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# DIGITEACHERS

2023-3-TR01-KA153-YOU-000176539

## PROJECT RESULTS



This Activity Report documents the journey and key learning outcomes of our Erasmus+ KA153 Youth Participation project “Digiteachers”. Centered on the vital theme of digitalization and youth, our project addressed the critical need for young people, particularly future educators, to develop robust digital competencies in an ever-evolving world.

Our primary objectives were to:

- **Empower** young volunteers to use digital tools consciously and effectively.
- **Inspire** them to integrate digitalization into their professional development paths.
- **Enable** their active contribution to the wider European digital transformation.

To achieve these goals, we brought together a diverse group of 27 students from Türkiye, Greece, and Belgium for two dynamic mobility activities in Brussels and Istanbul. The agenda was a rich blend of cultural immersion and professional growth, featuring visits to the cities' leading technology hubs and innovation centers, complemented by interactive workshops.

This report serves as a summary of the project's activities, with a methodology grounded directly in the participants' own experiences. To concretely track learning outcomes, we utilized daily online surveys, comprehensive final evaluation forms, and video interviews. Therefore, the quantitative and qualitative data presented herein is a direct reflection of the feedback, insights, and authentic voices of the young people at the heart of this project. The report also serves as a key resource for disseminating its positive impact and best practices. It is a testament to the power of youth collaboration in the digital age and a tool to inspire future initiatives.

## WHO ARE WE?

Young people from Türkiye,  
Greece and Belgium united by a  
passion for education and  
technology

## WHAT WE DID?

Two intensive mobilities in  
Brussels and Istanbul focused  
on digital transformation and  
intercultural dialogue

## WHERE WE WENT?

From Istanbul to Brussels, we  
followed a path through  
Europe's hubs of innovation  
and culture





# BRUSSELS : THE CAPITAL OF EUROPE

Our week of activities in Belgium started with an Opening Workshop in Brussels. In the session, the detailed schedule for the activity was presented to set the expectations.



We first met with everyone involved in the project, followed by a talk about the importance of Erasmus+ projects done with young people. We also got to know the three organizations that made this project possible.



The workshop concluded with a dynamic brainstorming session on digitalization, where participants shared their initial perspectives and routines with digital tools both in their personal and professional life.

We visited the European Parliament to decode the European Union's democratic processes, core values and institutional framework.

The experience provided a deep-dive into the foundational EU values of human rights, collaboration, and the rule of law. As one participant put it, *"I learned that the European Union is a structure that brings together different cultures and features for the sake of peace and a culture of work."*



Participants were impressed by the scale and complexity of the institution, noting how "digital innovation plays a crucial role in making such a large and complex institution function smoothly."

*"The most valuable aspect was being able to see and admire the EU Hemicycle, where the most crucial decisions for EU countries are voted on. This activity made me realise the power of European democracy."*







We explored BeCentral to dive into a disruptive, self-directed ecosystem for digital skills and entrepreneurship.

Participants were inspired by BeCentral's game-changing educational model, which operates

without formal teachers and thrives on peer support and project-based work. They saw clear evidence that this alternative path leads to industry-recognized skills and successful careers.

The visit provided a blueprint for how a successful tech hub operates, creating a dynamic environment where "different start-ups working together showed the importance of collaboration and a culture of sharing."



*"I was very impressed that people from many fields use a single building in such a multi-dimensional way. The fact that people are encouraged to produce according to their wishes without teachers and classes also impressed me."*

The TechnoPolis visit made us recognize the fusion of education, technology and entertainment.



Future teachers in the group left with a toolkit of concrete methods for making complex subjects like physics and math an adventure for young learners.

*"It exactly reflected the system of learning by living and experiencing.*

*I hope that when I become a teacher, I will also create similar works in my own classroom and in centers like this to reach more children."*







*"It's a wonderful experience to see people from completely different cultures. We are so excited and curious that we try to find a sociological takeaway in everything, from the way people walk to the honking of cars."*

We saw in the cultural visits firsthand that Europe is a dynamic continent, constantly evolving through its rich mix of diverse languages, histories, and immigrant communities. The immersive cultural experience also highlighted the critical role of the English language in fostering global dialogue and comprehension.

