

Outdoor meets Learning

Building paper planes to teach digital literacy



Agenda

- 01** Introduction - 20 min
understand the concept and digital literacy skills for young people
- 02** Exercise - 15 min
experience a learning parcours about digital sustainability
- 03** Discussion - 25 min
reflect on your experience and how to apply them in your educational context



Digital Sustainability:

How do you think, you can be sustainable in a digital world? Build your paperplane and write it down.

**Growing up with
the internet facing
different challenges
in each phase of
their lives.**



age 4-7

CHILD

"The internet is just there. I watch my siblings using it, play games myself or browse YouTube videos."



Internet is learning and playing



In-App Purchases,
Advertisement

age 8-12

TWEEN

"I chat with my friends. Every one seems to have the latest gadgets. I ask Google for advise."



Internet is friendship and mentor.



Cyber Mobbing, hacking
privacy, unaware of digital
footprint

age 13-17

TEEN

"I research stuff for school. I watch reels on Instagram, Sometimes disturbing stuff."



Internet is identity and
qualification



Consuming fake news
and information, digital
identity



Teaching digital literacy skills, self-awareness and responsibility.



6 Digital Literacy Skills*

1.

2.

3.

4.

5.

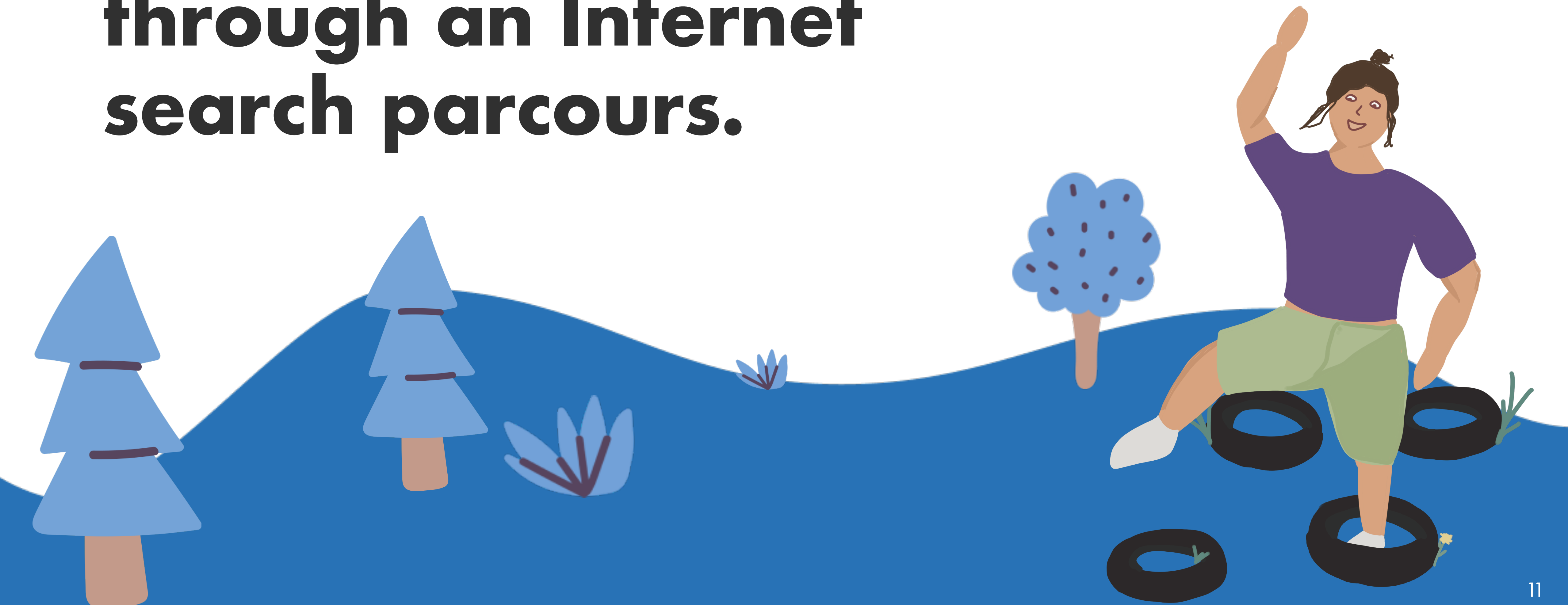
6.



WHAT WE DO

We do outdoors learning parcours at schools, festivals and cultural events to playfully teach digital literacy skills.

Manoeuvre physically through an Internet search parcours.



**Solve riddles.
Make decisions.
Discuss with your
[new] friends.**



Questions

Before we start into the practical exercise.

