

# EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

## 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



CREATE



PARTICIPATE

#### CHALLENGES



HUMAN  
RIGHTS



WELL-BEING



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:

- 1 use digital technology effectively to **think critically** and **act responsibly** online;
- 2 cooperate meaningfully both on- and offline, **contribute positively to society**;
- 3 **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;
- 6 **continue learning** throughout life to keep up with emerging opportunities and threats.

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## 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 shape the digital environment

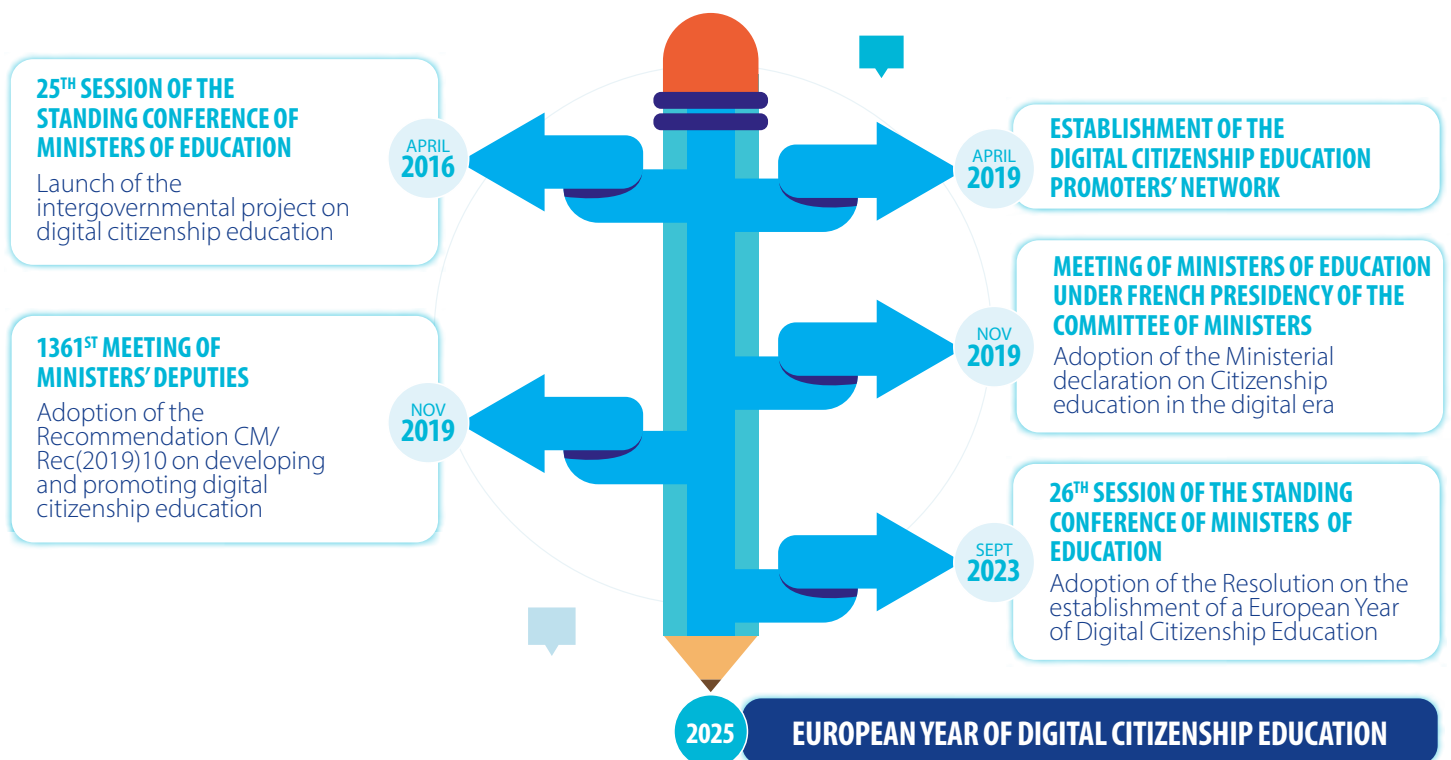
### PRIVACY AND SECURITY

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 and entrepreneur

## BACKGROUND



[www.coe.int/dce](http://www.coe.int/dce)



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## 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

