68th European Pupils Competition
Digital EU – and YOU?!

Module 1 (school year 1-4 / up to 9 years old)

1-1 My friend the robot!?
Would you like to have a robot as a friend? Imagine how your life would be with this mechanical person. In which situations would it be helpful? In which situations is it impossible for a robot to replace a human?

1-2 Just look at the time!
When your grandparents were children, there were no such things as mobile phones and computers for them to use in their free time. Many toys and games were different to the ones today. Show the differences between then and now.

1-3 My fabulous house of wonders
A desk with a built in machine that does your homework for you, a dog washing machine in the hallway, a house with a machine that automatically collects dirty laundry and a robot for cleaning up, a couch with a sweets dispenser, a robot that cooks your favourite food for you, a chair that transports you to your favourite European country... show us what your fabulous house of wonders can do.

Module 2 (school year 5-7 / 10-13 years old)

2-1 Münchhausen's new dresses
Fake news isn't a phenomenon that has come about just due to the internet and mobile phones. On the contrary, it has been around for a long time. Take us into this manipulative world and make up a story for us.

2-2 Reading and writing - then, today and in the future
How did people use to write? Who was able to read and write in the first place? How important will these skills be in the digital future? Incorporate your thoughts and ideas into a message for Europe.

2-3 Mona Lisa 2.0 meets Beethoven 3.0
The digital media channels open up new ways to be creative and to change the status quo. Which piece do you want to change and how?

Module 3 (school year 8-10 / 14-16 years old)

3-1 Living and working in the future
AI is developing further every day and working procedures and activities in day-to-day life are becoming more and more automated. Describe what the role of human beings will be in the future.

3-2 Digital life balance
We are increasingly taking part in the digital world alongside "real" life. Apps such as YouTube, TikTok and Instagram replace real life. Explore this topic in a creative manner.

3-3 Netiquette online
The internet offers a wide range of possibilities - even those such as hiding behind an anonymous profile to aggravate others. What are you doing to oppose hate speech?

Module 4 (school year 11-13 / 17-21 years old)

4-1 The environmental footprint of a click
Streaming, surfing, ordering online and chatting - the internet has become a constant companion for us Europeans. Digitalisation in all areas of life also has an effect on the environment. Which opportunities and risks do you see?

4-2 Presenting European art
Did you think that brush and canvas, pen and paper and theatres and concert halls were things of the past? The digital world is opening new ways for the arts to express themselves. Explain the new methods of access to European works of art, to literature and to the music of centuries gone by.

4-3 Smart city – smart village
New forms of mobility, living and communication are changing our living environment rapidly. Nature and human design are making connections. Digitalisation and sustainability are changing the European manner of living. Explain your vision for the future.

Special task (all age groups / approved for large groups)

S - creative during the crisis
We currently have to maintain distance from one another, even if this is difficult for us. Explain how Europe can still manage to stand together and how we can experience a sense of togetherness.

If the special task is worked on by more than four participants, the result should be a joint product and the process should be documented.