

DigiRallye Winter Edition — Offline Digital Adventure

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Overview

The DigiRallye Winter Edition is an immersive learning experience for children aged 7–12, combining storytelling, movement, creativity, and media education. Through a rotating series of workshops, children explore how everyday digital activities can be experienced offline while reflecting on online safety, data privacy, misinformation, and screen-life balance.

The activity can take place indoors or outdoors in any setting that allows several workshop stations and group rotation. It requires one large shared space for introduction and closing moments, as well as smaller rooms or clearly defined areas for workshops.

Key Ideas

- Story-driven structure increases engagement
- Hands-on activities create memorable learning
- Digital literacy is explored without relying on screens
- Collaboration is encouraged over competition
- The format is adaptable to different settings and audiences

Narrative Framework

The Rallye begins with a planned power outage during the introduction, leaving participants without screens or digital tools. Children are invited to take on a shared mission: restoring the system by completing analogue challenges.

At each workshop, they receive a cable representing a missing connection. As they move from station to station, they collect these cables while discovering offline versions of familiar digital activities and reflecting on related themes.

In the final moment, the cables are used to activate an interactive poster, symbolically bringing the system back to life.



Learning Objectives

Digital literacy

- Understanding online behaviours through analogue simulations
- Recognising risks such as oversharing, cyberbullying, and misinformation
- Discovering mechanisms behind coding, algorithms, and communication

Social and emotional skills

- Teamwork and collaboration
- Empathy and perspective-taking
- Critical thinking and problem-solving

Wellbeing and balance

- Reflecting on screen use and digital habits
- Experiencing movement, creativity, and social interaction offline

Workshops

Structure

Short rotating workshops:

- Duration: 30 minutes per workshop
- Transition: 5 minutes between workshops
- Group size: up to 12 children per session
- Approach: hands-on, playful, participatory

Schedule:

- Introduction & narrative immersion
- 3 morning workshops
- Lunch break
- 3 afternoon workshops
- Collective closing and narrative resolution

Done Workshops

Power Up (Digital wellbeing)

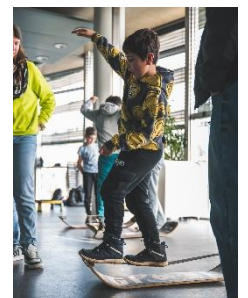
- Digital parallel: prolonged screen use
- Activity: movement-based mini challenges (balance, coordination, short games)
- Learning focus: physical wellbeing, breaks from screens, body awareness

DigiTeam (Online gaming & cyberbullying)

- Digital parallel: multiplayer gaming environments
- Activity: collaborative tower building and memory challenges
- Learning focus: teamwork, inclusion, collective problem-solving

Play & Laugh (Gaming culture)

- Digital parallel: video games
- Activity: board games and cooperative play
- Learning focus: alternative forms of play, screen-life balance, social interaction



Offline Coding (Algorithms)

- Digital parallel: programming and automation
- Activity: one child acts as a “robot” executing instructions given by peers
- Learning focus: algorithmic thinking, precision, logical sequencing



Friendship Book (Social media & data privacy)

- Digital parallel: social media profiles
- Activity: completing a mock friendship book with intentionally risky prompts
- Learning focus: personal data awareness, privacy, critical sharing behaviour

Offline Adventure (Messaging & chat)

- Digital parallel: instant messaging
- Activity: communication games highlighting message distortion and perspective differences
- Learning focus: misinformation, interpretation, empathy in communication
=> served as kids' consultation

Alternative Workshops

The concept is flexible and can easily be adapted. Possible additional workshops include:

- analogue research using books or encyclopaedias
- creative storytelling or blogging offline
- theatre scenes exploring online identity
- media creation without digital tools
- sound or music creation using everyday objects

The guiding idea is simple: translate digital experiences into tangible learning moments.

Final Interactive Poster Activity

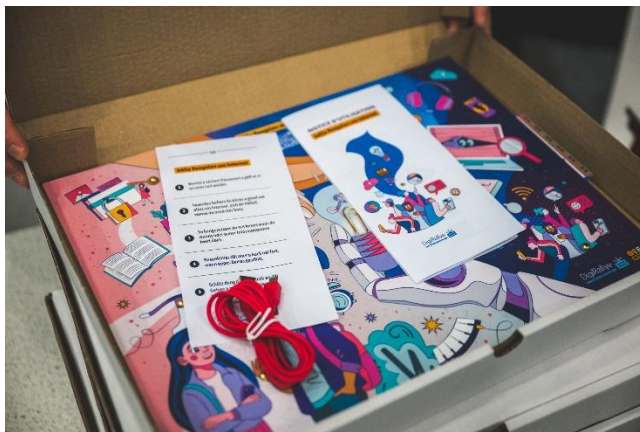
The DigiRallye concludes with a collective hands-on activity centred around an interactive poster illustrating key Golden Rules for safer internet use. This final step connects the narrative, the workshop experiences, and the learning content, while providing a meaningful and memorable closing moment.

During each workshop, children receive an alligator cable without initially knowing its purpose. These cables become essential in the final phase, creating continuity between the different stations and building anticipation.

In the closing session, each group receives the interactive poster and discovers that the collected cables are needed to activate it. The poster is connected to a computer via a Makey Makey interface running a Scratch program. Children must connect the cables to the poster in the same order as the Golden Rules are visually presented. Each correct connection triggers audio feedback, with the Scratch program reading the corresponding rule aloud and

confirming their choice. After all rules are correctly connected, groups receive a final cable. By attaching it and pressing the poster together, they activate a light, symbolically restoring electricity and completing the mission. This shared action reinforces teamwork and creates a strong sense of achievement.

Following the activity, the poster can remain with the participating structure (e.g., school or maison relais) as a reusable educational tool. A short guidance note accompanies the poster, offering suggestions for follow-up activities such as discussion prompts, small group challenges, or revisiting the Golden Rules in everyday situations. This ensures that the learning experience extends beyond the event and continues to support digital literacy work with children.



Transferability

The DigiRallye can be replicated by any pedagogical team by:

1. Creating a simple narrative and shared mission
2. Designing analogue equivalents of digital practices
3. Keeping workshops short, interactive, and reflective
4. Ending with a collective activity that brings the story together

The interactive poster serves as both a narrative anchor and a lasting educational tool.