#### WHY IS DIGITAL CITIZENSHIP EDUCATION IMPORTANT

In today's world, **understanding the impact of digital technology** on our lives is essential. Digital environment and technologies offer unprecedented **opportunities** but also raise new **challenges**.

#### **DIGITAL ENVIRONMENTS**

#### **OPPORTUNITIES**



**LEARN** 



**SOCIALISE** 

#### **CHALLENGES**



HUMAN RIGHTS



WFII-BFING



**CREATE** 



**PARTICIPATE** 



**DEMOCRACY** 

# DIGITAL CITIZENSHIP EDUCATION TO FACE THE CHALLENGES OF TODAY AND TOMORROW

Digital citizenship education **empowers** citizens to overcome the challenges that have emerged or been amplified by digital technology.

DCE helps citizens of all ages to get the best out of digital technology, enabling them to:

- Use digital technology effectively to think critically and act responsibly online
- Cooperate meaningfully both on- and offline, contribute positively to society
- Appreciate other cultures and other people's perspectives

- 4 Understand, **protect and respect** their own rights, and those of others
- 5 Carefully manage their own private information and the information of people they interact with
- **Continue learning** throughout life to keep up with emerging opportunities and threats.

#### **CONCEPT OF DIGITAL CITIZENSHIP EDUCATION**

#### **ACCESS AND INCLUSION**

Overcoming digital exclusion and being open to diversity.

#### **LEARNING AND CREATIVITY**

Developing competences for creative and innovative expression.

### MEDIA AND INFORMATION LITERACY

Interpreting and using digital media with a critical mind.

### DIGITAL CITIZENSHIP EDUCATION

Preparing citizens for the world of today and tomorrow

#### **ETHICS AND EMPATHY**

Recognising and understanding the feelings and perspectives of others.

#### **HEALTH AND WELL-BEING**

Being aware of the digital technology impact on body and mind.

### E-PRESENCE AND COMMUNICATION

Developing the qualities needed to maintain a positive online self-image.

#### **ACTIVE PARTICIPATION**

Playing an active role and making responsible decisions to help the digital environment.

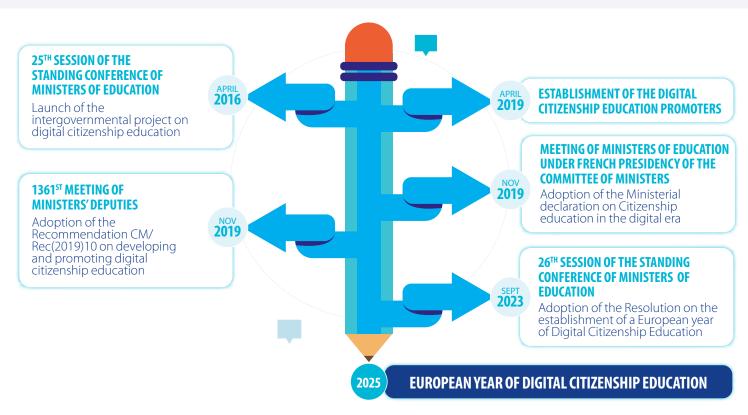
#### **PRIVACY AND SECURITY**

Knowing how to protect information and personal data of ourselves and others.

#### **CONSUMER AWARENESS**

Navigating responsibly and ethically in online spaces as a consumer, a user, an entrepreneur.

#### **BACKGROUND**







#### **PURPOSE AND OBJECTIVES**

ADDRESS THE URGENT NEED FOR INCREASED EFFORTS AND INVESTMENT IN DCE TO EFFECTIVELY RESPOND TO CHALLENGING ISSUES AND EVOLVING THREATS.

#### **KEY OBJECTIVES**

Enhance the visibility of Digital Citizenship Education.

Promote the take-up of DCE.

Reach out to all DCE beneficiaries, especially the young.

Provide a strategic platform for collaboration.

Exchange sense making practices.

Define a roadmap for the future of DCE.

Ensure DCE resilience in the digital landscape.

#### MAIN ACTIVITIES AND MEANS FOR SUCCESS



### RAISE AWARENESS

Show the advantages of being a digital citizen, capable of exploiting opportunities and overcoming challenges.



### INTERNATIONAL COLLABORATION

Foster collaborative efforts in digital citizenship education, highlight innovative practices across regions.



### CAPACITY DEVELOPMENT

Demonstrate how DCE can be integrated in the curriculum and prepare the ground for its integration.

MEDIA & DIGITAL CAMPAIGN DEDICATED WEBSITE CROSS-BORDER INITIATIVES OPEN EVENTS



#### STAKEHOLDER ENGAGEMENT

Encourage public and private stakeholders in education to be involved in and to promote DCE.



