







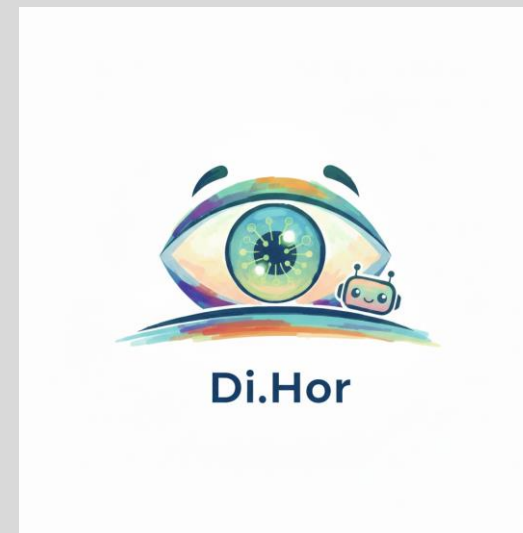


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Partner

6 partners from 4 European countries are involved in the project:

-  · IIS Galileo Galilei (Italy)
-  · RenaSup (France)
-  · Pixel (Italy)
-  · AEEG (Portugal)
-  · IPB (Portugal)
-  · Liceul EuroEd (Romania)



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Digital Horizons

Appropriate, Safe and Ethical implementation of Digital Technologies



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CONTEXT

In recent years, the education system has approached digital technologies and AI with a mix of enthusiasm and skepticism.

While these innovations offer opportunities to transform teaching and learning, their use in schools has also raised concerns about screen addiction, data privacy, and the potential to dehumanize the educational process.

TARGET GROUPS

The project is addressed to:

- **Secondary** school teachers that are working with students aged between 14 and 16.
- **Students** aged 14 to 16 are the main beneficiaries of digital and AI-based education
- **Parents** of pupils aged 14 to 16



AIMS

The Digital Horizons project aims to provide the secondary school communities with the knowledge, skills, and strategies necessary to effectively integrate digital technologies and artificial intelligence (AI) into teaching and learning.

EXPECTED RESULTS

- **An Online Training Package** organized in structured digital education modules for teachers, students, and parents and covering AI ethics, digital security, assistive technologies, and innovative pedagogy.
- **An Online Database of AI & Digital Tools** accessible on the project internet platform for teachers and students.
- **A Collection of Video Case Studies** including real-world examples of successful application of AI in education presented by teachers, students, and digital experts.