*"Being in a completely foreign country taught me that kindness overcomes many barriers. I loved seeing how two strangers who couldn't speak the same language could still connect with a simple smile. It also made me realize I need to work on my language skills, and I now feel very motivated to improve."*



To synthesize the journey's key lessons, measure our impact, and master the art of recognizing non-formal learning we held an evaluation meeting. The Youthpass workshop equipped participants with the language and framework to recognize and articulate the crucial non-formal skills they developed—from teamwork and adaptability to intercultural communication.



The evaluation survey reveals a positive impact on participants' attitudes toward digital learning, with a vast majority (81.8%) seeing a "Positive" shift and the remaining 18.2% experiencing a "Very positive" one.

*“The experiences we had throughout our journey will always be as a "valuable companion". Moreover, this project emphasized the important role of AI in our lives, and as a result, I would like to use AI tools into education.”*

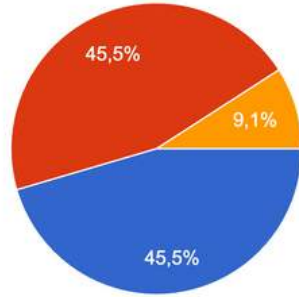


# SURVEY RESULTS

## GENERAL EVALUATIONS

How would you evaluate the impact of digital tools used in education on learning and teaching processes?

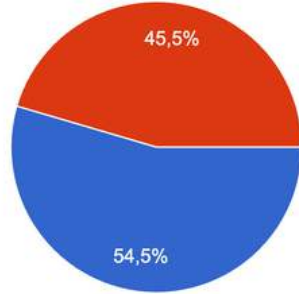
11 yanıt



- Çok olumlu / Very positive
- Olumlu / Positive
- Ne olumlu ne de olumsuz / Neither positive nor negative
- Olumsuz / Negative
- Çok olumsuz / Very negative

How would you evaluate what you learned about digital tools during the event?

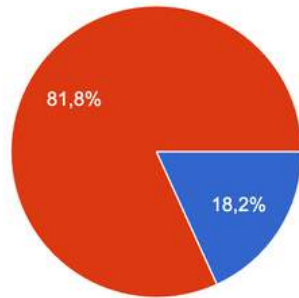
11 yanıt



- Çok faydalı / Very useful
- Faydalı / Useful
- Ne faydalı ne de faydasız / Neither useful nor useless
- Useless
- Completely useless

How do you think the activities carried out have changed your perspective on digital learning and teaching?

11 yanıt



- Çok olumlu / Very positive
- Olumlu / Positive
- Kararsızım / Neutral
- Olumsuz / Negative
- Çok olumsuz / Very negative

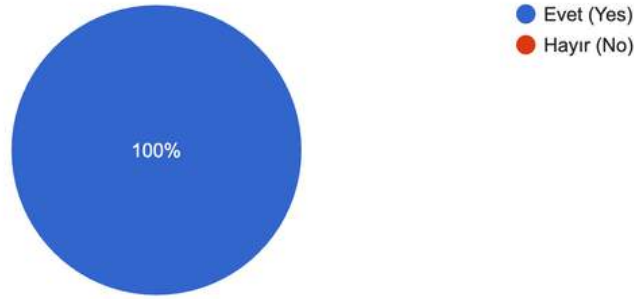


# SURVEY RESULTS

## GENERAL EVALUATIONS

Do you plan to integrate into your future work what you have learned as a result of the activities?

11 yanıt



### If yes, how do you plan to apply what you have learned?

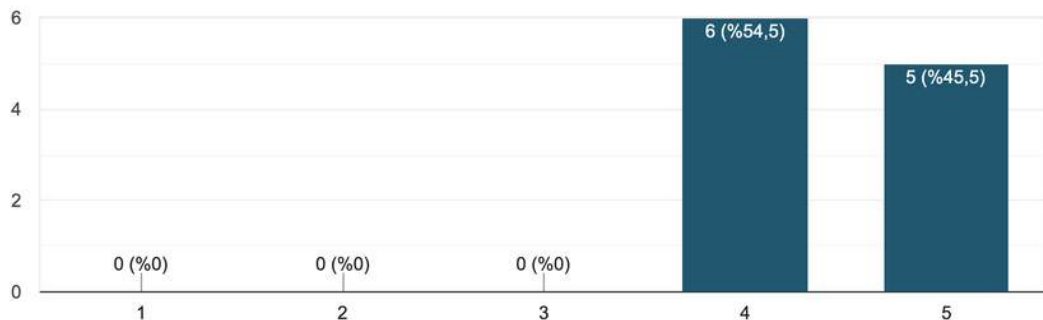
"Yes, I plan to use the projects I saw at the technopole in Brussels in my future work. I aim to design and experience the various projects I observed there with my students in schools. I believe that these projects will develop my students' creative thinking and problem-solving skills."

