

pane e internet

IN RETE È PIÙ FACILE!



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Pane e Internet, digital literacy for citizens

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Webinar: DIGCOMP and non
formal Training
29 september 2016



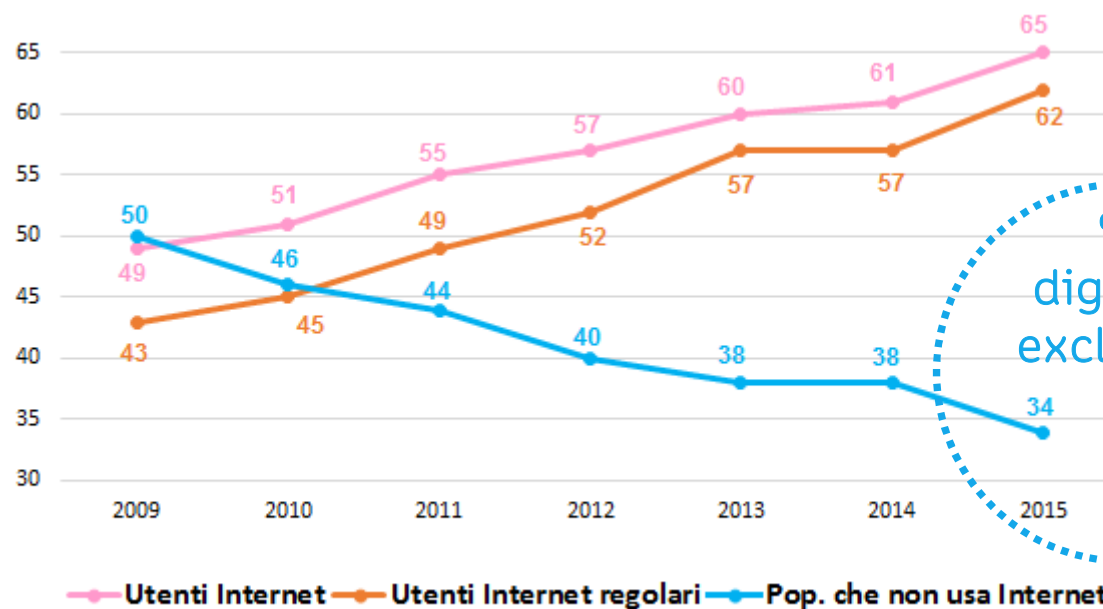
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2

**“Bread and Internet”
is an e-inclusion project of
the Regione Emilia-
Romagna
1.2 M € Budget for
2014-2017**

How many people are digitally excluded in Emilia-Romagna?

