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Digital TRAVELLERS

The Digital Travellers Library of Resources

Self-training Module

AT THE END OF THIS MODULE...

...I will be able to...

- Use the Header or Footer on the Digital Travellers Database to find the information or resources I need

- Navigate the Library of Resources efficiently to search for the resources that I need to deliver workshops

- Filter the resources in the Library of Resources according to my needs and the needs of my public

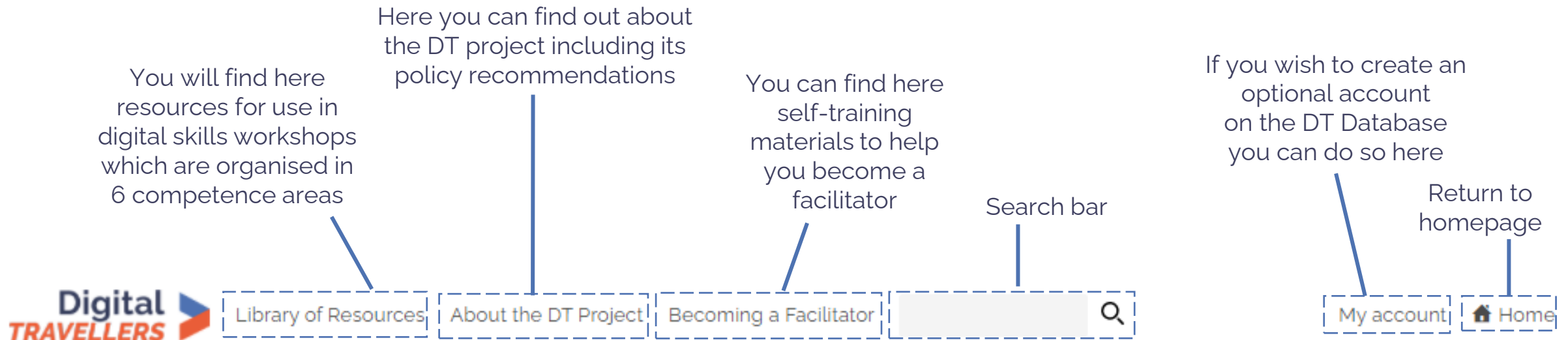- Choose the format of resources that I want to locate

Digital Travellers
The Database

The Digital Travellers Database homepage

https://www.digitaltravellers.org/

Upper menu

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You will find here
resources for use in
digital skills workshops
which are organised in
6 competence areas

Here you can find out about
the DT project including its
policy recommendations

You can find here
self-training
materials to help
you become a
facilitator

Search bar

If you wish to create an
optional account
on the DT Database
you can do so here

Return to
homepage

Library of Resources | About the DT Project | Becoming a Facilitator | [search bar] 🔍