#### RESOURCES DEVELOPMENT AND TAKE UP

Enhance the accessibility and applicability of available resources and ensure their wide dissemination in member States and beyond.

#### WORKPLAN

#### **PREPARATORY PHASE (2024)**

- Campaign Steering Committee and National Committees set-up
- Campaign development
- Website and national websites development
- Development of resources and tools, adapted to national contexts



### **IMPLEMENTATION PHASE (2025)**

- International events including launching and closing conferences
- Webinar and workshop series implementation
- National events organised by member States
- Media and digital campaign (TV, radio, social media)



#### **EVALUATION PHASE (2026)**

- National reports
- Collection of data and analysis
- Comprehensive evaluation Report creation
- Future initiatives planning based on achievements and lessons learned







#### WHY SHOULD MEMBER STATES GET INVOLVED

#### AN ISSUE OF CONCERN FOR PUBLIC POLICY



## ENHANCING CRITICAL UNDERSTANDING

To overcome the challenges inherent to digital environments.



## EMPOWERING CITIZENS

Lifelong learning opportunities to keep pace with today's rapidly evolving environment.



## SUPPORTING DEMOCRACY

Improved access to information and participation platforms.

## PROMOTING DIGITAL CITIZENSHIP EDUCATION FOR A MORE INCLUSIVE SOCIETY

Activities and events organised throughout the European Year will provide an **important platform for governments and policy makers** to:

#### DEEPEN **PUBLIC UNDERSTANDING** OF DCE

SHOWCASETHE ADVANTAGES OF **BEING INFORMED** DIGITAL CITIZENS

HIGHLIGHT NEW WAYS FOR CITIZENS TO CONTRIBUTE POSITIVELY TO SOCIETY, BOTH ON- AND OFFLINE

ENCOURAGE AN **OPENNESS TO OTHER CULTURES**AND AN APPRECIATION OF DIVERSITY

UNDERLINE THE **BENEFITS** FOR CITIZENS IN LIVING TOGETHER IN AN INCLUSIVE DEMOCRATIC SOCIETY.



#### HOW SHOULD MEMBER STATES GET INVOLVED



#### **JOINING FORCES FOR A MORE INCLUSIVE SOCIETY**

Digital citizenship education is an issue of great importance to society, and your support is essential.

#### **WE INVITE GOVERNMENTS TO:**

- Communicate and promote the European Year to citizens, at home and abroad
- Share your resources, adapt and adopt Council of Europe resources
- **Create a national activity plan** and join forces with the pan-European effort
- Host a national or international conference
- Develop a long term action plan to integrate DCE fully into your education system
- Put forward your own ideas to make the European Year a resounding success





## WHY SHOULD STAKEHOLDERS FROM CIVIL AND PRIVATE SECTORS GET INVOLVED

## NURTURE DIGITAL CITIZENSHIP AND LITERACY THROUGHOUT ALL MEMBER STATES



#### **ALIGNED MISSION**

We believe that DCEY has important goals and outcomes related to your vision and mission.



#### **IMPACTFUL OUTREACH**

Your support will significantly extend the campaign's reach and effectiveness, particularly in underserved communities.



#### **SHARED GOALS**

Together we can work towards creative a more informed, active, safe, and responsible digital society.

#### WHAT WILL YOU GET



You will be invited to **high profile** conferences and events

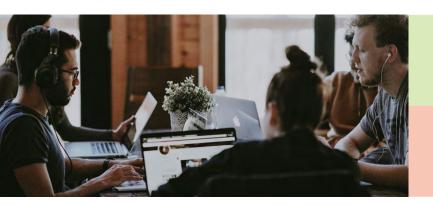
You will benefit from **networking opportunities** with other member states of the Council of Europe.



The Council of Europe will highlight and acknowledge your achievements.

## TEAM UP WITH THE COUNCIL OF EUROPE TO FOSTER DIGITAL CITIZENSHIP

Digital citizenship is central to being a citizen in our digitally rich society, and therefore digital citizenship education is of great concern to us all. **Digital environments offer unprecedented opportunities for citizens** to meet, exchange ideas and participate actively in the life of their community.





#### **YOU PLAY A PIVOTAL ROLE**

in promoting and in shaping the future of digital literacy and citizenship.



**WE NEED YOUR SUPPORT** 

to make DCEY a success.

Use DCE resources for your initiatives and disseminate them via your network and partners.







of school in line with the DCEY objectives.









# **CAMPAIGN'S THEMES**

The 10 digital domains of Digital Citizenship will constitute the thematic framework for national campaigns.

#### **BEING ONLINE**

- Access and inclusion
- Learning and creativity
- Media and information literacy

#### **WELL-BEING ONLINE**

- Ethics and empathy
- Health and well-being
- e-presence and communications

#### **RIGHTS ONLINE**

- Active participation
- Rights and responsibilities
- Privacy and security
- Consumer awareness

## UNDERSTANDING DIGITAL CITIZENSHIP



**FOCUS** 

Defining digital citizenship and its importance in a connected world.



