

LESSON PLANS FOR ADULT EDUCATORS/TEACHERS/TRAINERS

Module Name: Communication & Collaboration	
Topic 4 Title: Digital Citizenship	
Lesson Plan 33 – Digital Literacy, Digital Communication and Digital Commerce	
Duration: 90 minutes	
Aim	The main goal of this lesson plan is to provide all the necessary information regarding digital literacy, digital communication and digital commerce.
Target Group	Adults (seniors)
Facility/ Equipment	 Classroom Internet access Projector White board
Tools/ Materials	 Handout 1 Handout 2 Handout 3
Main Tasks	1. Task 1: Introduction – Recap of nine elements of digital citizenship 1.1 Start the task with the video https://www.youtube.com/watch?v=rsox LSUJVn0&ab_channel=SimonaMcDonald (3 mins) 2. Task 2: Introduction to digital literacy
	2.1 Start the task with the video https://www.youtube.com/watch?v=U4w LvLQ5AFI&ab channel=DeakinLibrary (3 mins)



- 2.2 Discussion questions for the video (15 mins)
 - What 'digital literacy' is
 - Why digital literacy is important?

3. Task 3: Digital literacy

- 3.1 Adult trainers should explain to what is the 'Digital Literacy' in digital citizenship (see Handout 1) (20 mins)
- 3.2 Adult trainers should provide to adult learners, a link of an online game for 'Digital Literacy' http://factitious.augamestudio.com/#/ (10 mins)
- 3.3 Adult learners should start playing the online game and explore what is digital literacy (15 mins)

4. Task 4: Introduction to digital communication

- 4.1 Start the task with the video https://www.youtube.com/watch?v=H8vk6JpX7xM&a b_channel=EIS%C3%B3tano%7CCanaldeProducci%C3%B3nparaClientes (3 mins)
- 4.2 Discussion questions for the video (15 mins)
 - What 'digital communication' is
 - Why digital communication is important?

5. Task 5: Digital communication

- 5.1 Adult trainers should explain to what is the 'Digital Communication' in digital citizenship (see Handout 2) (20 mins)
- 5.2 Adult trainers should provide to adult learners, a link of an online game for 'Digital Communication' https://imgflip.com/memegenerator (10 mins)
- 5.3 Adult learners should start playing the online game and explore what is digital communication (15 mins)





5.4 Adult learners should post their meme/image into the board https://jamboard.google.com/d/182WPz9pn2Rm15
GsGD9Y6hfZTfnzLhISS2yPFYGszmbo/edit?usp=sharing (10 mins)

6. Task 6: Introduction to digital commerce

- 6.1 Start the task with the video https://www.youtube.com/watch?v=y kxt69c2y98&ab channel=Copyblogger (3 mins)
- 6.2 Discussion questions for the video (15 mins)
 - What 'digital commerce' is
 - Why digital commerce is important?

7. Task 7: Digital commerce

- 7.1 Adult trainers should explain to what is the 'Digital Commerce' in digital citizenship (see Handout 3) (20 mins)
 - 8. Task 8: Wrap-up (10 mins)



HANDOUT 1: Digital literacy



Digital Literacy:

Literacy is crucial for survival in modern societies, the same applies to the digital world. Individuals should realize that regardless of the source through which we obtain information, we need to be aware that it might be They not correct. must understand how they can evaluate online information and decide content and on its perspective accuracy, and validity.



HANDOUT 2: Digital communication



Digital Communication:

Most of us use many kinds of technology to facilitate everyday communication. Nevertheless, we should realize that technology is not always a "panacea" for communicating. Individuals should learn where and when they should use technology for communicating. They need to think about the messages they communicate, the method they are using, and decide if the manner and audience are appropriate.



HANDOUT 3: Digital commerce



Digital Commerce:

Technology has allowed us to buy and sell products and services from around the world. This offers great opportunities. Nevertheless, online commerce involves risks. Individuals should be aware of them and know how to address them in order to stay safe in online transactions.