"To open a center for experiential learning, like a technopolis, either at my school or nearby. I want to run this in a focused way with my fellow teachers, which could include my friends from the Erasmus program. If that's not possible, I will do my best to bring these opportunities into my classroom during lessons. I want learning to happen through hands-on experiences in different places, moving away from monotonous homework done only at home or school. By involving their families in this process, I aim to raise the educational level of the entire community."

The experiences we had throughout our journey will always be as a "valuable companion". Moreover, this project emphasized the important role of AI in our lives, and as a result, I would like to use AI tools into education.

How would you rate the overall level of the activity meeting your expectations?

11 yanıt



# ISTANBUL : THE BRIDGE BETWEEN CULTURE AND TECHNOLOGY

The Istanbul activity started with sharing a cultural experience. A welcoming Turkish dinner fostered our cultural awareness and expression. This warm meeting paved the way for new friendships.



*“This experience helped us build international friendships and increase cultural interaction.”*



Our trip to Bilişim Vadisi, a national technology and innovation hub was a cornerstone to witness Türkiye's commitment to digitalisation and the incredible ecosystem it offers young minds.



We discovered that the success isn't accidental. It's fueled by a dynamic ecosystem where government, industry, and academia team up to support startups and new ideas. We saw firsthand how this creates amazing opportunities for young people to get involved in tech projects and creative initiatives.



Students who had visited the BeCentral building in Brussels immediately noticed its similarity with Bilişim Vadisi.

*"I found the Bilişim Vadisi visit to be the most beneficial. Because it was a one-to-one match with BeCentral in Belgium.*

*The benefits and opportunities were the same. I didn't know we had one like it and I was amazed by it, But when I learned that we also have one, I was both very happy and amazed. From my perspective, and considering my future students, it was a beneficial place that I can tell them about. "*



Istanbul is a bridge between Europe and Asia as much as between history and modernity. Students from Greece and Belgium was exposed to a whole different world, increasing their cross-cultural awareness..

Thanks to cultural visits throughout Istanbul, it was seen how *"the past, the present, and the future coexist so harmonically in a single city"*. It showed us how powerful it is when tradition and progress walk hand in hand.



Our route was Topkapi Palace, Hagia Sophia, Blue Mosque and Gülhane Park. We finished the day with Bosphorous tour, seeing the whole city and sharing friendly chats around the same table.



Day 4 was allocated to the comprehensive workshop consisting of several presentations and sessions that provided participants with specific knowledge about youth work, education, and digital tools in Türkiye. It was a fantastic deep-dive into how technology and social good come together in Türkiye. We had the chance to hear from several key organizations, each offering a unique perspective on digital youth work.



*"During the workshop, I gained significant insights into the potential of digitalization to create equal opportunities in education in Turkey, and how technology is transforming learning processes."*



## IHH YOUTH DPT.



We started with an introduction to the departments at IHH, focusing on its youth and digital work. This session was a real eye-opener, showing us the incredible scope of volunteering activities available that apply to everyone—children, youth, and the elderly.

## DIGITAL PLATFORMS DPT.



We also learned how technology is used to power humanitarian work. One participant stated *"I liked how you volunteer and give help to others by using your digital platforms."* seeing digital tools as an effective way to reach more people.

*"As a result of the workshop, I saw that youth work in Türkiye can be made more effective with digitalization and technology."*





The workshop continued with presentations from other important youth NGOs, specifically YEÇED (Children of Earth Association) and UDEF (Federation of International Student Associations).



As an NGO that makes humanitarian work mostly through its big body of young volunteers, YEÇED taught participants the power of young people in doing good. Whereas UDEF helped participants gain insight on the active civil society sector dedicated to youth affairs in Türkiye.