**ADAPTATION** 

Tailoring the definition to reflect cultural and societal nuances in different European countries.

## ETHICAL BEHAVIOUR ONLINE



**FOCUS** 

Promoting understanding and practice of ethical behavior in the digital space.



**ADAPTATION** 

Discussing ethical dilemmas specific to various cultural and social backgrounds.

## ONLINE SAFETY AND SECURITY



**FOCUS** 

Educating about safe internet practices, privacy settings, and protection against cyber threats.



**ADAPTATION** 

Addressing specific online risks prevalent in different regions.

# COMBATING DISINFORMATION



**FOCUS** 

Strategies to identify and deal with disinformation and fake news.



**ADAPTATION** 

Using examples of misinformation prevalent in different countries to illustrate the issue.

## DIGITAL LITERACY AND CRITICAL THINKING

**O** FOCUS

Enhancing skills to find, evaluate, and create digital content responsibly.

ADAPTATION

Incorporating local examples and scenarios to make the topic relevant and relatable.

## DIGITAL FOOTPRINT AND REPUTATION

• FOCUS

Understanding the long-term impact of online activities on one's digital footprint.

**ADAPTATION** 

Discussing the implications of digital footprints in different social and professional contexts.

## CYBERBULLYING AND ONLINE HARASSMENT

**•** FOCUS

Addressing the issue of cyberbullying and mechanisms for reporting and coping with it.

ADAPTATION

Highlighting local laws, support systems, and cultural aspects of dealing with online harassment.

# INCLUSIVE AND ACCESSIBLE DIGITAL COMMUNITIES

**•** FOCUS

Promoting inclusivity and accessibility in digital spaces for all, including those with disabilities.

ADAPTATION

Addressing specific accessibility challenges and solutions prevalent in various regions.

# DIGITAL RIGHTS AND RESPONSIBILITIES

**O** FOCUS

Educating about the rights and responsibilities of individuals in the digital world.

**ADAPTATION** 

Relating these rights and responsibilities to the legal frameworks of different European countries.

## DIGITAL PARTICIPATION AND DEMOCRACY

**O** FOCUS

Encouraging active and informed digital participation in democratic processes.

ADAPTATION

Discussing the role of digital media in democracy within the unique political context of each country.





# DIGITAL CITIZENSHIP EDUCATION RESOURCES

**RESOURCES FOR:** 



**PARENTS** 



**LEARNERS** 



**EDUCATORS** 

**The Council of Europe has created a versatile set of resources** targeting policy makers, professionals in education, parents, and children **around digital citizenship education** adhering to their needs and expectations: policy instruments and guidelines, leaflets, lesson plans, the Digi-Nauts video series, online courses, books, booklets.

### **LEAFLETS**

6 leaflets applicable in various occasions and opportunities to exercise digital citizenship.

Available in 16 languages









#### **LESSON PLANS**



10 lesson plans to empower educators to teach digital citizenship in class

- Collaboration
- Cyberbullying
- Ethical shopping
- Fake news
- Living in lockdown
- New opportunities
- Shaping the future
- Solidarity
- Speaking out
- Surveillance

### **DIGI-NAUTS**

Video series accompanied with activities and exercises for young children – with the support of parents and educators - to think about what it means to be a digital citizen. The videos and the Activity Book are available in several languages, with more to come.

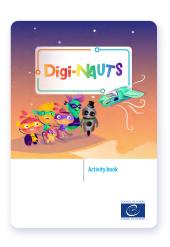
Available in 10 languages











## **DIGITAL CITIZENSHIP EDUCATION RESOURCES**

#### **ONLINE COURSES**

Series of online courses, developed in collaboration with the European Wergeland Centre:

- What is DCE
- DCE and Cyberbullying
- **DCE** and Disinformation
- Access and Inclusion
- Controversial issues online
- DCE and hate speech online



Available in <u>English</u>





#### **BOOKS & BOOKLETS**



Providing ideas for educators in terms of learning goals and activities that will enable children to live digital citizenship in and out of the classroom.





Equipping educators with the skills and knowledge they need to help young learners become effective digital citizens.









Equipping educators with some easy steps to follow, to help learners master what it takes to act responsibly and respectfully online.











Equipping parents with practical tips to guide their children on their path towards digital citizenship.

Available in 4 languages





Creating awareness of the complexity of video games, and of the potential risks and opportunities that come with it, while providing some useful strategies to help choose the right video games.











#### **HIGHLIGHT ON:**

Mapping the needs and reflections of parents as they strive to ensure the well-being of their children and help them become competent digital citizens.

Available in <u>English</u>







