

# DIGITAL COURSES FOR THE YOUNG GENERATION

ERASMUS+ TEAMWORK MAKES THE DREAM WORK

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### Online courses for the digital world

#### 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 pace, test yourself and get an online certificate. <https://courses.trainingclub.eu/>

## PILOTING THE DIGCIT COURSES IN PARTENERS' COUNTRIES



Youth workers piloted the DIGCIT online platform with the occasion of the fourth learning activity from the project [Empowering youth to critically analyse fake news](#) held in Romania, Constanta. Representatives had the opportunity to teach the other participants new ways to combat Fake News, with help from the materials all of us developed throughout the strategic partnership. Thus, we discussed about fake news during COVID-19, we learned how to identify fake news, how fake news are disseminated, and many more. As the result of cooperation with partners, we developed 10 Online courses for youth to improve their digital citizenship skills. We invited youth workers to take a look on the website of the [DIGCIT](#) project and become active learners on the [online platform](#).



The feedback was collected using an online questionnaire, where participants had the chance to write their impressions and suggestions about the platform.

The overall conclusion was that the piloting was a success and that our Digital Citizenship courses are a very useful tool for youth workers and young people.



On the 23rd of February 2022, representatives of The Athens Lifelong Learning Institute, organised an online session for piloting the **“Digital Citizenship”** Project’s **Educational Platform** developed during the Erasmus+ project.

The event aimed, at the one hand to present the goals and results of the project „Strategic Partnership to Develop Open Educational Resources for Teaching Digital Citizenship” and to guide youth workers through the project’s educational platform. On the other hand, the youth workers had the opportunity to pilot a course and provide feedback using an evaluation questionnaire about the platform.

During the meeting, they discussed about „digital environments”, what skills and competencies a young person should have to navigate through digital media platforms. After that, the host of the meeting promoted the educational platform of the project, emphasizing the scope of each course and explaining the format of the platform.



In March 2022, an EU Project Officer from SEAL CYPRUS, organized a session for “Multilingual MOOC for youth personal development in the field of digital citizenship education” in the DIGCIT Project.

SEAL CYPRUS conducted two interactive sessions in two high schools: the Aglantzia Gymnasium in Nicosia, on 16 March and the XENION High School in Paralimni, Famagusta, on 18 March.

The session was divided into two parts. The first part was dedicated to presenting the eLearning Platform’s aim and its beneficial nature for young people. The emphasis was put on the importance of the platform’s digital courses in supporting the competence development of young people through the innovative MOOC teaching, learning, assessment and recognition system.

The second part of the session focused on explaining the platform’s components, navigation system and settings.



## WORKSHOPS IN SCHOOLS



Our project also includes workshops for high school students in partner locations such as Mihai Eminescu Highschool, Virgil Madgearu Highschool, Ovidius Highschool, all from Constanta, Romania.

Some of the workshop themes were:

- Cyberbullying Awareness
- Ethics and Empathy Online
- E-Presence & Communications
- Sexual Harassment Online
- Rights and responsibilities online
- Consumer Awareness

During these workshops, we talked to students about “active participation”.

**Active participation** is the process of interacting and having an impact on society by different tools of communication. Broadly, we aimed to teach them what can be defined as youth active participation and how this concept can help them. Especially, in a digital society. To do that, we prepared interactive activities to create a pleasant working atmosphere.



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