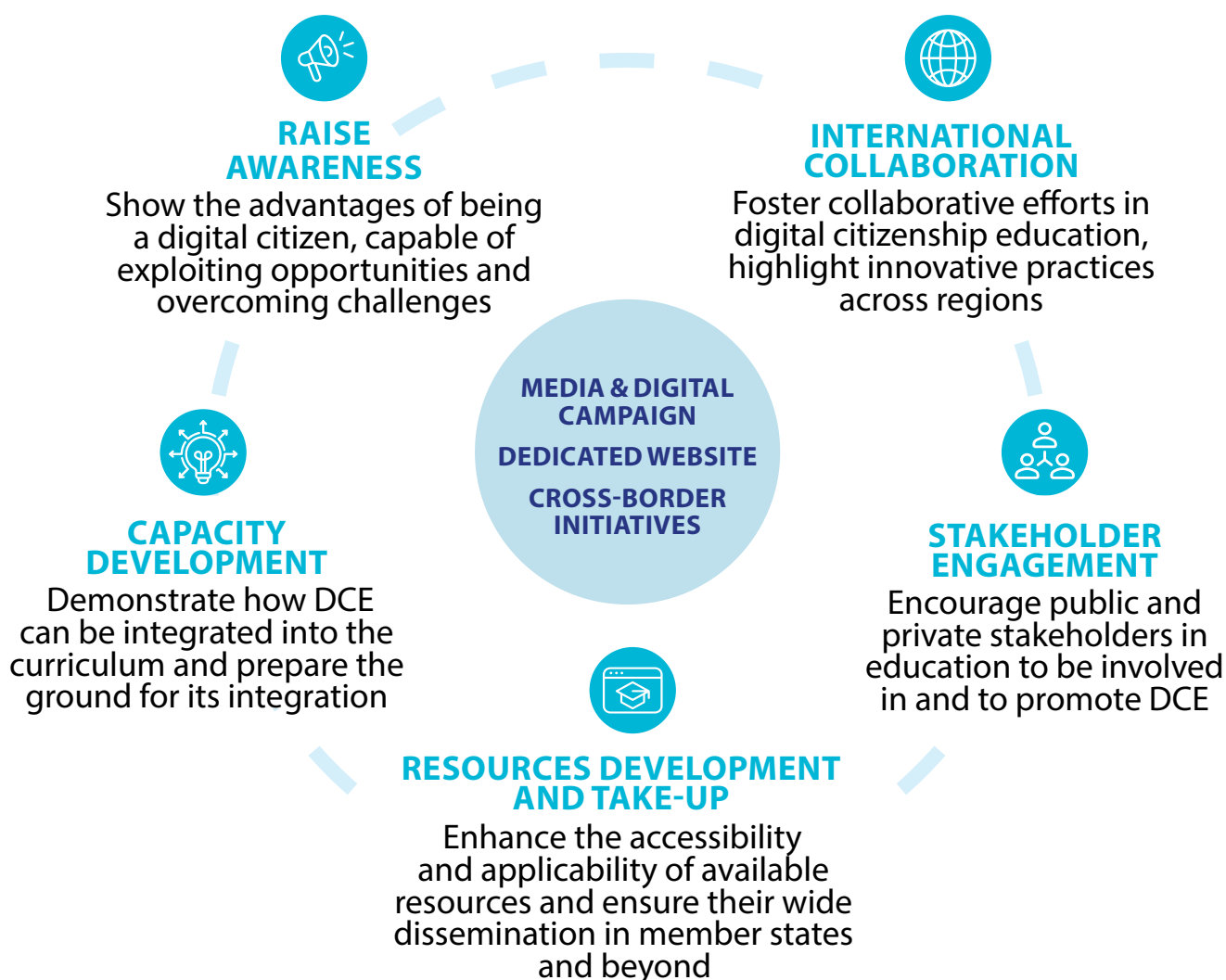
Provide a strategic platform for collaboration

Exchange sense-making practices

Define a road map for the future of DCE

Ensure DCE resilience in the digital landscape

## MAIN ACTIVITIES AND MEANS FOR SUCCESS



# EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

## WORK PLAN

### 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



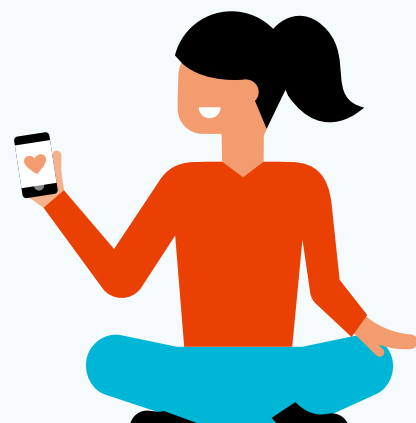
### IMPLEMENTATION PHASE (2025)

