EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

A COMPREHENSIVE GUIDE

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COUNCIL OF EUROPE
75
1949 - 2024
CONSEIL DE L'EUROPE

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1 PROJECT DESCRIPTION

BACKGROUND

25TH SESSION OF THE STANDING CONFERENCE OF MINISTERS OF EDUCATION
Launch of the intergovernmental project on digital citizenship education

APRIL 2016

1361ST MEETING OF MINISTERS' DEPUTIES
Adoption of the Recommendation CM/Rec(2019)10 on developing and promoting digital citizenship education

NOV 2019

APRIL 2019
ESTABLISHMENT OF THE DIGITAL CITIZENSHIP EDUCATION PROMOTERS' NETWORK

NOV 2019
MEETING OF MINISTERS OF EDUCATION UNDER FRENCH PRESIDENCY OF THE COMMITTEE OF MINISTERS
Adoption of the Ministerial declaration on Citizenship education in the digital era

SEPT 2023
26TH SESSION OF THE STANDING CONFERENCE OF MINISTERS OF EDUCATION
Adoption of the Resolution on the establishment of a European Year of Digital Citizenship Education

2025 EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION

26TH SESSION OF THE STANDING CONFERENCE OF MINISTERS OF EDUCATION

28-29 SEPTEMBER 2023

The Ministers of Education of the member states of the Council of Europe, meeting in Strasbourg at the 26th session of the Standing Conference on 28-29 September 2023, decided to designate the year 2025 as the "European Year of Digital Citizenship Education".

DIGITAL TRANSFORMATION

OPPORTUNITIES

The digital environment and technologies provide unprecedented means for people to express themselves in various forms, to discover, learn and create, to communicate and socialise. The digital environment represents a space for people to gather and participate across the globe.

CHALLENGES

Amidst the challenges exacerbated by the Covid-19 pandemic and the advent of disruptive technologies like ChatGPT, the challenging issues that Digital Citizenship Education seeks to address - such as **disinformation, cyberbullying, online hate speech and the misuse of personal data** - have become more prominent.
This underscores an urgent need for increased efforts and investment in DCE to effectively respond to these evolving threats.

PURPOSE

THE EUROPEAN YEAR OF DIGITAL CITIZENSHIP EDUCATION 2025

stands as a unique opportunity to **enhance the visibility and impact of DCE** and reaffirm its value. This designated year shall provide a strategic platform for key stakeholders across public, private and civil sectors to **collaborate, set common goals and exchange sense-making practices.** It shall offer a concise yet impactful space for measuring achievements and **collectively defining a road map for the future of digital citizenship education.** Through streamlined efforts, this initiative is expected to propel DCE forward, ensuring its resilience and effectiveness in the ever-evolving digital landscape.

OBJECTIVES

Raise public awareness of the importance of DCE in enabling learners of all ages to live in a digitally enriched world

Increase understanding of the importance of competences for a democratic culture, and ways that they can be developed online

Promote the take-up of and define a road map for the future of DCE

Link the work of the Council of Europe with that of other organisations, in particular UNESCO and the EU, on digital education, digital literacy and on the use of emerging technologies (including Artificial Intelligence) in education

Contribute at the level of the European region to the UN agenda on SDG4 and the global initiatives launched by the Transforming Education Summit concerning the digital transformation of education

Motivate key stakeholders in public, private and civil sectors within education to work together towards common goals

2 MAIN ACTIVITIES

AWARENESS RAISING

OBJECTIVES

Awareness-raising activities will target pupils and students and will aim to:

- **promote the take-up of digital citizenship education** and **enhance the understanding** of digital citizenship and its importance in a democratic society;
- **raise the awareness** not only of students, but also of education practitioners and private and civil sectors;
- **bring to the notice of the widest possible public** the advantages of being a digital citizen, with sufficient knowledge and critical understanding of the digital environment to exploit the opportunities and overcome the challenges.

