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*pane e internet*

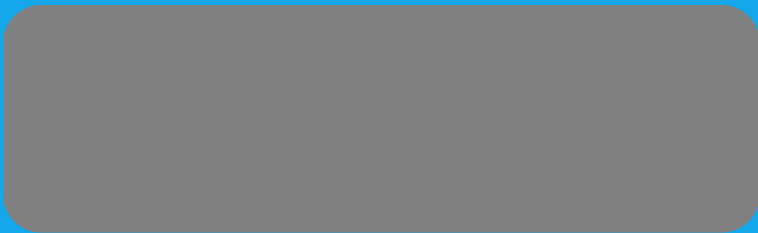
**IN RETE È PIÙ FACILE!**



# Pane e Internet, DIGCOMP for citizens

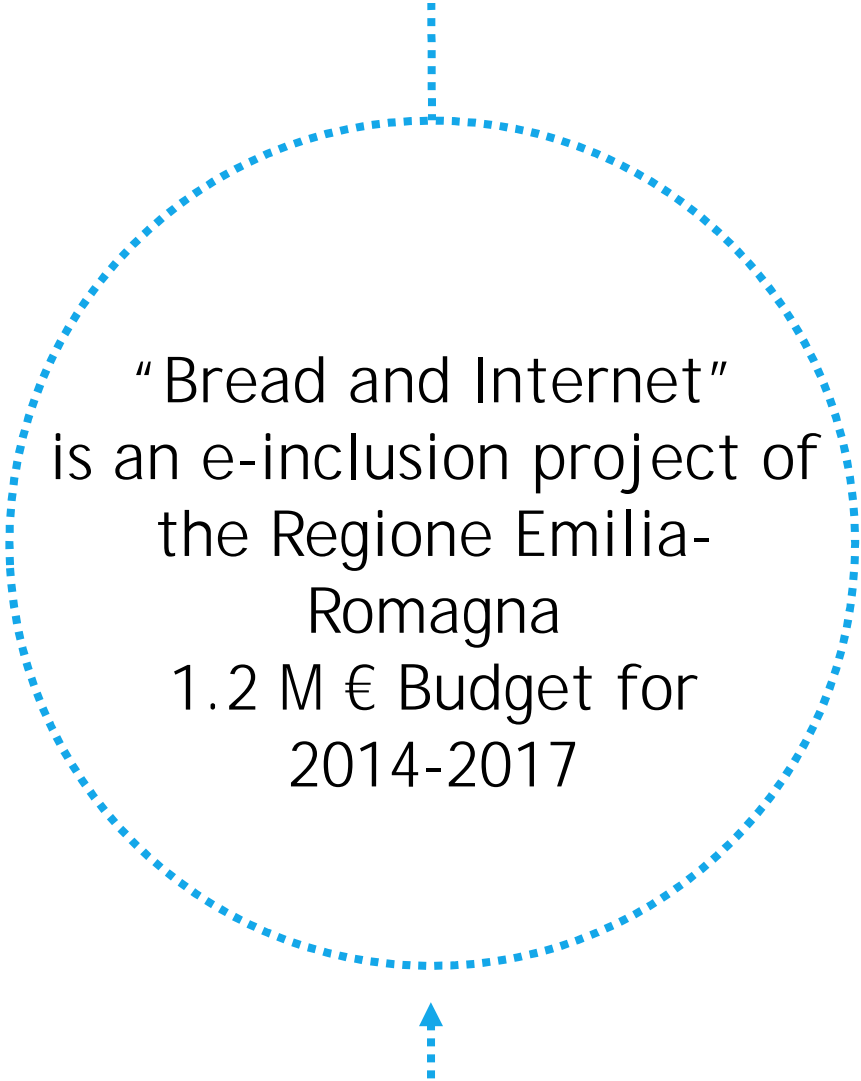
Grazia Guermandi

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The logo for 'pei' is displayed in a stylized, lowercase font within a white square box.

