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Erasmus+ KA220-SCH Strategic Partnership in School Education

-DICOMI-

Digital Comics of Migration

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WP4 – RECOMMENDATION PROGRAM

WORK PLAN

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WORK PLAN

This work plan covers the creation of "Recommendation Program" to promote digital storytelling methods and techniques under the Work Package 4 (Activity 1, 2, 3, 4, 5, 6) . This plan includes the content, purpose, target group, duration, testing content, task distribution, and application aspects of the testing of the online platform activity.

Overview of the Activity

The recommendation program entails the design of the digital storytelling curriculum with recommendations and new techniques to be presented to the decision makers, stakeholders, and audience. After the module designs and digital platform are ready, each partner will organize two small-scale meetings with policymakers. In each meeting, there will be at least 10 participants.

In each meeting, project partners will present the Digital Comics of Migration modules prepared under WP2 to the stakeholders of education and policymakers to ask them to evaluate the modules. Also, each partner will ask the interview questions listed below to the participants and record their answers via voice recording or notes. After the meetings, the partners will prepare a comprehensive report on the following subjects:

- Migration and war – Migration and war affect people's and children's lives in the most intense forms, causing forced displacement and drastic life changes. The DICOMi project aims to understand the effect of migration and war on students, teachers, and schools. Thus, these questions are to be directed to the participants of small-scale meetings:
    - What is migration and war?
    - How do migration and war affect education?
    - How can we improve social cohesion and human rights in education?
    - As a teacher, what do you do for inclusiveness for children affected by migration and/or war?
    - How do you evaluate the inclusive methods and content of DICOMI?
- Comics and digital comics – Comics and digital comics are the fundamental instruments of education used in this project. Stories of migration and war are depicted in digital comics in Dicomi modules as a medium for social cohesion and support. These questions are to be askes to the participants of small-scale meetings:
    - What do you know about comics and digital comics, and their use in education?
    - How can education benefit from comics and digital comics?
    - What are the effective education methods to integrate comics in learning process?
    - How do you evaluate digital comics of Dicomi?

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- Digitalization of education – Digitalization movement of education has been a priority for European Union since 2020. Dicomi project also prioritizes digitalization movement both in teacher training and student implementation phases. These questions are to be asked to guide further policies for digitalization:
    - What are the effective ways to include digital tools and content in education?
    - How do you evaluate the digitalization of Dicomi modules?
    - What methods and tools do you suggest for effective digitalization of education?

After the reports are prepared, Yildiz Technical University will lead the design of the Recommendation Program for Students, Families, Teachers, and Policy Makers. The design of this recommendation program will be carried out cooperatively by all partners. The program will include recommendations to the decision makers and methods and techniques to promote digital storytelling.

Target Group of the Small-Scale Meetings

The target group of the recommendation program is the educators, teachers, school principals, and the decision makers across Europe. Each partner country will invite the stakeholders of education, digital education, storytelling, digital storytelling, and early school leaving. Each partner country will include at least 10 participants for each small scale meeting they will hold (2 small scale meetings per country). The recommendation program will be prepared in light of these small-scale

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