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



### EVALUATION PHASE (2026)

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



# EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

## 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:

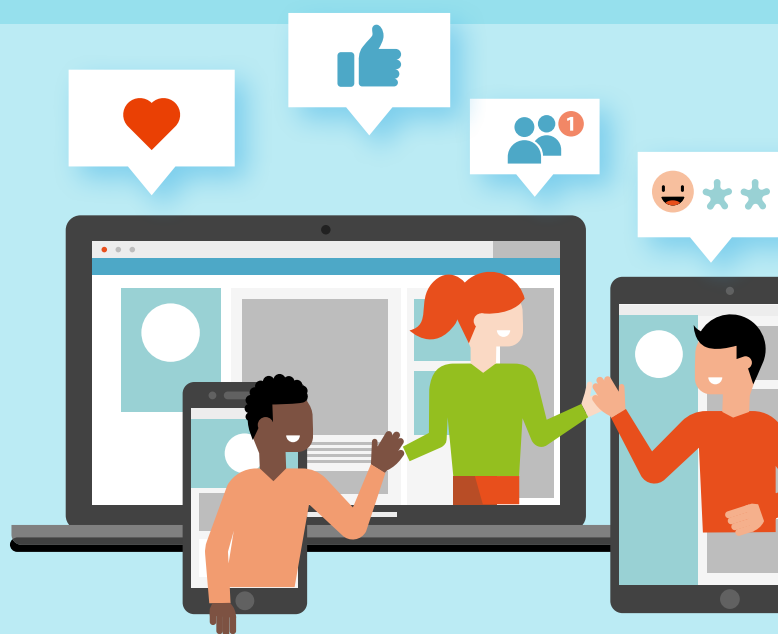
DEEPEN **PUBLIC UNDERSTANDING** OF DCE;

SHOWCASE THE 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.



# EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

## 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.



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# EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

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

### NURTURE DIGITAL CITIZENSHIP AND LITERACY THROUGHOUT ALL MEMBER STATES



#### ALIGNED MISSION

We believe that the Year has important goals and outcomes related to your vision and mission



#### IMPACTFUL OUTREACH

Your support will significantly extend the reach and effectiveness of the campaign, particularly in underserved communities



#### SHARED GOALS

Together we can work towards creating 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**



# EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

## 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 the Year a success

# 1

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



# 2

Implement awareness-raising campaigns for parents and families



# 3

Organise educational initiatives in and out of schools in line with the Year's objectives



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# THE CAMPAIGN THEMES

The 10 digital domains of Digital Citizenship Education 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 pan-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 cyberthreats



### 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



### 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



### 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 pan-European countries

## DIGITAL PARTICIPATION AND DEMOCRACY



### 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 and booklets.

## LEAFLETS

6 leaflets applicable to 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 on:

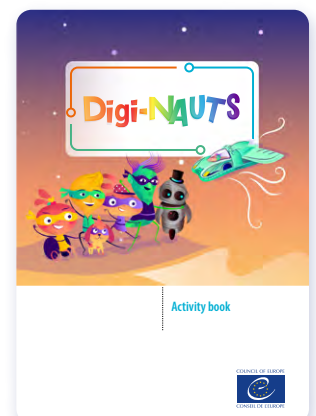
- collaboration;
- cyberbullying;
- ethical shopping;
- fake news;
- living in lockdown;
- new opportunities;
- shaping the future;
- solidarity;
- speaking out;
- surveillance.



## DIGI-NAUTS

A 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

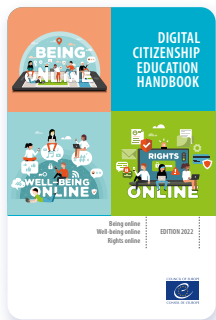
A series of online courses, developed in collaboration with the European Wergeland Centre on:

- what is DCE;
- DCE and cyberbullying;
- DCE and disinformation;
- access and inclusion;
- controversial issues online;
- DCE and hate speech online.

Available in *English*



## BOOKS & BOOKLETS



Providing ideas for educators in terms of learning goals and activities that will enable children to exercise 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.

Available in *English*



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

Available in *EN & FR*



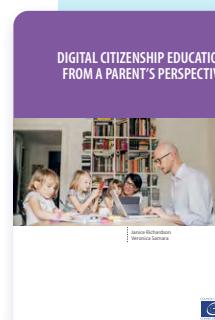
Equipping parents with practical tips to guide their children on their path towards digital citizenship.

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.

Available in *English*



### 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 *English*



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