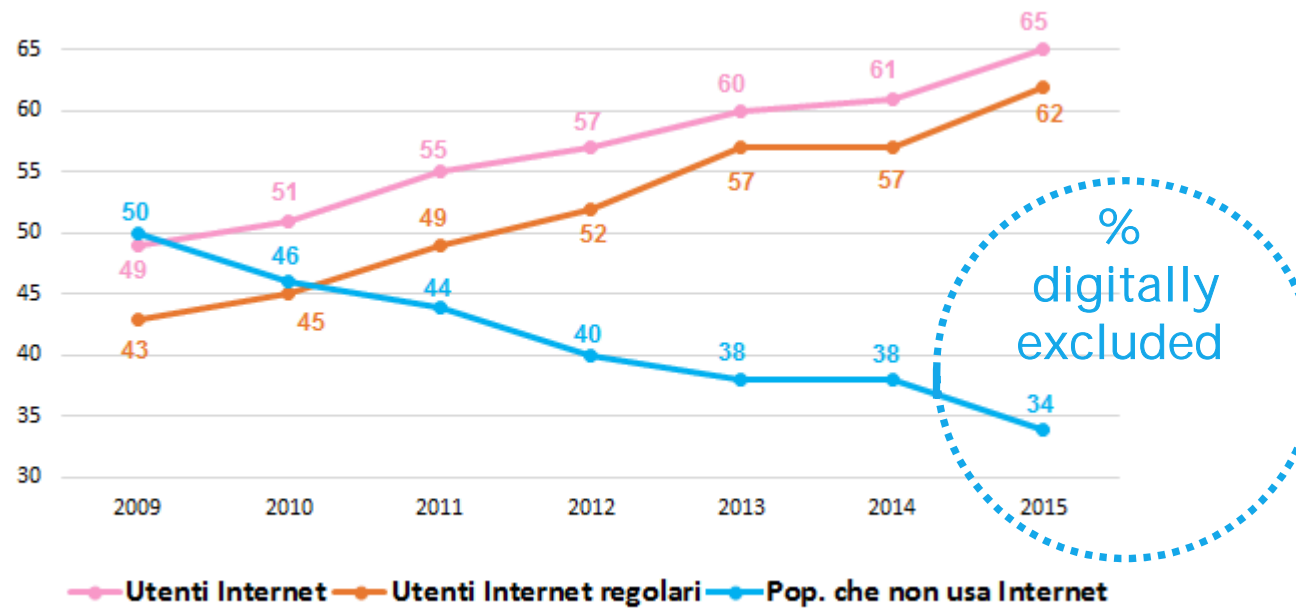
2

A large, dotted blue circle is centered on the page. It contains text and is connected to the 'pei' logo on the left by a vertical dotted line. A dotted blue arrow points upwards from the bottom of the circle towards the 'pei' logo.

“Bread and Internet”  
is an e-inclusion project of  
the Regione Emilia-  
Romagna  
1.2 M € Budget for  
2014-2017

