Digital literacy - multiple literacies

Roots And Wings - Survival Skills in the Digital World

The European Commission accepts no responsibility for the contents of the publication.

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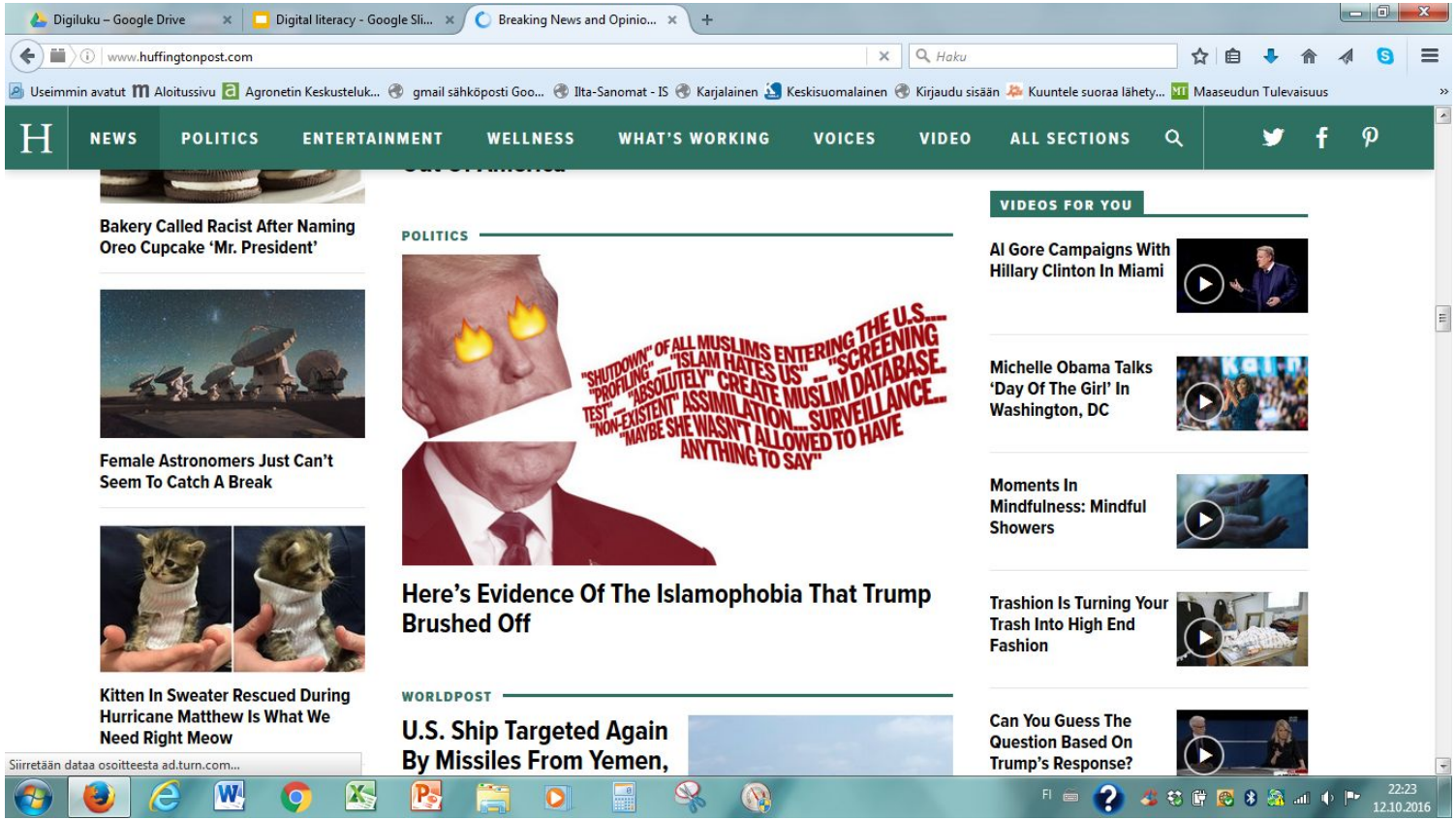


How do you read this?