*“...one key insight I gained is how active and empowered the youth in Türkiye are when it comes to innovation and entrepreneurship... I saw how many opportunities are being created for young people to get involved in volunteering, tech-based projects, startups, and creative initiatives. There's a strong culture of supporting youth-led ideas, whether through government programs, tech hubs, or education systems. It's inspiring to see how much emphasis is placed on giving young people the tools and platforms to shape the future.”*



Usturlab is an organization that fosters creativity by designing accessible museums and science centers to make subjects like STEM, philosophy, and nature available to everyone.

We were impressed by their innovative approach to education, as we learned that they *"present science to children in a game format and in a fun way"*.

This method was especially inspiring for those in the teaching profession. Their presentation was a powerful, practical example of how digitalization can transform learning.

*"I've come to realize that education has become more digitalized; ...I believe that the more we can improve ourselves in the digital field, the more successful and beneficial we can be as teachers."*

We also listened a space engineer on the history and evolution of space technologies. The session offered insights into major breakthroughs and how they continue to shape the future of space exploration.







The workshop  
concluded with a  
general evaluation  
workshop and a  
Kahoot  
competition.

*“It was very  
funny and i  
have a great  
time.”*



*“I really enjoyed  
the kahoot and  
especially the 3d  
place that I got  
:)”*

This way, we closed  
the project with  
good friendships  
from different  
cultures and strong  
partnerships.

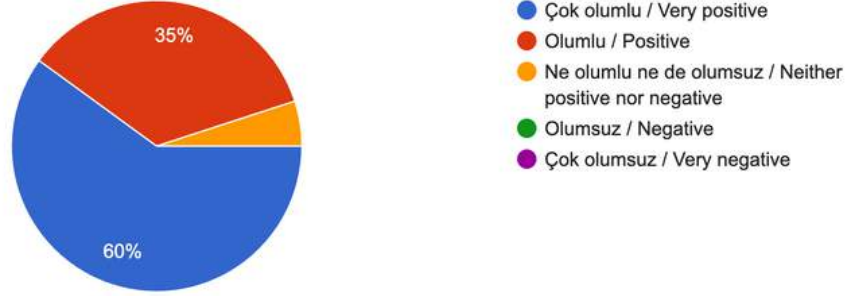


# SURVEY RESULTS

## GENERAL EVALUATIONS

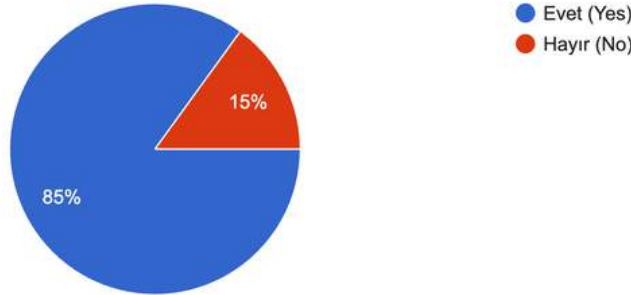
How would you evaluate the impact of the increase and improvement in youth activities ?

20 yanıt



Do you plan to integrate into your future work what you have learned as a result of the activities?

20 yanıt



### If yes, how do you plan to apply what you have learned?

"Yes, I definitely plan to integrate what I've learned into my future work. This project showed me the importance of combining cultural awareness with innovation, and how embracing both can lead to more meaningful and impactful projects. The visit to Bilişim Vadisi especially inspired me to think more creatively about how technology can be used to support social and educational initiatives. I plan to apply this by seeking out or creating projects that use digital tools to engage young people, promote learning, and bring positive change—while always respecting and drawing inspiration from cultural identity and history."

"With what I've learned, I want to organize trips to help others gain this knowledge and learn about the opportunities available so they can act accordingly. Additionally, the places I visited have inspired me, and I want to develop several TÜBİTAK projects based on them. I will strive to create and organize projects for the benefit of others."

"I'm not sure what kind of work I will prepare. But it is certain that this activity has left a mark on our lives and that we will always remember it. As a result of the activity, I've started to wonder how these kinds of projects are written. If I have the time and the means, I would like to get training in this area."





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IN-PLANET



The "Digiteachers" project empowered future educators with digital skills and intercultural understanding through mobilities in Brussels and Istanbul. Participants explored new educational models at innovation hubs and the project's success was proven by its impact. More than just an activity, "Digiteachers" served as a source of inspiration, creating a starting point for each participant's future journey and demonstrating that a common European future can be built through youth collaboration.





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This report is prepared by IHH  
Humanitarian Relief Foundation to  
disseminate the project results.