STRATEGIES

- **Build an information and promotional communication/ digital campaign** with a common logo and a poster with adaptable slogans.
- **Create a video spot and radio spots** featuring DCE ambassadors to promote DCE on TV, radio and social media.
- **Develop a dedicated Council of Europe website** for the European Year with all resources, updates and a template for member states to share national activities.
- **Publish informational materials in national languages** with key facts on DCE, using graphical icons for accessibility and engagement.
- **Launch a social media communication campaign** with regular updates and highlights and seek support for dissemination.

INTERNATIONAL EVENTS

OBJECTIVES

The international events will aim to:

- **foster a global and local discourse and collaborative efforts** in digital citizenship education;
- **highlight and disseminate innovative practices** and successful models in digital citizenship education across different regions.

Tentative dates of international conferences to be hosted by member states

Launching:	23-24 January 2025
Forum:	27-28 May 2025
3rd Conference:	Week of 22 September 2025
Closing Conference:	18-19 November 2025

STRATEGIES

- **Involve diverse stakeholders from public, private and civil sectors** and from different member states to ensure that these events offer diverse perspectives and showcase the latest research and trends in digital citizenship education.
- **Design these conferences** to include **interactive workshops, panel discussions and breakout sessions**. Focus on real-world applications, case studies and hands-on activities that encourage active participation and practical learning.
- **Encourage networking and collaboration** to promote partnerships and joint initiatives. Set up platforms for participants to connect, exchange ideas and initiate joint projects or research initiatives.
- **Highlight success stories and innovations in digital citizenship education** through dedicated sessions or segments in the conferences. Encourage submissions of case studies and sense-making practices from various countries and educational institutions.
- **Establish a framework for ongoing collaboration and project development** post-events. This could include online forums, continued education opportunities, or funding support for joint initiatives.
- **Extend the impact of these conferences and workshops** by offering virtual participation options, live streaming sessions and creating a digital library of conference materials and recordings for wider access.

CAPACITY DEVELOPMENT

OBJECTIVES

The capacity development activities will aim to:

- **deepen understanding of professionals** in education and policy makers of what digital citizenship education is and why it matters;
- **develop a deeper understanding of education practitioners** of competences for democratic culture (CDC) and how these can be developed in a variety of formal and non-formal educational contexts;
- **collect and disseminate information** about the skills, methods and tools involved in the teaching and learning of digital citizenship education;
- **demonstrate how DCE** can integrate into the curriculum and prepare the ground for its integration.

STRATEGIES

- **Promote short online existing courses** on key DCE objectives, including a resource list for diverse learning contexts, focusing on informal, non-formal and flipped learning.
- **Offer a 2-day face-to-face training for DCE Promoters** who will subsequently train counsellors in dedicated workshops. Support counsellors through an online learning community and track training completion via national websites.
- **Collaborate with the Council of Europe's Youth Trainer Network** to adapt the train-the-trainer package for informal learning contexts targeting young people.

DEVELOPING AND/OR DISSEMINATING RESOURCES

OBJECTIVES

This activity will aim to:

- **promote a comprehensive collection of educational resources** (see pages 24-25 for resources developed by the Council of Europe) focused on digital citizenship, catering to various age groups and learning styles;
- **enhance the accessibility and applicability of these resources** across diverse educational settings.

STRATEGIES

- **Organise a whole-school competition** on sense-making DCE practices, inviting schools to document and share successful models, creating a repository of replicable practices.
- **Engage with subject matter experts and educators** to promote interactive, engaging educational materials.
- **Build a user-friendly online resource repository** where educators, students and parents can access digital citizenship resources. Ensure the platform is responsive, accessible on various devices and user-friendly for all age groups.
- **Develop a dynamic content update mechanism** for regular content review and updates. Encourage contributions from the educational community to keep the resources current and relevant. Integrate a system for users to suggest topics or improvements.
- **Promote inclusivity in resource development to ensure that resources cater** to a wide range of learning needs, including resources for learners with disabilities. Use diverse teaching methods like videos, interactive quizzes and downloadable worksheets to accommodate different learning styles.

