

Learning Scenario to develop learners' digital competencies - preliminary considerations

1. Objective

The main objective is the development of digital competencies of students in adult education.

This includes the following:

- Information Literacy (IL):

- o Location of appropriate information and media tools
 - o Selection of appropriate information and media
 - o Ability to evaluate material for accuracy, appropriateness and completeness

- Digital Citizenship:

- o Knowledge of safety and responsible use and legal issues (privacy, copyright, sharing, plagiarism)
 - o Use of technology that supports collaboration, learning and productivity

- Information Communication and Technology Literacy (ICTL)

- o Effective use of technology to organize and manage information
 - o Use of technology created products (print, audio, video, graphs...)
 - o Use of technology for sharing information

2. Target group

Students in adult education (vocational rehabilitation) in the preparation class

Age: 25-40

Sex: 4 female, 4 male

Nationality: German

Digital knowledge: intermediate

3. Subject

The scenario concerning the development of digital competencies will be included in a bigger learning scenario. The learning scenario is called "Healthy working and living" and focusses on different aspects of this subject according to the students' interest. Usually topics are: eating healthy, work-life balance, healthy sleep, coping with stressful situations, get into movement – how to stay fit in an office, healthy snacks ...

At the end of the scenario students have to present their results in front of a group.