% of Population +6 years old in Emilia-Romagna Region and Internet usage



%
digitally
excluded



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30/03/15

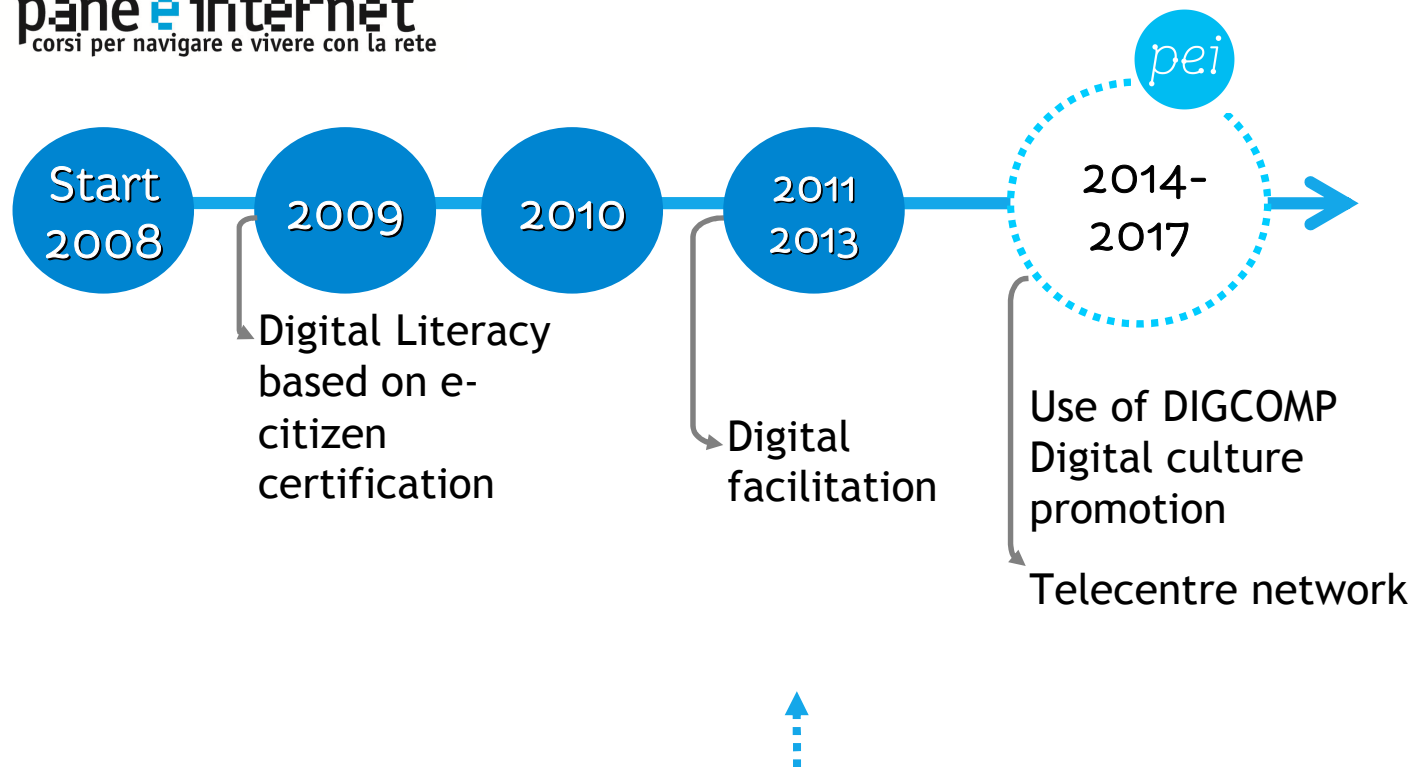
Pane e Internet Project History

pane e internet
corsi per navigare e vivere con la rete



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4





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5

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Digital competence:
“DIGCOMP”



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We have used the DIGCOMP framework for....

Digital Literacy for citizens
Level 1 PC e TABLET

Digital Literacy for citizens
Level 2 PC e TABLET

✓ Digital facilitator course

Developing digital
culture initiatives

- **Updating** our digital literacy courses
- **Producing** educational resources
- **Developing** a common idea of the “digital competence”
- **Identifying** meaningful themes for the development of digital culture initiatives



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The DIGCOMP is a useful tool for:

- Identifying gaps and lacks in existing projects
- Describing digital skills in levels
- Designing training activities in Blocks
- Organizing resources on skills
- Creating evaluation tools

Digital skill as a KEY competence

RECOMMENDATION OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL 18 December 2006 on key competences for lifelong learning (2006/962/EC)





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How to design digital literacy activities with the DIGCOMP

- Start from the **needs** of your target groups
- Identify training **objectives**
- **Map the DIGCOMP competences** that fit into your project
- **Assign a level** to each competence: hours of training, number of participants, etc.
- **Complete your project** with the help of content experts for defining specific contents and activities
- **Test** the training programs in real courses and ask **feedbacks** to teachers and participants





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1°level of Digital Literacy

- **Access** the web for the first time
- enable citizens to the use of a **device** (either PC or Tablet)
- **Use browsers**, search engines and e-mail
- Give the first idea about **security** and **critical** use issues