GRANT SCHEME

OBJECTIVES

The grant scheme will aim to:

- **provide financial support to pioneering projects** and initiatives that enhance digital citizenship education;
- **motivate a wide range of organisations** to conceive and execute digital citizenship education projects.

STRATEGIES

- **Formulate clear, inclusive and well-defined criteria** for grant eligibility. These criteria should be designed to encourage a variety of innovative digital citizenship initiatives, catering to different age groups, cultural backgrounds and educational settings.
- **Utilise multiple communication channels to publicise the grant scheme**. This includes traditional media outlets, social media platforms, educational networks and partnerships with relevant educational and technological institutions.
- **Implement a selection process that is transparent, fair and efficient**. This could involve a panel of experts in digital citizenship education to review applications. Ensure that the selection criteria and process are openly communicated to all applicants to maintain transparency.
- **Offer resources and support to potential applicants** to assist them in understanding the grant requirements and developing strong proposals.

MONITORING AND EVALUATION

OBJECTIVES

Monitoring and evaluation will aim to:

- **ensure the effective implementation** of all activities under the Year;
- **collect data and insights** to refine and enhance future digital citizenship education initiatives.

STRATEGIES

- **Develop a comprehensive framework** for monitoring and evaluation, detailing specific metrics that align with the outcomes of the Year. This framework should encompass a range of qualitative and quantitative indicators, including participant engagement, learning outcomes and overall impact.
- **Employ various methods** such as surveys, interviews, focus groups and analysis of participation data to gather comprehensive feedback and insights. Ensure that these methods are tailored to effectively capture the diverse range of activities and their respective audiences.
- **Establish a routine for the systematic review and analysis of collected data**. This process should involve assessing the effectiveness of activities, identifying areas for improvement and recognising successful strategies and practices.
- **Involve key stakeholders, including educators, participants and partners**, in the evaluation process. Their perspectives and feedback can provide valuable insights into the effectiveness of the initiatives and suggest areas for future development.
- **Implement technology solutions for efficient data collection, storage and analysis**. This can include digital survey tools, data analytics software and interactive dashboards for real-time monitoring.

3

BUDGET AND WORK PLAN

VOLUNTARY CONTRIBUTIONS

The Council of Europe will **rely on the extra financial and in-kind contributions** from the member states to ensure the **effective implementation** of the European Year of Digital Citizenship Education 2025.

The extra funding shall be used to finance the management and coordination meetings, the awareness-raising campaign, development of resources and tools, development of the website and digital platform, events and monitoring and evaluation.

THE EXTRA FUNDING SHALL BE USED TO:

1. FINANCE THE MANAGEMENT & CO-ORDINATION MEETINGS
2. AWARENESS RAISING & EVENTS
3. DEVELOPMENT OF RESOURCES AND TOOLS
4. DEVELOPMENT OF THE WEBSITE
5. MONITORING & EVALUATION

BUDGET BREAKDOWN

Staff costs (30%)	**€360 000**
Salaries for two full-time staff members	
Administrative and support staff expenses	
Operational Costs (65%)	**€756 000**
Awareness-raising campaign	€350 000
Events (international conferences, workshops, etc.)	€256 000
Development of educational resources	€100 000
Monitoring and evaluation	€50 000
Contingency	**€84 000**
Grant scheme	**€1 000 000**
Total estimated budget	**€2 200 000**

IN THIS REGARD, A VOLUNTARY CONTRIBUTION PROJECT IS PROPOSED

with a total of

€2 200 000

for the duration of 24 months to begin in September 2024.

GRANT SCHEME

The European Year of Digital Citizenship Education 2025 presents a critical initiative to advance digital citizenship education across Europe. An essential component of this initiative is a **grant scheme aimed at empowering NGOs**. This scheme will enable these organisations to play a vital role in promoting digital citizenship education in collaboration with schools and universities.

