Digital Sustainability – School Project Plan

# Project Objective

To raise awareness and promote sustainable digital habits among students through a blended learning approach, including surveys, discussions, educational videos, and gamified tools.

# Participants

- Students from multiple classes in secondary school “Jure Kaštelan” Omiš
- Mentor: Dajana Jelavić,prof.

**Duration:** 3 months (September-December 2024)

# Project Activities

The project was structured in the following steps:

1. Initial Survey:
- Students answered a survey designed to gauge awareness, attitudes, and behaviours regarding the use of digital technology in a sustainable way.
- Key findings:
 • About 50% of students were somewhat familiar with the concept of digital sustainability
 • Only 20% were very likely to reduce screen time
 • Almost 40% were not interested in taking any steps
 • Nearly 40% responded neutrally to questions on e-waste recycling
- The results highlighted the need for further dialogue and critical thinking

SURVEY RESULTS



2. Educational Preparation:
- Students watched a selected educational video on sustainability: This video is bad for climate change. Thank you for watching! <https://youtu.be/JJn6pja_l8s>
- They received access to the original survey questions and additional reflective prompts for deeper engagement

3. Online Discussion via [Parlay Platform](https://parlayideas.com/):
- Students joined class-based discussion rounds
- They responded to prompts and commented on two peers’ posts
- Teacher was able to monitor:
 • Participation data
 • Comment length
 • Interaction patterns
 • Keyword cloud from responses

4. Problem-Solving and Action:
- Students brainstormed actionable solutions to reduce their digital carbon footprint
- These were compiled into a gamified action plan using [Wordwall](https://wordwall.net/)
- Activity type: Matching pairs
- Content: Sustainable digital practices students could adopt in everyday life



# Tools and Resources

- Google Forms ([Survey](https://forms.gle/zFVhVT4QeHyVLWmB8))
- Educational [video](https://youtu.be/JJn6pja_l8s) on digital sustainability
- [Parlay.ai](https://parlayideas.com/) discussion platform
- [Wordwall](https://wordwall.net/) (for gamified action plan)

# Outcomes

- Students became more aware of their digital habits and their environmental impact
- Promoted peer-to-peer learning and critical thinking
- Generated an engaging, student-created toolkit for action
- Provided teachers with insightful data to guide further activities

# Follow-up Suggestions

- Introduce eco-digital habits challenges across classes
- Share gamified solutions with the wider school community
- Connect with other schools for an Erasmus+ collaborative digital sustainability project

Credits:

Writing supported by ChatGPT, an AI developed by OpenAI, with educational guidance by Dajana Jelavić.