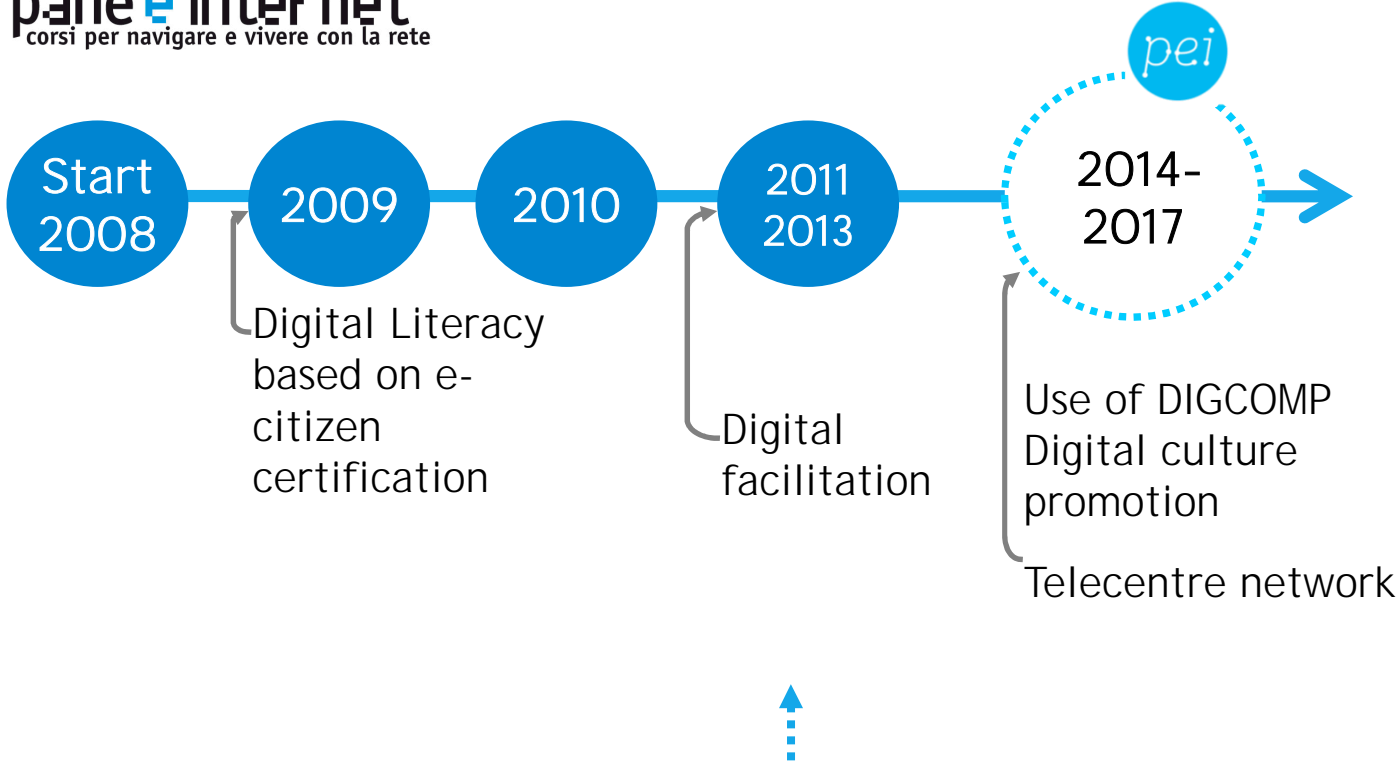
# How many people are digitally excluded in Emilia-Romagna?

% of Population +6 years old in Emilia-Romagna Region and Internet usage



# Pane e Internet Project History

**pane e internet**  
corsi per navigare e vivere con la rete



pei

www.pei.ch

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Digital competence:  
"DIGCOMP"

## We have used the DIGCOMP framework for....

Digital Literacy for citizens  
Level 1 PC e TABLET

Digital Literacy for citizens  
Level 2 PC e TABLET

üDigital facilitator course

Developing digital  
culture initiatives

- **Updating** our digital literacy courses
- **Producing** educational resources
- **Developing** a common idea of the "digital competence"
- **Identifying** meaningful themes for the development of digital culture initiatives



pei



## The DIGCOMP is a useful tool for:

- § Identifying gaps and lacks in existing projects
- § Describing digital skills in levels
- § Designing training activities in Blocks
- § Organizing resources on skills
- § Creating evaluation tools

The logo for the Project Experience Initiative (PEI) consists of the lowercase letters 'pei' in a light blue, sans-serif font, centered within a white square.

Digital skill as a KEY competence

RECOMMENDATION OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL 18 December 2006 on key competences for lifelong learning (2006/962/EC)



# How to design digital literacy activities with the DIGCOMP

- Start from the **needs** of your target groups
- Identify training **objectives**
- **Map the DIGCOMP competences** that fit into your project
- **Assign a level** to each competence: hours of training, number of participants, etc.
- **Complete your project** with the help of content experts for defining specific contents and activities
- **Test** the training programs in real courses and ask **feedbacks** to teachers and participants

The logo for 'pei' is displayed in a stylized, lowercase font within a white square. The letters are blue and green.



# 1°level of Digital Literacy

- **Access** the web for the first time
- enable citizens to the use of a **device** (either PC or Tablet)
- **Use browsers**, search engines and e-mail
- Give the first idea about **security** and **critical** use issues



