PROJECT PARTNERS

Zaffiria

ZAFFIRIA

Italy – Coordinator
Media education and digital creativity center.

ArtedelContatto
Educazione alle arti

ARTEDELCONTATTO

Italy
Media literacy and audiovisual education projects in schools.

CONTACTS & RESOURCES

Follow the project and partners
for updates, tools and publications

ERASMUS-EDU-2024-POL-EXP
Project no. 101195793
Duration: **March 2025 – August 2027**

Illustrations: Jeanne Anton (La Fabulerie).

cine clube viseu

CINE CLUBE DE VISEU

Portugal
Promotes visual literacy
and cinema education since 1955.

LA-FABULERIE
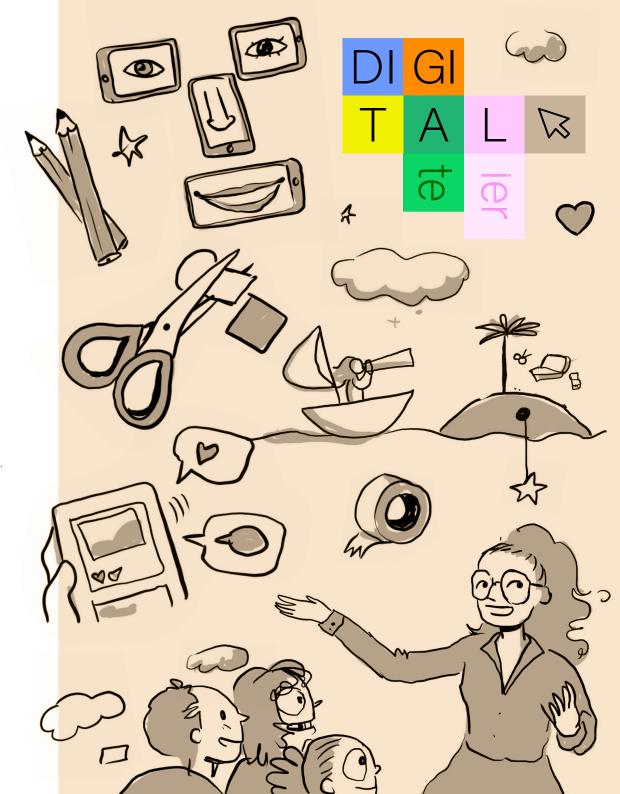Tiers lieu culturel & fabrique numérique

LA FABULERIE

France
Creative educational experiences mixing storytelling, culture and low-tech digital tools.

ARTE URBANA collectif

ARTE URBANA COLLECTIF

Bulgaria
Artistic and cultural activities to foster inclusion and educational participation.

DIGITAL atelier

WHAT *is* DIGITATELIER?

DIGITAteLier is a European project that promotes the digital well-being of children aged 3 to 10.

It values the digital atelier as a creative educational space, where technology becomes a tool for safe, conscious, and participatory growth.

Co-funded by the European Union, DIGITAteLier brings together 5 organizations from Italy, Portugal, France, and Bulgaria.

WHAT DO WE MEAN *by* DIGITAL WELL-BEING?

Digital well-being refers to a state of physical, cognitive, emotional and social balance that enables children to feel safe, confident and actively engaged in their experiences with technology.

It means being free to imagine, create, express themselves and learndeveloping autonomy, critical thinking, and digital citizenship from the earliest years.

our OBJECTIVES

- To develop an innovative pedagogical model based on the digital atelier approach that promotes children's digital well-being

- To strengthen the skills of teachers, educators and families, through training, co-creation and field testing

- To influence educational policy, providing evidence -based recommendations for early digital education.

project PHASES

RESEARCH
Analysis of policies and good practices on digital education and children's well-being (3–10 years), with a focus on access, inclusion, media literacy and resilience to disinformation.

MODELLING
Design of a flexible, adaptable educational model based on the experience of digital ateliers from partner countries - fostering creativity, collaboration and holistic well-being.

EXPERIMENTATION
Implementation and testing of 20 digital atelier modules across schools in 4 countries, involving over 500 children and their families in hands-on educational experiences.

TRANSFER *and* DISSEMINATION
Advocacy, training and communication actions to promote the adoption of the model in educational policies, schools and local services.

project OUTPUTS

European MAPPING REPORT
Comparative study of policies, practices and tools for digital well-being in early and primary education across Europe.

20 DIGITAL ATELIER *modules*
Practical, creative and well-being-focused learning paths tested with children aged 3–10.

"DIGITAL WELL-BEING ATELIERS" *guide*
A multilingual publication with theoretical, methodological and practical content for educators and schools.

Training for EDUCATORS *and* TEACHERS
11 online and offline workshops involving over 250 professionals across 4 countries.

POLICY RECOMMENDATIONS
Strategic proposals to support sustainable and effective digital education policies for early childhood and primary contexts.