



DIGITAL BRIDGES FOR REAL WORLD PEACEBUILDING

Prof. Yuliana Lavrysh, lavrish.yuliana@lil.kpi.ua

Prof. Iryna Simkova, simkova.iryana@lil.kpi.ua

**Igor Sikorsky Kyiv Polytechnic
Institute, Ukraine**



Prof. Yuliana Lavrysh
DScED, Head of the Department of English for
Engineering,
Igor Sikorsky Kyiv Polytechnic Institute, Ukraine

Facilitator of professional development workshops and seminars for Ukrainian educators and internationally

Advocate of Virtual Exchange programs

Innovator in advancing and implementing AI and educational technologies



Prof. IRYNA SIMKOVA

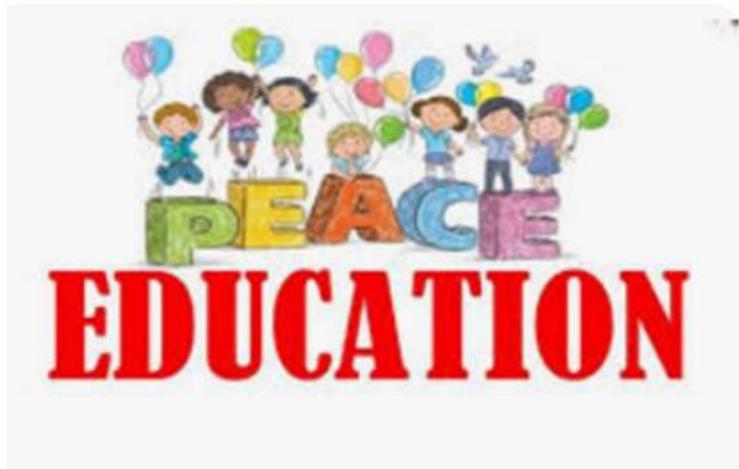
Teacher for 20 years

- Head of Department of English Language for Humanities
- Run workshops for teachers in Ukraine and abroad
- Promotor of Virtual Exchange

Avid reader

Mother of one kid

Travelling addict



The ultimate goal of peace education is the formation of responsible, committed, and caring citizens who have integrated the values into everyday life and acquired the skills to advocate for them.

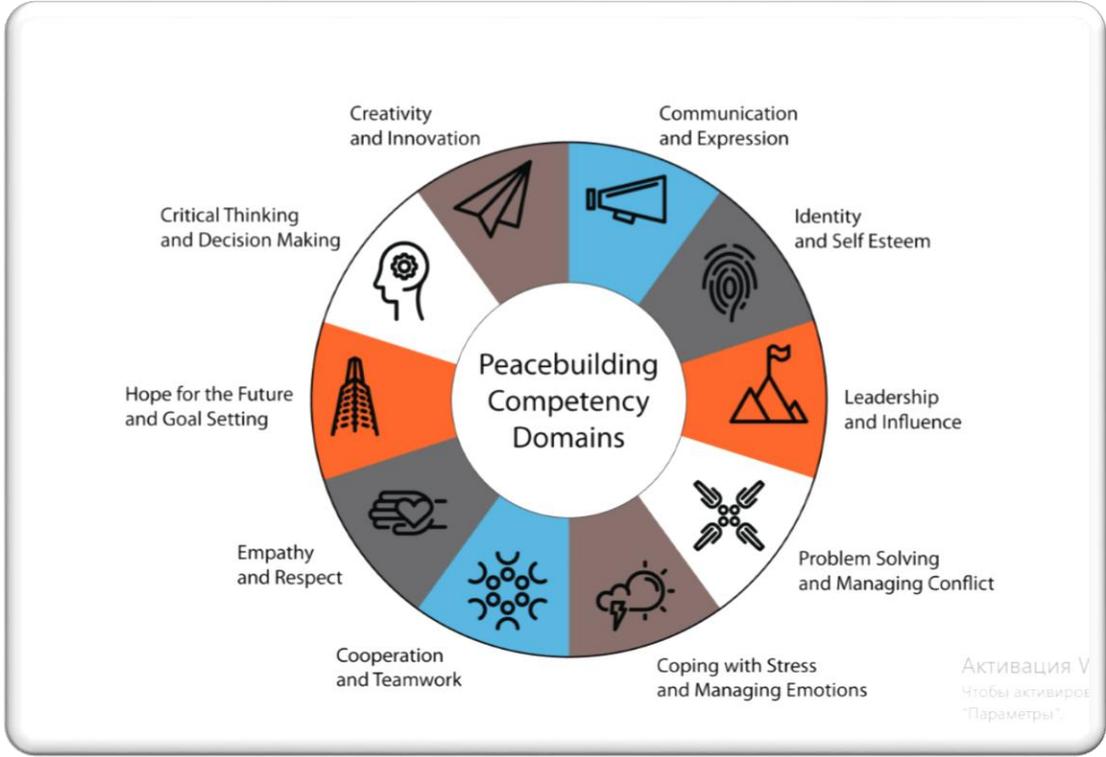
Betty Reardon



A Conceptual Framework for Peace Education and Peacebuilding Programmes | by National Peace Academy

