



CITIZENS ACCELERATOR

Digital literacy

Microlearning session



Co-funded by
the European Union

Definition



Digital Literacy is having the interest and ability to appropriately use digital technology and communication tools.

What does it mean to be digitally competent?

A digitally competent person is a confident and responsible user of a wide range of digital technologies for learning, at work, and for participation in society.

Five areas

Information and data literacy:

Organise digital data, information and content.

Judge the relevance of the source and its content.

Communication and collaboration:

Interact, communicate and collaborate through digital technologies.

Manage your digital presence, identity and reputation.

Digital content creation:

Create and edit digital content.


Safety:

Protect devices, personal data, and privacy in digital environments.

Problem solving:

Identify needs and problems and be able to resolve situations in digital environments.

Keep up-to-date with digital evolution.



Examples of knowledge, skills and attitudes





1. INFORMATION AND DATA LITERACY

With help from an employment adviser, I can:

- Identify—from a list—job portals that can help me look for a job
- find these job portals on my smartphone app store, and access and navigate between them.
- identify keywords that are useful for me from a list of generic job-seeking keywords in a blog on job hunting



2. COMMUNICATION AND COLLABORATION:

At home with a helpful family member, I can:

- identify how and where to organise and keep track of job ads in a job App* on my smartphone
- retrieve those ads in the App when I am actively job-seeking

(*e.g. indeed.com)



3. DIGITAL CONTENT CREATION:

Helped by my teacher, I can:

- use a video tutorial from YouTube provided by my teacher to create a digital animated presentation to present my work to my classmates
- use my textbook to identify other digital methods to help me present my animated digital presentation to my classmates on the interactive digital whiteboard



4. SAFETY:

With guidance, I can:

- differentiate simple ways to avoid health risks and threats to physical and psychological well-being while using digital technologies
- select simple ways to protect myself from possible dangers in digital environments
- identify simple digital technologies for social well-being and social inclusion



5. PROBLEM SOLVING

With guidance, I can:

- identify simple technical problems when operating devices and using digital environments
- identify simple solutions to solve those problems



If you want to know more ...

Use this QR code to learn more about digital literacy and the project NO ONE BEHIND



Partners

act:onaid
για έναν κόσμο πιο δίκαιο

vhs
Volkshochschule
im Landkreis Cham e.V.

AONTAS
The Voice of
Adult Learning

dante USTANOVA ZA
OBRAZOVANJE
ODRASLIH ADULT
EDUCATION
INSTITUTION

 **acefir**
associació catalana per l'educació, la formació i la recerca

Asociatia
EUR ADULT
EDUCATION




cesie
the world is only one creature

 **mentortec**

"The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein."

Project number:
101087526



Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0)

You are free to:

Share — copy and redistribute the material in any medium or format
Adapt — remix, transform, and build upon the material

The licensor cannot revoke these freedoms as long as you follow the license terms.

Notices:

You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation.
No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material.

Under the following terms:

- Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
- NonCommercial — You may not use the material for commercial purposes.
- ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.

 Co-funded by
the European Union

CITIZENS XELERATOR

CITIZENS ACCELERATOR



Co-funded by
the European Union

Thank you!