

**Country**

FRANCE

Title

ACRO ET MOLO : The smart use of screens

Organizer/Provider

School and leisure center (during school and out-of-school time)

Target Group:

Parents, children, and professionals (youth workers, teachers, etc.)

Theme/Area of Interest:

- Access and Inclusion
- Digital Learning and Creativity
- Communication and Participation
- Digital Health and Wellbeing (e.g. sleep, screen time)
- Critical Thinking

Description of the Practice

Creation of a stop-motion film

Children aged 8 to 11 were guided by an artist over 8 sessions covering the different steps involved in creating a stop-motion film — from story development to filming and adding sound effects.

During the sessions, a youth worker from the leisure center and some parents were present to help extend classroom discussions into leisure time.

Children from the leisure center contributed by building parts of the scenery. Parents supported the project by creating props and playing music.

Results / Impact

This initiative helps develop young people's critical thinking by using a method that encourages expression and collective problem-solving (good practices).

Digital tools here support creativity, oral and written expression, and open up discussions around mental health and sleep without creating guilt.

It provides a fun, engaging tool where each child is valued and included.

Parents were actively involved in the video production and related discussions.

Key outcomes:

- Awareness raised among 40 to 50 young people and their parents
- The video gained visibility across the whole local community and beyond, through a departmental-level festival
- Young people became more critical and thoughtful about their screen time and digital habits

Transferability / Innovation

Stop-motion is an accessible, fun, and low-cost technique that can be used in any type of organization. It does not require complex equipment — just a smartphone or tablet is enough.

The topic of sleep and screen use is relevant to all young people, regardless of their social or cultural background.

The project can be easily adapted to other digital themes, such as cyberbullying, privacy, fake news, digital balance, etc.

Young participants become active creators of their own messages, encouraging ownership and responsibility. This approach is replicable in other educational settings, including rural, urban, or specialized environments.

Stop-motion allows young people to express their feelings and views about digital life without being judged.

The project brings together schools and leisure structures, creating educational continuity between school time and leisure time. It can be enhanced through the participation of families, health professionals, or digital mediators.

The final film serves as a tool for debate and awareness-raising among wider audiences.

Website

<https://www.facebook.com/watch/?v=253790327265423>

Justification for Selection

This initiative aligns with the principles of digital citizenship education while fostering creativity and active participation among young people. The technique allows them to become directors and authors, taking responsibility at each stage of the creative process through free expression and critical thinking (especially in shaping the narrative).

By creating the content themselves, young people become more attuned to key messages and more engaged in how those messages are conveyed..



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