



Digital Child Rights tools

Our Digital Child Rights tools make young people between the ages of 10 and 18 aware of their rights and obligations in the digital world. We not only want to teach them something, but also make them think about their digital behavior. Finally, our tools always ensure that children have the opportunity to express their opinion about their digital lives to involved adults. The activating teaching methods below are complementary and can be used flexibly.

Awareness



1. Play This Digital Child Rights game makes young people think about their digital rights and obligations. They discuss different themes with each other and discuss what they consider to be their most important rights. After the game, they give their opinion online.



2. Talk During this Digital Children's Rights conversation, young people talk about important themes in their digital lives and environment. They make their own poster using a selfie and a quote. All creations together form a Digital Children's Rights Expo.



3. Show The children and young people work together on a Digital Child Rights show. They will have a conversation after their performance. At the end, the young people give their feedback and ideas about their digital lives to adults online.

Education



4. Lesson In this lesson, ten digital themes are discussed; with the help of conversation cards with theses, young people conduct a discussion. Who is for or against? What needs to change? What do they want to tell adults? Finally, they give their opinion online.



5. Research In this project, the young people conduct research into the status of their digital rights at school and at home. They complete the Digital Children's Rights Check online. The report is for discussion with teachers, parents, carers and/or the municipality.



6. Festival This activity is suitable for a 'challenge' during a whole day or week. Based on a digital theme, such as mental health, the young people get to work with their own idea (prototype) for improving their digital life.

Participation



7. Panel On our platform childrightsplay.com, young people can give their opinion, ideas, wishes and feedback about their digital life and environment after each activity. We create a separate participation environment for each school, municipality and public organization.



8. Game app This tool allows young people to go outside. They walk a route with an app, play a game and get the chance to give feedback on how their digital city can be made more child-friendly. They discuss their opinion with the school and the municipality.



9. Project This part allows young people to work on their own project. For example, they help the elderly with their iPad, they collect old mobile phones, they create a campaign against digital bullying, they organize a talk with the municipality about their digital life, etc.

Digital Child Rights Panel

All young people who participate automatically form our Digital Child Rights Panel. All opinions are collected anonymously through our PLAY participation platform. The teacher has access to Digital Children's Rights reports. These insights are a good tool to discuss with the young people themselves, of course, but also with parents, carers, school and municipality. In every municipality we organize a Digital Child Rights Desk for older young people for our programs. They do an internship or get a part-time job.

For more information: info@digitalchildrights.org