# 1°level of Digital Literacy with the DIGCOMP

AREA DIGCOMP	COMPETENZE	LIVELLI PADRONANZA
INFORMAZIONE	1.1 NAVIGARE, RICERCARE E FILTRARE INFORMAZIONI	A B
	1.2 VALUTARE LE INFORMAZIONI	A
	1.3 MEMORIZZARE E RECUPERARE LE INFORMAZIONI	A B
COMUNICAZIONE	2.1 INTERAGIRE CON LE TECNOLOGIE	A
	2.2 CONDIVIDERE INFORMAZIONI E CONTENUTI	A
	2.3 IMPEGNARSI NELLA CITTADINANZA ON-LINE	A
	2.4 COLLABORARE ATTRAVERSO I CANALI DIGITALI	A
	2.5 NETIQUETTE	A
	2.6 GESTIRE L'IDENTITÀ DIGITALE	A
CREAZIONE CONTENUTI	3.1 SVILUPPARE CONTENUTO	A
	3.2 INTEGRARE E RIELABORARE	A
	3.3 COPYRIGHT E LICENZE	A
	3.4 PROGRAMMARE	A
SICUREZZA	4.1 PROTEGGERE I DISPOSITIVI	A
	4.2 PROTEGGERE I DATI PERSONALI	A
	4.3 TUTELARE LA SALUTE	A
	4.4 PROTEGGERE L'AMBIENTE	A
PROBLEM SOLVING	5.1 RISOLVERE PROBLEMI TECNICI	A
	5.2 IDENTIFICARE I BISOGNI E LE RISPOSTE TECNOLOGICHE	A
	5.3 INNOVARE E CREARE UTILIZZANDO LA TECNOLOGIA	A
	5.4 IDENTIFICARE I GAP DI COMPETENZA DIGITALE	A

Solo per PC

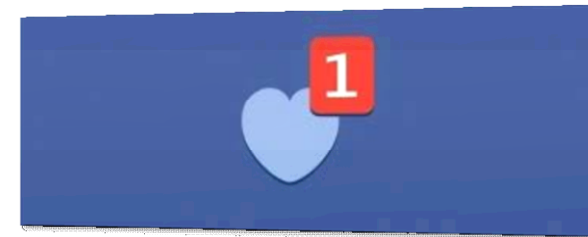
Training Block 1

THE DIGCOMP does not deal With the skills needed to use a device (BLOCK "0":FIRST ACCESS)



## 2°level of Digital Literacy

- Explore the **potential benefits** of social networks and communities
- **encourage learning** through the web
- **gain autonomy** in using applications
- **develop critical thinking** with respect to the validity of the information on the web



## 2°level of Digital Literacy with the DIGCOMP

AREA DIGCOMP	COMPETENZE	LIVELLI PADRONANZA
INFORMAZIONE	1.1 NAVIGARE, RICERCARE E FILTRARE INFORMAZIONI	A B C
	1.2 VALUTARE LE INFORMAZIONI	A B C
	1.3 MEMORIZZARE E RECUPERARE LE INFORMAZIONI	A B C
COMUNICAZIONE	2.1 INTERAGIRE CON LE TECNOLOGIE	A B
	2.2 CONDIVIDERE INFORMAZIONI E CONTENUTI	A B
	2.3 IMPEGNARSI NELLA CITTADINANZA ON-LINE	A B
	2.4 COLLABORARE ATTRAVERSO I CANALI DIGITALI	A B
	2.5 NETIQUETTE	A B
	2.6 GESTIRE L'IDENTITÀ DIGITALE	A B
CREAZIONE CONTENUTI	3.1 SVILUPPARE CONTENUTO	A
	3.2 INTEGRARE E RIELABORARE	A
	3.3 COPYRIGHT E LICENZE	A B
	3.4 PROGRAMMARE	A B
SICUREZZA	4.1 PROTEGGERE I DISPOSITIVI	A B
	4.2 PROTEGGERE I DATI PERSONALI	A B
	4.3 TUTELARE LA SALUTE	A
	4.4 PROTEGGERE L'AMBIENTE	A
PROBLEM SOLVING	5.1 RISOLVERE PROBLEMI TECNICI	A
	5.2 IDENTIFICARE I BISOGNI E LE RISPOSTE TECNOLOGICHE	A
	5.3 INNOVARE E CREARE UTILIZZANDO LA TECNOLOGIA	A
	5.4 IDENTIFICARE I GAP DI COMPETENZA DIGITALE	A

## DIGCOMP: some Critical issues....

- Sometimes descriptions are **abstract as compared to training practice**
- **Different Levels** of the same competence could be **heterogeneous**
- The DIGCOMP descriptions are **easy for experts**
- It does not include the first step: "**how to use a device**"

