



SAMPLE EDUCATIONAL RESOURCE

Thematic Field: Policy / GDPR Practices

Title: Personal Data Protection according to the General Data Protection Regulation (GDPR)

Last edit: 08/02/2022

Authors: NURTEN UŞAN AIHS “e-Safety commity”

OVERVIEW

This educational resource presents the degree of awareness that students have about personal data and their digital rights and obligations according to the General Data Protection Regulation (GDPR). Specifically, the following topics are presented:

- Introduction to data privacy issues and getting familiar with Privacy Policy
- Raising awareness about the General Data Protection Regulation (GDPR)
- Creation of an interactive quiz about GDPR, in Scratch programming environment

GOALS

This educational resource describes the degree of awareness that students have about personal data and their digital rights and obligations according to the new General Data Protection Regulation (GDPR). Specifically, the following topics are presented:

- Introduction to data privacy issues and getting familiar with Privacy Policy
- Raising awareness about the General Data Protection Regulation (GDPR)
- Creation of an interactive quiz about GDPR, IN Scratch programming environment

Through this educational resource, the teacher raises awareness about the new General Data Protection Regulation (GDPR) which has been valid since 25/05/2018.

The objectives of the educational resource are described below:

1. Raise awareness about what personal data are
2. Get familiar with the General Data Protection Regulation (GDPR)
3. Raise awareness about Privacy Policy
4. Become more observant and skeptical while browsing
5. Learn about the use of Cookies
6. Raise awareness about how organizations store and use personal data
7. Develop collaborative learning
8. Apply newly obtained knowledge in programming application

PERSONAL DATA PROTECTION ACCORDING TO THE GENERAL DATA PROTECTION REGULATION (GDPR)

Introduction

In this educational resource there are three educational activities, as part of eSafety, about data protection according to the new General Data Protection Regulation (GDPR).

This educational resource describes the degree of awareness that students have about personal data and their digital rights and obligations according to the new General Data Protection Regulation (GDPR). Specifically, the following topics are presented:

- Introduction to data privacy issues and getting familiar with Privacy Policy
- Raising awareness about the General Data Protection Regulation (GDPR)
- Creation of an interactive quiz about GDPR, IN Scratch programming environment

Research question: How and in which level can the 3 educational activities help students raise awareness about data privacy and the new General Data Protection Regulation (GDPR)

Important note: Before starting the implementation of the 3 proposed activities, students have to fill in a questionnaire, in order to evaluate any previous knowledge. After the completion of the 3 educational activities, the students fill in, again, the questionnaire, in order to evaluate the effectiveness of the whole procedure.

SECTION 1

L1 Introduction to personal data issues and to Privacy Policy through presentation/discussion (45 mins) - (1 didactic hour)

An indicative teaching plan complemented with the duration of the various educational activities are presented below.

Description	Duration	Methodology
Fill in questionnaire, in order to evaluate any previous knowledge	5 mins	Survey
Video from the Norwegian Data Protection Authority	10 mins	Presentation/Discussion

Presentation for private data	10 mins	Presentation/Discussion
Video from Cyprus Police	5 mins	Presentation
Hellenic Data Protection Authority- Some guidelines for personal data	5 mins	Presentation
Privacy Policy	10 mins	Presentation/Discussion

SECTION 2

L2 The new General Data Protection Regulation (GDPR) (45 mins) - (1 didactic hour)

An indicative teaching plan complemented with the duration of the various educational activities are presented below.

Description	Duration	Methodology
Presentation for GDPR	10 mins	Presentation
Cookies and their use	15 mins	Presentation/Discussion
Age of consent in European countries about the use of social networks	5 mins	Discussion
Group separation	5 mins	
Word cloud generation	10 mins	Brainstorming

SECTION 3

L3 Designing of an interactive knowledge quiz about GDPR in Scratch Programming environment (100 mins)

An indicative teaching plan complemented with the duration of the various educational activities are presented below.

Description	Duration	Methodology
Challenge	5 mins	Presentation/Discussion
Questions formulation by groups	20 mins	Brainstorming
Creating the quiz in Scratch	30 mins	Brainstorming
Testing the programs and revision	40 mins	Project presentation
Fill in questionnaire, in order to evaluate any previous knowledge	5 mins	Survey and evaluation

SYNOPSIS

The students raise awareness of Data Privacy, an issue that some of them believed that possessed it. After the presentation and the discussion, the teacher will be able to evaluate whether the students "conquered" the knowledge, in order to continue with the next activity.

By the end, the students will be

- able to know where their private data are used for
- more observant and skeptical
- raise awareness about GDPR and data privacy
- raise awareness about their digital rights and obligations
- familiarize themselves with Programming concepts

The students raise awareness about what GDPR is about and how it protects them. They learn about their digital rights and obligations and they realize that the concept "private data" is expanded. They learn how the organizations store and use their private data and that they have the control of their private data. They learn to use the Web2.0 application <https://worditout.com/>

The educational resource can be implemented in the context of the school lesson "ICT Applications" and/or in the context of the Data Privacy Day

REFERENCES

1. *The Web We Want*, Handbook for Educators, European Schoolnet, 2015
<http://www.webwewant.eu/documents/10180/23883/FINAL+HANDBOOK+FOR+EDUCATORS.pdf/a728fc8c-bf86-4ea9-a0ba-10f25c9d0949>

Funding

Co-funded by the Erasmus+ of the European Union. Call 2017, Strategic Partnerships for school education, Key Action 2 – Cooperation for Innovation and the Exchange of Good Practices, Project Code 2017-1-EL01-KA201-036242.