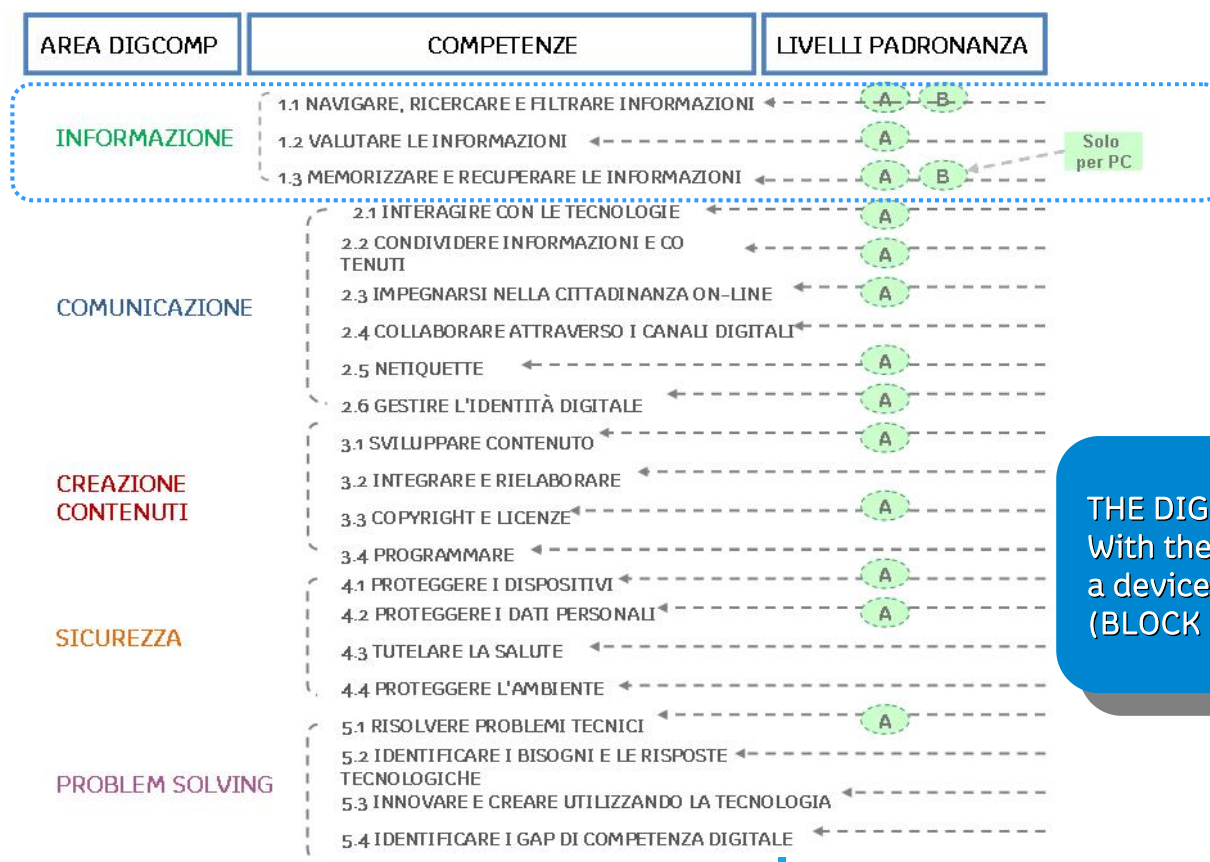




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1°level of Digital Literacy with the DIGCOMP



THE DIGCOMP does not deal
With the skills needed to use
a device
(BLOCK "0":FIRST ACCESS)

Training
Block 1

2°level of Digital Literacy

- Explore the **potential benefits** of social networks and communities
- **encourage learning** through the web
- **gain autonomy** in using applications
- **develop critical thinking** with respect to the validity of the information on the web



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2°level of Digital Literacy with the DIGCOMP

AREA DIGCOMP	COMPETENZE	LIVELLI PADRONANZA
INFORMAZIONE	1.1 NAVIGARE, RICERCARE E FILTRARE INFORMAZIONI	A B C
	1.2 VALUTARE LE INFORMAZIONI	A B C
	1.3 MEMORIZZARE E RECUPERARE LE INFORMAZIONI	A B C
COMUNICAZIONE	2.1 INTERAGIRE CON LE TECNOLOGIE	A B
	2.2 CONDIVIDERE INFORMAZIONI E CONTENUTI	A B
	2.3 IMPEGNARSI NELLA CITTADINANZA ON-LINE	A B
	2.4 COLLABORARE ATTRAVERSO I CANALI DIGITALI	A B
	2.5 NETIQUETTE	A B
	2.6 GESTIRE L'IDENTITÀ DIGITALE	A B
CREAZIONE CONTENUTI	3.1 SVILUPPARE CONTENUTO	A
	3.2 INTEGRARE E RIELABORARE	
	3.3 COPYRIGHT E LICENZE	A B
	3.4 PROGRAMMARE	
SICUREZZA	4.1 PROTEGGERE I DISPOSITIVI	A B
	4.2 PROTEGGERE I DATI PERSONALI	A B
	4.3 TUTELARE LA SALUTE	
	4.4 PROTEGGERE L'AMBIENTE	
PROBLEM SOLVING	5.1 RISOLVERE PROBLEMI TECNICI	A
	5.2 IDENTIFICARE I BISOGNI E LE RISPOSTE TECNOLOGICHE	
	5.3 INNOVARE E CREARE UTILIZZANDO LA TECNOLOGIA	
	5.4 IDENTIFICARE I GAP DI COMPETENZA DIGITALE	

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partecipazione e internet



DIGCOMP: some Critical issues....

- Sometimes descriptions are **abstract as compared to training practice**
- **Different Levels** of the same competence could be **heterogeneous**
- The DIGCOMP descriptions **are easy for experts**
- It does not include the first step: “**how to use a device**”

