



DEVELOPING DIGITAL DATA LITERACY

MODULE 0

DIGITAL CITIZEN: TRAINING

INTRODUCTION



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1 Introduction: living in a digital world

Module 0 - Digital citizen: an introduction to the training aims to introduce you to the key issues related to working with digital data in school education and with young learners. It focuses on **initial and continuing teacher education and training**.

It deals with digital skills, open data and also digital citizenship in empowering young people to engage in critical discussions and debates about issues that concern them.

Module 0 introduces the training programme and sets the context of the four D3 training modules through five introductory topics:

- Living in a Digital World – being a Digital Citizen
- Introducing the D3 Project
- What is Digital data literacy?
- Digital Competence Frameworks
- Your digital footprint



2 Being a digital citizen

BEING A DIGITAL CITIZEN – DATA LITERACY
DESCRIPTION OF THE TOPIC
<p>Being a Digital Citizen</p> <p>The ‘digital citizen’ is a person who has developed the skills and knowledge to effectively use the internet and digital technologies, who uses digital technologies and the internet in a responsible and appropriate way in order to engage and participate in society and politics</p> <p>Data Literacy</p> <p>Data literacy is about having an inquisitive mindset, empowering critical thought, making meaning from the data. It is highly relevant as a skill that empowers people to ask the right questions of data, make decisions and communicate information to others.</p>
LEARNING OUTCOMES
<p>By the end of this topic, you will be able to:</p> <ul style="list-style-type: none"> ● Understand the focus and aims of the D3 project and ● Reflect on what it is to be a digital citizen
DIGCOMP FRAMEWORK
<p>Competence area 1 (Information & Data literacy)</p> <p style="padding-left: 40px;">1.3 Managing data, information and digital content</p> <p>Competence area 4: (Safety)</p> <p style="padding-left: 40px;">4.2 Protecting personal data and privacy</p> <p style="padding-left: 40px;">4.3 Protecting health and well-being</p>
DIGCOMPEDU FRAMEWORK
<p>Area 2: Digital resources</p> <p style="padding-left: 40px;">2.1 Selecting digital resources</p> <p style="padding-left: 40px;">To identify, assess and select digital resources for teaching and learning. To consider the specific learning objective, context, pedagogical approach, and learner group, when selecting digital resources and planning their use.</p>
REFERENCES
<ul style="list-style-type: none"> ● https://www.slideshare.net/eurogeo/d3-a-project-to-develop-digital-data-literacy - a presentation on the D3 project ● https://youtu.be/qHz_ogTH2p4 What is data literacy - video

DATA TOOLS AND RESOURCES NEEDED

- | |
|---|
| <ul style="list-style-type: none">• No prerequisites are needed except access to the Internet |
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ADDITIONAL RESOURCES

none



3 Digital Footprint and Competence Frameworks

DIGITAL FOOTPRINT – COMPETENCE FRAMEWORKS
DESCRIPTION OF THE TOPIC
<p>Your Digital footprint is</p> <ul style="list-style-type: none"> - the presence online that you leave behind - a trail of data that is associated with your online name - a PERMANENT record. <p>It includes your:</p> <ul style="list-style-type: none"> - use of online TV, mobile phone, and Internet. - personal information, preferences, searches, messaging, and any other online activity. <p>Check your Digital Footprint awareness by trying out these tools.</p> <p>Measure your digital footprint (http://digitalfootprintimu.weebly.com/measure-your-footprint.html)</p> <p>Assess your understanding of your digital footprint (http://digitalfootprintimu.weebly.com/assess-yourself.html)</p> <p>Digital Competence Framework</p> <p>Digital competence is the set of skills, knowledge and attitudes that enable the confident, creative and critical use of technologies and systems. The European Commission have established competence frameworks for citizens and for teachers and educators.</p> <p>You can evaluate your level of digital competence and your specific needs by using the Digital Competence Wheel (https://digital-competence.eu/), answer the questions and assess your strengths and weaknesses online.</p>
LEARNING OUTCOMES
<p>By the end of this topic, you will be able to:</p> <ul style="list-style-type: none"> ● Identify and address aspects related to your digital footprint and ● Examine digital competence frameworks and assess your own levels.
DIGCOMP FRAMEWORK
<p>Competence area 1 (Information & Data literacy)</p> <p style="padding-left: 40px;">1.2 Evaluating data, information and digital content</p> <p>Competence area 2 (Communication and collaboration)</p> <p style="padding-left: 40px;">2.6 Managing digital identity</p>

<p>Competence area 5 (Problem Solving) 5.4 Identifying digital competence gaps</p>
<p>DIGCOMPEDU FRAMEWORK</p>
<p>Area 1: Professional Engagement Reflective practice</p>
<p>REFERENCES</p>
<p>DATA TOOLS AND RESOURCES NEEDED</p>
<ul style="list-style-type: none"> • No prerequisites are needed except access to the Internet
<p>ADDITIONAL RESOURCES</p>
<p>none</p>



4 Digital Citizenship

DIGITAL CITIZENSHIP
DESCRIPTION OF THE TOPIC
<p>According to the Council of Europe, Digital Citizenship should be defined as :</p> <p>“The competent and positive engagement with digital technologies (creating, working, sharing, socialising, investigating, playing, communicating and learning); participating actively and responsibly (values, skills, attitudes, knowledge) in communities (local, national, global) at all levels (political, economic, social, cultural and intercultural); being involved in a double process of lifelong learning (in formal, informal and non-formal settings) and continuously defending human dignity.</p> <p>Digital Citizenship Education is the empowerment of pupils/students through education and concerns the acquisition of competences for learning and active participation in digital society.</p>
LEARNING OUTCOMES
<p>By the end of this topic, you will be able to:</p> <ul style="list-style-type: none"> • Define digital citizenship and • Be aware of digital citizenship education.
DIGCOMP FRAMEWORK
<p>Competence area 2 (Communication & Collaboration)</p> <p>2.6 Managing digital identity</p> <p>Competence area 4: (Safety)</p> <p>4.2 Protecting personal data and privacy</p> <p>4.3 Protecting health and well-being</p>
DIGCOMPEDU FRAMEWORK
<p>Area 2: Digital resources</p> <p>2.1 Selecting digital resources</p> <p>To identify, assess and select digital resources for teaching and learning. To consider the specific learning objective, context, pedagogical approach, and learner group, when selecting digital resources and planning their use.</p>
REFERENCES
<ul style="list-style-type: none"> • Council of Europe, Digital Citizenship Education Handbook, https://rm.coe.int/16809382f9#:~:text=Digital%20citizenship%20education%20aims%20to,full%20range%20of%20citizenship%20competences.&text=contextual%2C%



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[20informational%20and%20organisational%20criteria,educational%20progression%20towards%20digital%20citizenship.](#)

DATA TOOLS AND RESOURCES NEEDED

- No prerequisites are needed except access to the Internet

ADDITIONAL RESOURCES

none