EVENTS AND WORKSHOPS FUNDED BY THESE GRANTS WILL RAISE AWARENESS AMONG

1. **PARENTS**
2. **LEARNERS**
3. **BROADER COMMUNITY**

Moreover, the grant scheme will support NGOs in conducting awareness-raising campaigns and educational initiatives that align with the European Year's objectives. These initiatives will contribute to mainstreaming digital citizenship education, promoting safe, responsible and democratic digital engagement.

In summary, this targeted grant scheme is not merely a funding mechanism but a catalyst for amplifying the reach and effectiveness of the Year. By enabling the translation, dissemination and application of Council of Europe resources, alongside other educational activities, the scheme ensures a comprehensive approach to nurturing digital citizenship and literacy throughout Europe.

COLLABORATION WITH OTHER INTERNATIONAL ORGANISATIONS

ERASMUS+ PROGRAMME OF THE EUROPEAN UNION

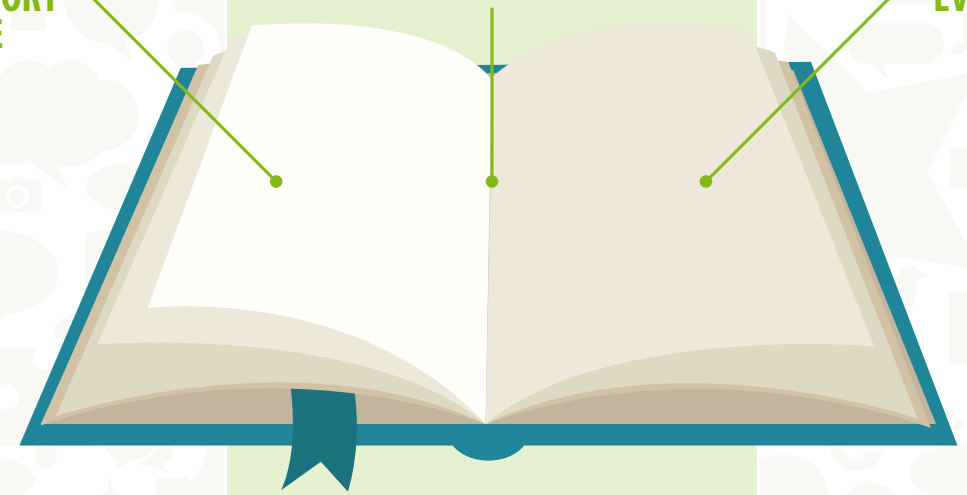
supports education, training, youth and sport in Europe. In its second phase (2021-2027) the programme focuses on four overarching priorities including addressing the digital transformation. The European Year of Digital Citizenship Education 2025 will greatly contribute to the objectives of the action plan and the Erasmus+ programme.

WORK PLAN

2024
PREPARATORY PHASE

- Forming of the Campaign Steering Committee and National Committees
- Designing the campaign and developing campaign materials
- Developing the master website and national websites
- Developing resources and tools and adapting them to national contexts
- Fundraising through voluntary contributions from member states and other stakeholders (companies, foundations, etc.)

2025
IMPLEMENTATION PHASE



- Organising international events including the launching and closing conferences
- Organising national launching events in member states (organised by the member states)
- Conducting a series of webinars and workshops
- Implementing projects financed through the grant scheme
- Running a digital media campaign (videos, social media and blogs)
- Monitoring the implementation (collecting sense-making practices, resources developed by the target groups, etc.)

JAN-JUN 2026
EVALUATION PHASE

- Collecting and analysing national reports
- Submitting financial and narrative reports for grants
- Preparing a comprehensive evaluation report
- Planning for future initiatives based on the achievements and lessons learned

4

MANAGEMENT AND CO-ORDINATION

NATIONAL CAMPAIGNS

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 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

PROPOSED ACTION PLAN

SET-UP OF A NATIONAL COMMITTEE:
establish a multistakeholder committee.