Crisis Drivers

- **cognitive overload and lack of critical thinking**
- **truth decay**
- **increased influence of social networking platforms**
- **propaganda and disinformation**
- **irrational judgments or illogical interpretations of information**
- **slow changes of educational system that slow its ability to adapt to changes in the information ecosystem**
- **social polarization**



ADOLESCENTS AS PEACEBUILDERS TOOLKIT



Holistic

Ownership

Participation

Empowerment

Holistic

Integrates knowledge, values and skills across cognitive, socio-emotional and behavioural domains:

- **Cognitive:** research diverse peacebuilding traditions and conflict analyses.
- **Socio-emotional:** develop intercultural empathy through storytelling and reflection.
- **Behavioural:** translate learning into real-world micro-actions in each student's community.

Target Competencies

- **Systems Thinking**
- **Intercultural Sensitivity**
- **Reflective Practice**

Digital Story Circles

- Students pair across contexts, each shares a personal/local peacebuilding story via video.
- Peers reflect on cultural values and identify shared themes.

Peace Mapping

- Jointly construct an online concept-map of local/global peace actors (NGOs, grassroots, institutions).
- Analyze points of leverage for student-led action.

Peace Communicators

- Re-writing news, blogs or papers with conflict-sensitive language

Activities

Ownership

Learners take responsibility for their own learning process and outcomes; co-design the themes, choose local peace issues to explore

Target Competencies

- Project Management
- Agency & Initiative
- Accountability

Activities

Co-Created Learning Contract

- Each virtual-team drafts a “Peace Pact” outlining goals, roles, timelines and deliverables.

Micro-action Projects

- Teams select a concrete local action (e.g., community dialogue café, social-media awareness drive) and plan, implement, then report results.

Peer-Assessment Circles

- Students develop rubrics to evaluate each other’s contributions to research, discussion facilitation, and action planning.

Structured, equitable interaction:
synchronous debates,
asynchronous forums, peer
teaching, shared leadership.

Participatory

Target Competencies

- Collaborative Negotiation
- Facilitation Skills
- Digital Communication

Activities

Virtual Model UN on Peacebuilding

- Each student represents a country and negotiate resolutions on a contemporary/historical conflict.

Cross-Cultural Dialogue Cafés

- Small-group video-conferences where learners rotate roles: facilitator, note-taker, question-designer.

Peer-Led Webinars

- Students research a peace topic, co-teach a live session with interactive polls and breakout tasks.

Empowerment

Move beyond dialogue to real-world impact: advocacy, community partnerships, public dissemination.

Target Competencies

- **Civic Agency**
- **Digital & Media Literacy**
- **Critical Consciousness**

Activities

Digital Advocacy Campaign

- Teams design and launch a social-media initiative (hashtags, infographics, short videos) on a peace issue.

Civic Tech Hackathon

- Intercultural teams prototype low-cost apps or chatbots that connect communities to peace resources.

Public Showcase & Feedback

- Host a live, open virtual forum where student teams present their projects to local stakeholders (NGOs, schools, community leaders) and receive feedback.



A word cloud centered around the words "THANK YOU". The words are in various languages and orientations. The most prominent words are "THANK" and "YOU" in large, bold, black capital letters. Other visible words include "GRACIAS", "ARIGATO", "SHUKURIA", "JUSPAXAR", "DANKSCHEEN", "TASHAKKUR ATU", "YAQHANYELAY", "BIYAN", "SHUKRIA", "SUKSAMA", "EKHMET", "MERASTAHMY", "GOZAIMASHITA", "EFCHARISTO", "KOMAPSUMNIDA", "MAAKE", "GRAZIE", "MEHRBANI", "PALDIES", "BOLZIN", "MERCII", "TINGKI", "CHALTU", "WABEEJA", "MAITEKA", "HUI", "YUSPAGABATIM", "HATIR SU", "EKOJU", "SIRKOMO", "HAKETIZ", "MIRMONCHAR", "TANTAPUCH", "MEDAHAGE", "GAEJTHO", "AGUYJE", "FAKAAUE", "MERASTAHMY", "SANKO", "LAH", "HAKETIZ", "MIRMONCHAR", "HUI", "YUSPAGABATIM", "WABEEJA", "MAITEKA", "HUI", "YUSPAGABATIM", "HATIR SU", "EKOJU", "SIRKOMO", "HAKETIZ", "MIRMONCHAR", "TANTAPUCH", "MEDAHAGE", "GAEJTHO", "AGUYJE", "FAKAAUE", "MERASTAHMY", "SANKO", "LAH", "HAKETIZ", "MIRMONCHAR".