DIGITAL COURSES FOR THE YOUNG GENERATION

ERASMUS+ TEAMWORK MAKES THE DREAM WORK

Digital citizenship skills for the future

Digital citizenship skills are undoubtedly some of the most valuable skills for a mentally healthy society. We propose 10 totally innovative online courses which are intended to develop your skills and abilities to use the online environment in a friendly, ethical and responsible way while remaining safe and promoting positive online behaviours. You can join anytime, read at your own peace, test yourself and get an online certificate. https://courses.trainingclub.eu/

Project results

The DIGCIT project has come to an end, on this occasion, we invite you to take a look at the results below, which included the work of all partners from Romania, Greece, Cyprus and Germany:

1. **10 ONLINE COURSES** focus on improvement of digital citizenship skills available in 4 languages EN, RO, GR and DE, accessed by 1000+ users

- 150+ youth, learners and students from partners' countries suggested ideas for attractive online courses
- 40+ participants in the online courses gained badges and endorsed own skills, being awarded with the Course completion certificate.

10 ONLINE COURSES
Access & inclusion
Learning & Creativity
Media & Information Literacy
Ethics & Empathy
Health & Wellbeing
e-Presence & Communications
Active Participation
Rights & Responsibilities
Privacy & Security
Consumer Awareness

MOODLE PRACTICAL GUIDE FOR LEARNERS AND TRAINERS

Digital Citizenship

2. A **GUIDE FOR MOODLE USERS** available in 4 languages (EN, RO, GR and DE) assist the young people throughout the online learning process, guide them to assess own learning style so that to take advantages of an exceptional educational experience.

3. A **MANUAL FOR INSTRUCTORS** "Instructional design manual" elaborated following the interviews with 9 youth workers, reviewed by 120 persons from which 97 youth workers, trainers and teachers.

4. **4 ARTICLES** published in highly visible European journals highlight the results of DIGCIT project.
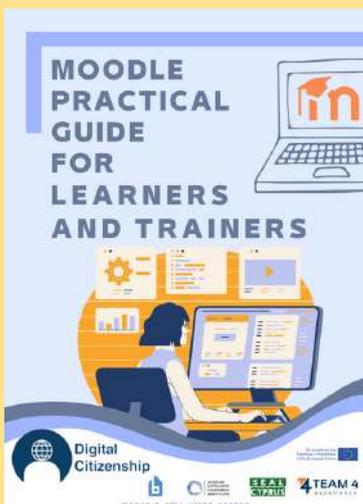
5. WORKSHOPS

- **40 people tried and test practical activities available for facilitators addressing the development of digital citizenship skills.**
- **400+ young people took part in 30+ online and face to face workshops and developed own civic competences while protecting the online safety.**

EXAMPLES OF OUR APPROACHES

Active Participation: "Youth impact on your community via social media"

Access and Inclusion: "Impact of news media in democracy & your life"

Ethics and Empathy: "React to negative behaviours & ethical dilemmas"

Health & Wellbeing: "Online media passions & addictions"

Consumer Awareness: "How online advertisement & influencers work"

Rights & Responsibilities: "Know & react to online sexual harassment"

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Our website
https://trainingclub.eu/

6. MULTIPLIER EVENTS

On May 11th, **SEAL Cyprus** organised a Multiplier Event called "Youth personal development in the field of digital citizenship education" in Larnaca, Cyprus.

Participants were people active in the field of NGOs, the Ministry of Education and youth workers who work or volunteer in NGOs. They were provided with educational material and tools that can support their work and enrich teaching methods. The event has reached the goal of disseminating the project's main output, the eLearning platform and promoting digital citizenship education. Through the group discussions, constructive feedback has been collected and the attendants had the chance to broaden their knowledge and expand their network.

On 16th of June, The DIGCIT Multiplier Event "Educational Innovation for Active Citizens in Digital Environments", was organised by the **Athens Lifelong Learning Institute**.

It promoted the "Multilingual MOOC for youth personal development in the field of digital citizenship". The aim of this hybrid event was to present the goals and results of the project. Indeed, it guides participants through the project's educational platform and new multilingual MOOC. Firstly, the preparatory activities involved the logistic arrangements of the meeting. Then, the Athens Lifelong Learning Institute aimed to communicate the delivery of the event to a broad and targeted audience. This included:

- **The newsletters**: Included the invitation to the event and all the necessary information regarding the date, time and location of the event, the target groups etc.
- **Social Media posts**: Several Facebook and LinkedIn posts were uploaded in the course of two weeks before the delivery of the event.
- **Website posts**: Content for the organisation's website was created for the participants to subscribe to the event.

TEAM4Excellence from Romania organised the Multiplier event "Education with game elements" on May 25th, promoting the results of DIGCIT project and youth personal development in the field of digital citizenship education.

The event took place at Constanta Maritime University and increased the awareness of youth and youth workers about the new multilingual MOOC for youth personal development in the digital era. Participants understood how can interactive activities and gamification be used for developing digital skills. The event was attended by forty people from 17 schools and associations who wanted to learn more about the subject. Participants worked in groups, chose a topic and gamified it following a specific mode with step from 1 to 8: Identify the goals and the outcomes, Find the environment (Virtual or Offline), Onboarding, Define the Design, Skill Atoms, Evaluation, The Support, Meta (Knowledge Areas, tools etc.). The participants enjoyed the workshop with the presentation of the DIGCIT educational materials and courses and the practical gamification activity itself.

Arbeitskreis Ostviertel e.V. Association from Germany organised the Multiplier event on June 19th, increasing the awareness of youth and youth workers about the educational materials for digital citizenship.

The event was organised after a two year break due to Covid-19 restrictions, within the framework of the famous and beloved Summer Fest of the Bürgerhaus Bennohaus in Munster, Germany. Embedded in fest, in order to benefit from symbioses, the Multiplier Event for the project DIGCIT "Digital citizenship for youth" took place where interested stakeholders / visitors could quickly get acquainted with the project and its outcomes. Thanks to this event, the youth workers are able to use the educational materials to help youth to take ownership of their digital lives, and youth improved their digital skills to think critically, behave safely and participate responsibly in the society.