

DIGITAL FOR PLANET presents

## "Digital & Circular – Rethinking Tech for a Greener Future"

### Web Subtitle

A hands-on workshop where students explore how digital tech and circular economy work together to create sustainable solutions, ending in a collaborative student-made booklet.

### Brief description (max 250 characters)

A hands-on workshop where students explore how digital technologies and the circular economy intersect, ending with a collaborative booklet showcasing their ideas for a greener, tech-powered future.

### Detailed description (max 2500 characters)

**Co-creation Workshop: "Digital & Circular – Rethinking Tech for a Greener Future"** is an engaging 2-hour educational event designed for students aged 13–16. The goal is to help young people understand the powerful connection between digital technologies and the circular economy, and how these two forces can work together to shape a more sustainable world.

The workshop kicks off with a fun and thought-provoking **icebreaker** titled *"Your Digital Footprint & Waste"*. Students reflect on the number of unused digital devices they have at home and discuss the impacts of e-waste. They learn how digital consumption contributes to environmental challenges—and how circular economy principles (like repair, reuse, and recycling) can reduce that impact.

Next, students participate in **two mini-presentations**:

1. **"Circular Economy & Digital Tech"** – covering how applying circular principles to digital technologies (like refurbishing devices or designing low-energy apps) can make tech more sustainable.
2. **"How Digital Powers the Circular Economy"** – showing how digital tools such as AI, IoT, blockchain, and 3D printing are enabling more efficient recycling, smart waste reduction, and better tracking of materials.

## EU Green Week 2025 partner events

The heart of the event is a **group activity**, where students co-create content for a collaborative booklet. Divided into two main themes—*"What circular can do for digital"* and *"What digital can do for circular"*—students break into smaller teams to explore subtopics such as:

- How AI improves recycling
- How to extend the lifespan of digital gadgets
- How digital platforms promote repair and reuse
- How companies can design for circularity

Each team brainstorms ideas, supported by facilitators who guide and challenge their thinking. Students then take their brainstorms home to create illustrated 1–2-page chapters (either digitally or by hand), which are later compiled into a **double-sided class booklet**: one side for "Digital for Circular", the other for "Circular for Digital."

The workshop concludes with a **wrap-up session** where each team presents their ideas. Students also make a **"Green Tech Pledge"**, committing to small, responsible tech habits like using devices longer, recycling e-waste, or conserving energy.

### Why this workshop works:

- **Interactive & Creative** – Encourages students to think critically and collaboratively.
- **Tangible Output** – The final booklet is a shareable, lasting reminder of what they've learned.
- **Action-Oriented** – Students walk away with new insights and real-life habits to adopt.

This event not only raises awareness but also empowers young people to become part of the solution in building a more sustainable, digitally responsible future.