INITIAL PLANNING AND PARTNERSHIPS:
develop a detailed plan, identify potential partners and establish collaborations.

PREPARATORY PHASE

(APRIL - DECEMBER 2024)

Resource and material development/adaptation: start developing/adapting/translating educational materials, training modules and communication strategies. The communication strategies will be developed by adapting the Council of Europe messages, visuals and communication materials, and possibly by developing original ones in line with the DCE concept and the Year's objectives.

IMPLEMENTATION PHASE

INITIATION
(JANUARY - JUNE 2025)

Launching event: officially launch the national campaign with media coverage and stakeholder participation.

Public awareness campaigns: initiate public awareness efforts using various media platforms.

Educational initiatives rollout: start educational programmes in schools, universities and community centres.

CLOSING PHASE

EVALUATION & MAINSTREAMING
(JANUARY - APRIL 2026)

Ongoing activities: continue with educational programmes and community engagement.

Data collection and analysis: collect feedback and data on the impact of the campaign.

Evaluation report: compile and publish a comprehensive report assessing the outcomes of the campaign.

Future strategy development: based on evaluation findings, develop strategies for sustaining digital citizenship education beyond the Year.

CROSS-CUTTING ACTIVITIES

(THROUGHOUT THE CAMPAIGN)

SOCIAL MEDIA ENGAGEMENT: maintain an active social media presence to engage the public and disseminate information.

CONTINUOUS PARTNERSHIP DEVELOPMENT: foster ongoing relationships with tech companies, educational institutions and NGOs.

REGULAR REPORTING: provide periodic updates to stakeholders and the Steering Committee of the European Year.

TERMS OF REFERENCE FOR CAMPAIGN COMMITTEES

CAMPAIGN STEERING COMMITTEE

PURPOSE

The Campaign Steering Committee (CSC) is established to provide strategic direction, oversight and decision-making support for the successful implementation of the European Year of Digital Citizenship Education 2025 across Europe.

COMPOSITION

Highlighting local laws, support systems and cultural aspects of dealing with digital citizenship.

Members

The CSC shall consist of a diverse group of stakeholders, including representatives from the Council of Europe Steering Committee for Education (CDEDU), the educational sectors, digital technology experts and NGO leaders.

Chairperson

A Chairperson will be elected from among the members to lead the CSC.

KEY RESPONSIBILITIES

- Strategic planning: develop and approve the strategic plan and objectives of the Year's campaign.
- Policy and guidance: provide guidance on policy matters and campaign implementation.
- Resource allocation: oversee the allocation of resources and budget for the campaign.
- Monitoring and evaluation: ensure regular monitoring and evaluation of the progress of the campaign.
- Risk management: identify and mitigate potential risks associated with the campaign.
- Stakeholder engagement: facilitate engagement with key stakeholders, including funders and partners.

REPORTING

The CSC shall report to the CDEDU and relevant stakeholders on the progress and challenges of the Year.

MEETINGS

The CSC shall meet at least quarterly or as needed. Meetings can be held virtually or in person.

NATIONAL COMMITTEES

PURPOSE

National Committees (NCs) are established in each participating country to oversee and coordinate the implementation of the Year's campaign at the national level.

COMPOSITION

Members

Each NC shall include representatives from local educational institutions, government bodies, civil society and the tech industry.

Chairperson

A Chairperson will be elected or appointed to lead the NC.

KEY RESPONSIBILITIES

- Local implementation: adapt and implement the Year's campaign strategies and activities at the national level.
- Coordination: coordinate with the CSC and ensure alignment with the overall campaign objectives.
- Local partnerships: establish and maintain partnerships with local stakeholders and organisations.
- Public engagement: promote the campaign and engage the public at the national level.
- Feedback and reporting: provide regular feedback and reports to the SC on local implementation progress and challenges.
- Resource management: manage local resources and budget allocations for campaign activities.

REPORTING

NCs shall report to the CSC, providing updates on national activities, progress and any specific challenges or successes.