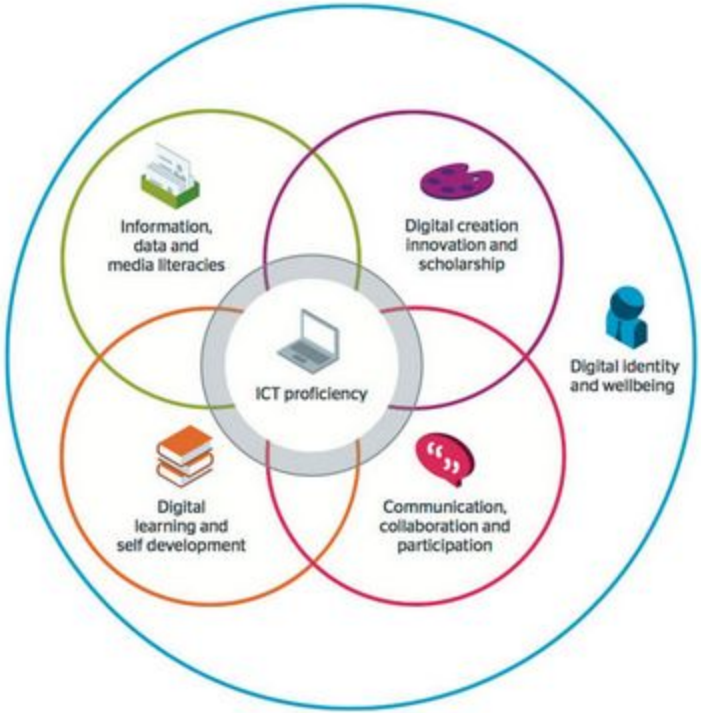
The era of multiple literacies

Literacy is not a uniform concept anymore. There are even several definitions of digital literacy. And they keep changing as the digital world and its inhabitants, native and immigrant, are constantly evolving. However, one thing is certain - there is no return to the exclusive domination of pen and paper.

Key questions

- What is digital literacy?
- Why and when do we need to be digitally literate?
- What skills are needed?
- How does one become digitally literate?
- What does this mean for school and pedagogics?

DIGITAL LITERACIES



Source: https://www.jisc.ac.uk/guides/developing-students-digital-literacy

MULTIPLE LITERACIES - READING IS A MORE COMPLEX SKILL THAN EVER BEFORE

What does this picture tell you?

What does digital literacy consist of?

A) Making online searches
- how to use search engines
- skimming and scanning for information

What does digital literacy consist of?

B) Evaluating the credibility of sources

- The author (title, expertise, bias)
- Communities, groups, networks
- Companies, states, politics, organizations
- Purpose of the text
- Type of text
- Time and place of publication
- Pictures
- Videos

What does digital literacy consist of?

C) Understanding and mastering the text type

1) What are online texts?

- Happen real time
- Expertise and professionalism redefined, blended and blurred
- The new forms and functions of text types, new text types (headlines, link headers, native advertising)
- Everybody can join in (participating and commenting)
- Choosing your own groups - even isolating in communities and groups => choosing your own truth

2) How to read online texts

When and where?

- For studies and working life
- For fun

The line between work and leisure is blending and blurring especially regarding the use of social media.

Kuva 1. Social Media Landscape 2015 (Cavazza 2015)

What skills are needed to be digitally literate?

- Technical skills
- Multimodal skills
- Creativity skills
- Privacy and publicity skills
- Multitasking skills
- Awareness skills

How can you learn digital literacy?

- By practising reading strategies and techniques
- By learning to be critical and aware
- By understanding different online text types and textual worlds
- By participating and being participative
- By using and producing texts

