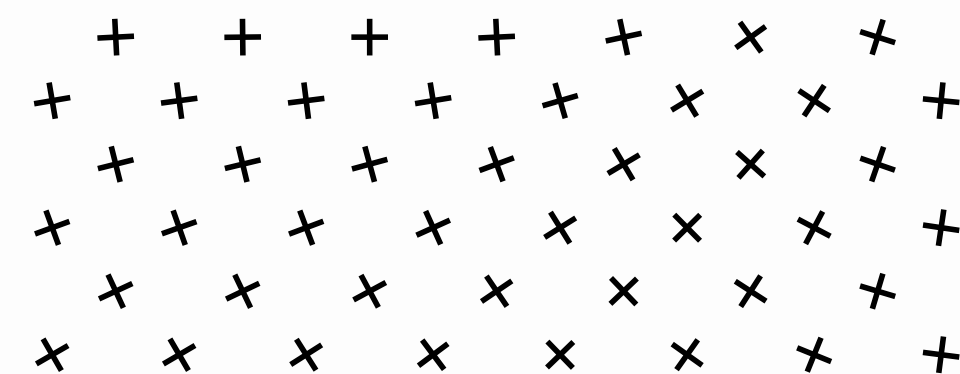
FEBRUARY

- 1. Our schools on the map
- 2-Internet security webinar
- 3- Student guest meeting, WEB tools introduction and application
- 4-Cyber bullying types web study
- 5- Curriculum integration



MARCH

- 1- World citizenship
- 2-Our countries and anthems video work
COMMON PRODUCT
- 3- Student guest meeting:
- 4- DIGITAL ID CARD DESIGN (COPILOT)
- 5- DATA SECURITY, DATA BREACH AND WEB
TOOL EFFECTIVENESS WILL BE DETERMINED
- 6- STUDENTS WILL EXPLAIN THE RIGHTS THAT
CITIZENS CAN EASILY ACCESS THROUGH
ARTIFICIAL INTELLIGENCE (ADOBE,
CHATHERPIX)



APRIL

- 1-Determination of project (mixed country) teams.
- Starting the activities of project teams.
- 2-Safe internet day awareness event.
Board preparation. Recognizing the QR code
- 3-Meeting - student guest meeting on secure internet.
- 4- Social responsibility: Artificial intelligence study to recognize the national and moral values of countries

MAY

- 1- World youth rights web tool activity
- 2-Meeting: WEB TOOL INTRODUCTION AND APPLICATION
- 3-Completion of team work.
- 4- Dissemination studies
- 5-Getting to know virtual exhibitions and virtual galleries.
- 6-Virtual exhibition-FINAL PRODUCT
- 7-Conducting final surveys.
- 8-Preparation of participation documents.
- 9-Completing the project deficiencies and writing the quality label.