MEETINGS

NCs shall meet at least bimonthly or as required. Meetings can be conducted virtually or in person.

GENERAL NOTES

DURATION

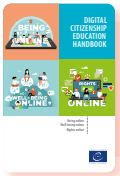
The tenure of both the CSC and NCs shall be aligned with the duration of the Year.

COMMUNICATION

Regular communication between the CSC and NCs is essential for the coherence and success of the campaign.

LIST OF RESOURCES DEVELOPED BY THE COUNCIL OF EUROPE

WHAT IS DCE?



Digital Citizenship Education Handbook
Being online, Well-being online, Rights online

Digital Citizenship Education
10 Domains

RESOURCES FOR EDUCATORS

DCE Trainers' Pack

Educating for a video game culture

DCE ONLINE COURSES

What is Digital Citizenship Education?

Digital Citizenship Education and Hate Speech

Courses will be made available on:

- controversial issues online;
- cyberbullying;
- disinformation;
- health and well-being;
- access and inclusion;
- active participation;
- learning and creativity;
- rights and responsibilities.

RESOURCES FOR POLICY MAKERS

Recommendation CM/Rec(2019)10
on developing and promoting digital citizenship education

Ministerial Declaration
"Citizenship education in the digital era"

Digital Citizenship Education: Volume 1
Overview and new perspective

Digital Citizenship Education: Volume 2
Multistakeholder consultation report of law

Artificial intelligence and education *A critical view through the lens of human rights, democracy and the rule of law*

Guidelines to support equitable partnerships *of education institutions and the private sector*

LESSON PLANS

Collaboration
How can we work as a group online?

New opportunities

Fake news

Shaping the future

Ethical shopping

Surveillance

Cyberbullying
How to prevent and combat it?

Living in lockdown

Solidarity

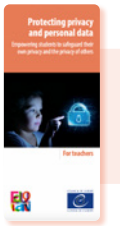
Speaking out

LEAFLETS

Easy Steps to help learners become Digital Citizens

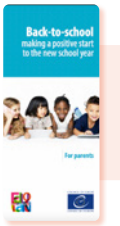
A New Year has begun
It's time to help children become active digital citizens

Act to eliminate exclusion and bullying
online and offline!



Protecting privacy and personal data

Holiday time:
holiday activities to do with young digital citizens



Back-to-school:
making a positive start to the new school year

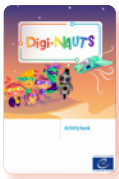
Celebrating World Children's Day leaflet

RESOURCES FOR PARENTS AND CARERS

REPORTS

DCE from a parent's perspective

ANIMATION SERIES



Digi-Nauts Activity book for children

Digi-Nauts Teachers' Guide

Digi-Nauts

- Inclusion
- Well-being
- Being a consumer

LEAFLETS

Easy steps to help your child become a digital citizen

Back to school: *making a positive start to the new school year*

Act to eliminate exclusion and bullying online and offline!

A New Year has begun: *it's time to help children become active digital citizens*

Protecting privacy and personal data: *empowering children to safeguard their own privacy and the privacy of others*

Holiday time: *holiday activities to do with young digital citizens*

Keeping young citizens busy at home during the corona crisis

Celebrating World Children's Day *Helping children understand their rights and responsibilities in the real and virtual world*

The European Year of Digital Citizenship Education 2025 seeks to enhance the visibility and influence of digital citizenship, encompassing digital and AI literacy, within educational institutions across all member states.

By reaffirming the importance of digital citizenship education in tackling the challenges and seizing the opportunities of the digital era in education systems, this initiative will further empower students to navigate the digital world responsibly and ethically.

www.coe.int

The Council of Europe is the continent's leading human rights organisation. It comprises 46 member states, including all members of the European Union. All Council of Europe member states have signed up to the European Convention on Human Rights, a treaty designed to protect human rights, democracy and the rule of law. The European Court of Human Rights oversees the implementation of the Convention in the member states.

COUNCIL OF EUROPE
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1949 - 2024
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