DIGITAL LITERACY AND PEDAGOGICS

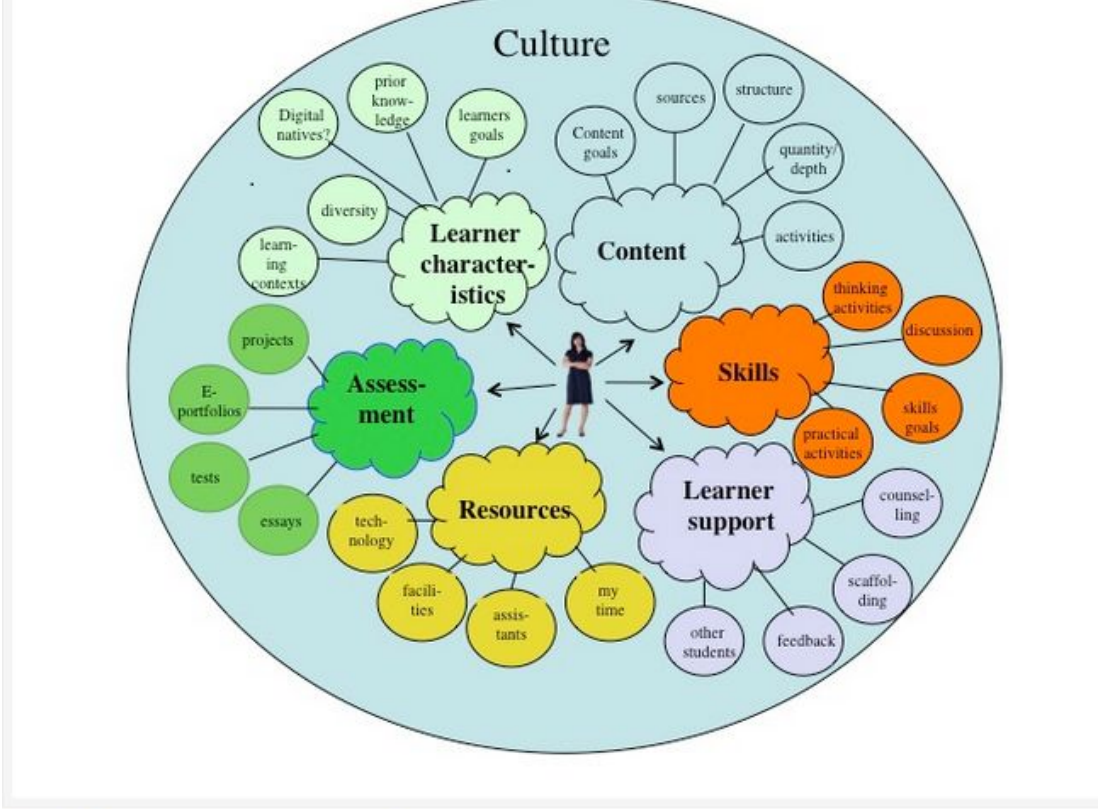


Figure A.2.2 A learning environment from a teacher's perspective

https://opentextbc.ca/teachinginadigitalage/chapter/5-2-what-is-a-learning-environment/

from Teaching and learning in a digital age by A.W. (Tony) Bates

DIGITAL LITERACY AND PEDAGOGICS

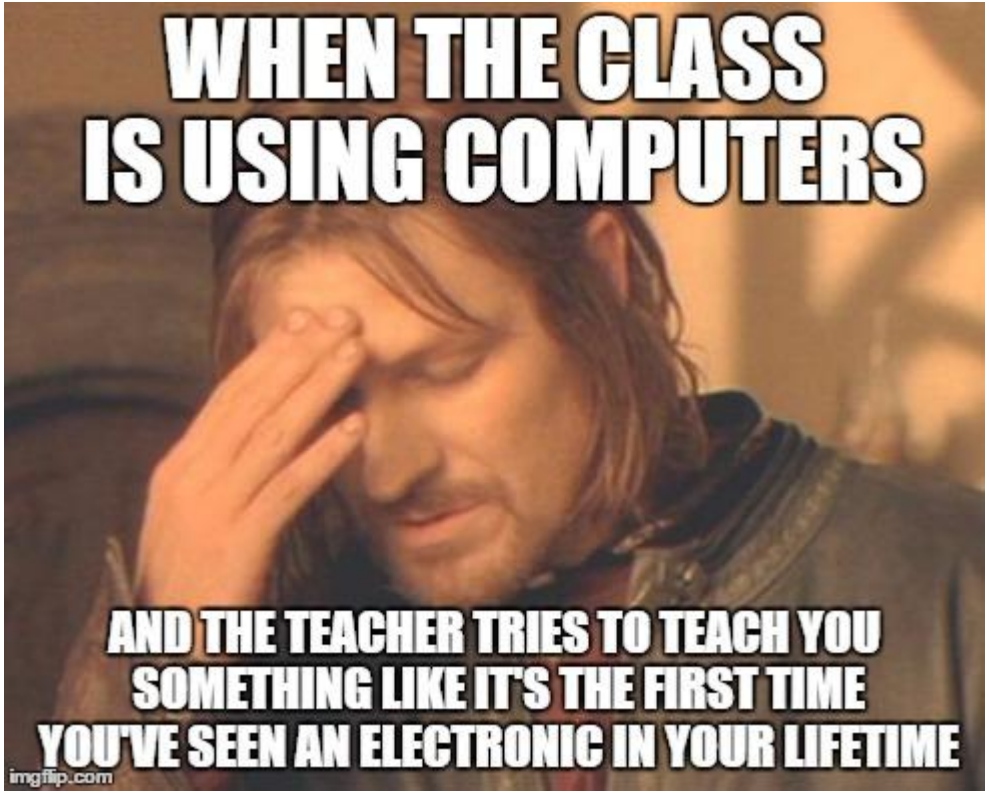
- Learning by doing - activating learners
  - using text, pictures, film, sound, drama and theatre

