WP3 - POWERPACK TOOLKIT ACTIVITIES

Digital Well-being: My Digital Superpower

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1. General Information

Well-being dimension: Digital well-being.
Target age group: 8–12 years (Upper Primary)
Activity format: Experiential, creative, and collaborative workshop
Duration: 60 minutes
Group size: 15–25 students
Transversal approach: Digital literacy, social-emotional learning, citizenship, creativity

2. Learning Objectives

- To identify positive ways children can use technology as a tool for change.
- To encourage creative thinking by designing a "digital superpower" project that benefits others.
- To develop collaboration, planning, and communication skills through group work and presentation.

3. Materials Needed

- Paper, markers, and colored pencils
- Tablets or computers (optional) for digital drawing or simple presentations
- Whiteboard or large paper for brainstorming
- Stickers or small props for "superpower badges"

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4. Activity Steps

Step 1: Introduction & Brainstorm (10 minutes)

- Teacher explains the idea: "We all have digital superpowers skills or ideas that let us use technology to make a positive difference."
- Students brainstorm in pairs: "What could your digital superpower be?" Examples: creating helpful apps, sharing educational videos, raising awareness about climate change.

Step 2: Design Your Digital Superpower (20 minutes)

- Students create a visual representation of their digital superpower on paper or tablet.
- Include: name of the superpower, what it does, who it helps, and how it uses technology responsibly.

Step 3: Group Sharing & Collaboration (15 minutes)

- Students form small groups (3–4) and share their superpowers.
- Each group discusses how their superpowers could combine for a bigger positive impact.
- They design a simple plan or mini-project using their combined ideas.

Step 4: Presentation & Reflection (15 minutes)

- Groups present their digital superpowers and collaborative projects to the class.
- Teacher facilitates discussion: Which ideas are realistic? Which could really help others?

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5. Teacher Notes & Tips

- Encourage all ideas creativity is more important than technical feasibility.
- Emphasize safe and responsible use of technology.
- Provide scaffolding for students who need help expressing ideas visually or verbally.
- Highlight examples of real-life young changemakers online for inspiration.
- The activity can also be done in physical format.

6. Reflection prompt for students

- What is your digital superpower and how can it help others?
- How did your superpower combine with others' to make a bigger impact?
- How can you use technology every day in a positive and responsible way?

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7. Tips for adaptation for children with special needs

Easier Version (Early Primary / extra support):

- Focus on drawing, coloring, or using stickers to represent digital superpowers instead of writing or typing.
- Teacher models examples and guides students step by step.
- Allow students to “show and tell” their ideas orally rather than creating full diagrams.
- Keep brainstorming and planning simple, with clear prompts and questions.

Medium Version (Medium Primary / more independence):

- Students can write short stories, create comic strips, or simple digital presentations about their superpowers.
- Encourage group discussion and collaborative planning with minimal teacher support.
- Challenge students to think about how their superpowers could combine for greater impact.

Adaptations for Students with Special Needs:

- Provide visual templates, icons, or digital tools to support expression.
- Offer flexible participation roles: illustrator, storyteller, presenter, or helper.
- Allow extra time for preparation and practice.
- Pair students strategically for peer support and scaffolding.
- Check comprehension frequently and give clear, step-by-step instructions.

The timing can be changed depending on the age group.

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8. References (methodological approach)

The activity combines active learning, creative thinking, and collaborative work:
Students learn by imagining, designing, and presenting digital superpowers that can positively impact others.
It fosters digital literacy, teaching students to use technology responsibly and ethically.
Teamwork strengthens social-emotional skills, communication, and collaborative problem-solving.
Presenting the activity as “digital superheroes” increases motivation, engagement, and a sense of agency.
Connecting the activity to real-life contexts encourages students to reflect on their role as changemakers in the digital world.

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