- A more visible role of technology in education
- Extensive use of various learning environments
  - schools, libraries, homes, online educational platforms

DIGITAL LITERACY AND PEDAGOGICS

- Participative and cooperative methods
  - working in small groups
  - learning from peers
  - sharing responsibility
  - self-assessment
- A learner-centred approach
  - The learner’s own expertise and interests the starting point
  - Making individual choices
  - Involving the learner at every stage from planning to assessment
  - Phenomenal learning
  - Every learner works at their own pace

ARE WE READY?


WHEN THE CLASS
IS USING COMPUTERS
AND THE TEACHER TRIES TO TEACH YOU
SOMETHING LIKE IT'S THE FIRST TIME
YOU'VE SEEN AN ELECTRONIC IN YOUR LIFETIME
imgflip.com

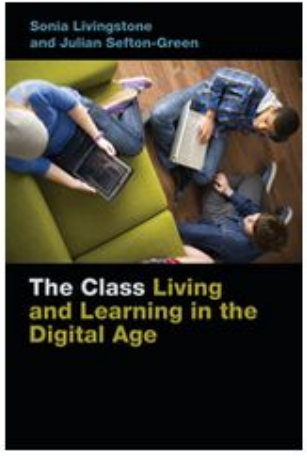
Now it's closed and everything's save inside it.
So you're sure I won't loose any of the text?

SUGGESTED TOPICS FOR STUDENTS' PROJECT WORK

Exploring the phenomena

1. Digital reading process (how to search, deal with and use an online text fluently)
2. Evaluating the reliability of online sources
3. Participating and being participative online
4. Online safety - leaving tracks on the Internet
5. Building self-image in online communities
6. Social media - anti-social media
7. Internet as a medium of self-expression and art
8. Creativity online
9. Games and augmented reality
10. Games and learning
11. Internet and power - being an active citizen
12. Visions of future: what lies ahead?

SUGGESTED READING FOR THE TEACHERS



The Class

Living and Learning in the Digital Age

Author: Sonia Livingstone, Julian Sefton-Green
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Number of pages: 368 Pages

Do today's youth have more opportunities than their parents? As they build their own social and digital networks, does that offer new routes to learning and friendship? How do they navigate the meaning of education in a digitally connected but fiercely competitive, highly individualized world? Based upon fieldwork at an ordinary London school, The Class examines young people's experiences of growing up and learning in a digital world. In this original and engaging study, Livingstone and Sefton-Green explore youth values, teenagers' perspectives on their futures, and their tactics for facing the opportunities and challenges that lie ahead. The authors follow the students as they move across their different social worlds—in school, at home, and with their friends, engaging in a range of activities from video games to drama clubs and music lessons. By portraying the texture of the students' everyday lives, The Class seeks to understand how the structures of social class and cultural capital shape the development of personal interests, relationships and autonomy. Providing insights into how young people's social, digital, and learning networks enable or disempower them, Livingstone and Sefton-Green reveal that the experience of disconnections and blocked pathways is often more common than that of connections and new opportunities.

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