My account | 🏠 Home

Lower menu

Select your language here

CHOOSE YOUR LANGUAGE EN FR PL

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FRSI INFORMATION SOCIETY DEVELOPMENT FOUNDATION

KB) nationale bibliotheek

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SUOMEN KIRJASTO SEURA

Contact   Terms and conditions   FAQ

Contact our teams
by filling in the form

The website's terms and
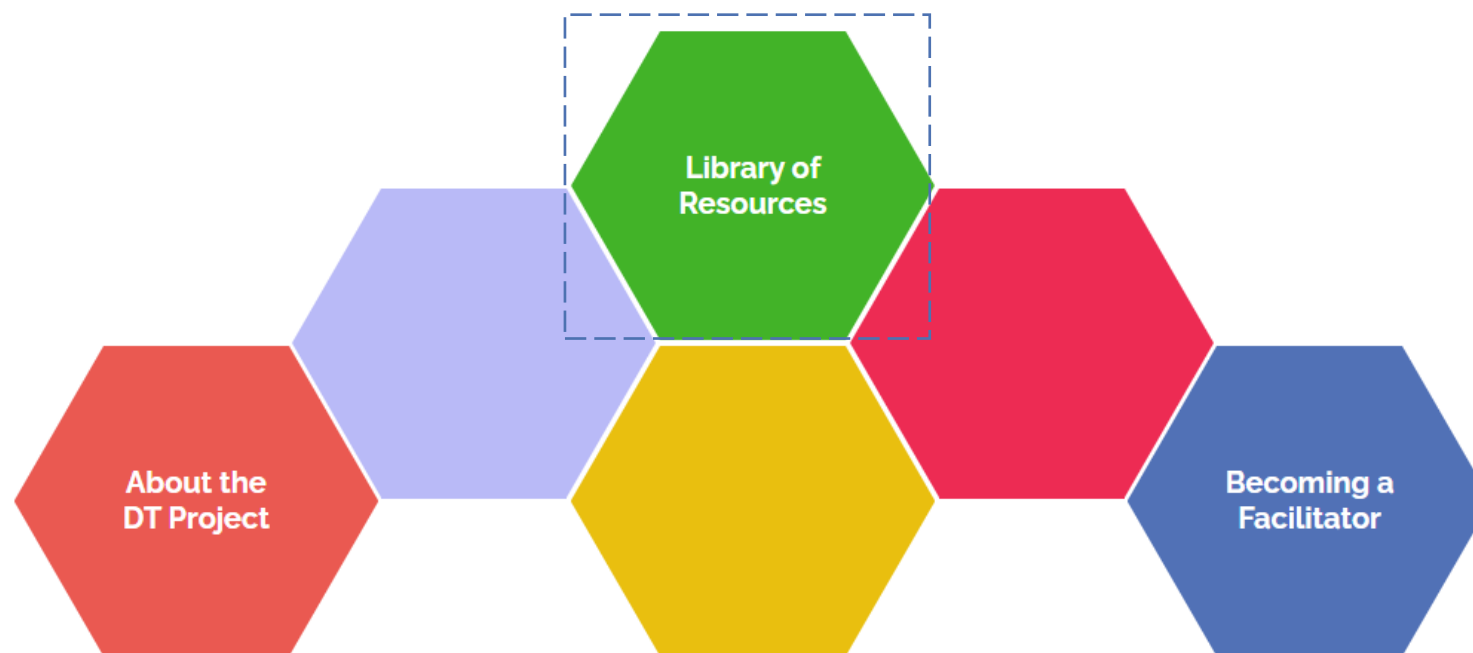conditions

Essential information about the project
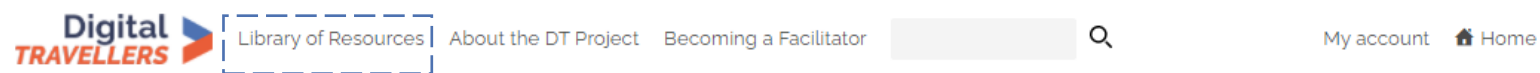and use of the Digital Travellers Database

Digital Travellers
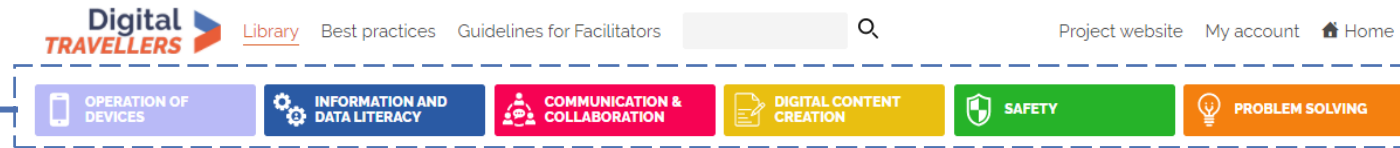## *Library of Resources*

The Library of Resources

WHAT? A library of resources to help you to design your digital skills workshops

Access via the header or via the homepage:

The Library of Resources

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Fast access to the Library of Resources, divided into the 6 competence areas

Resources are classified according to the DigComp 2.1 criteria.

We added an "Operation of Devices" area on top of the 5 other competence areas.

Find out more about DigComp 2.1 in the module: **What is DigComp 2.1?**

For each area, you can scroll the menu and select the sub-section that specifically interests you.

Select "All resources" to access all the content in each of the competence areas.

Screenshot content

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Library   Best practices   Guidelines for Facilitators   Project website   My account   🏠 Home

OPERATION OF DEVICES | INFORMATION AND DATA LITERACY | COMMUNICATION & COLLABORATION | DIGITAL CONTENT CREATION | SAFETY | PROBLEM SOLVING

Welcome to the Library

OPERATION OF DEVICES — To correctly handle, manipulate or use digital devices for the performance of the most basic tasks.   ALL RESOURCES

INFORMATION AND DATA LITERACY — To articulate information needs, to locate and retrieve digital data, information and content. To judge the relevance of the source and its content. To store, manage, and organise digital data, information and content.   ALL RESOURCES

COMMUNICATION & COLLABORATION — To interact through a variety of digital technologies and to understand appropriate digital communication means for a given context.   ALL RESOURCES

DIGITAL CONTENT CREATION — To create and edit digital content in different formats and to express oneself through digital means   ALL RESOURCES

SAFETY — To protect devices and digital content, and to understand risks and threats in digital environments. To know about safety and security measures and to have a due regard to reliability and privacy   ALL RESOURCES

PROBLEM SOLVING — To identify technical problems when operating devices and using digital environments, and to solve them (from trouble-shooting to solving more complex problems)   ALL RESOURCES

Sub-sections of competence areas

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To articulate information needs, to locate and retrieve digital data, information and content. To judge the relevance of the source and its content. To store, manage, and organise digital data, information and content.

1.1 Browsing, searching and filtering data, information and digital content
To articulate information needs , to search for data, information and content in digital environments, to access them and to navigate between them. To create and update personal search strategies.

SEE ALL RESOURCES

1.2 Evaluating data, information and digital content
To analyze, compare, interpret, and critically evaluate, the credibility and reliability of (sources of) data, information and digital content.

SEE ALL RESOURCES

1.3 Managing data, information and digital content
To organize, store and retrieve data, information, and content in digital environments; and to organize and process them in a structured environment.

SEE ALL RESOURCES

Filtered search

Library > Information and data literacy > 1.1 Browsing, searching and filtering data, information and digital content

To articulate information needs , to search for data, information and content in digital environments, to access them and to navigate between them. To create and update personal search strategies.

Age group

All ▾

- [ ] Adults
- [ ] All
- [ ] Children
- [ ] Elderly citizens
- [ ] N/A
- [ ] Teenagers

Copyright ⓘ

All ▾

- [ ] Creative Commons (BY-NC-ND)
- [ ] Creative Commons (BY-NC-SA)
- [ ] Creative Commons (BY-NC)
- [ ] Creative Commons (BY-ND)
- [ ] Creative Commons (BY-SA)
- [ ] Creative Commons

Format

All ▾

- [ ] Activity sheet
- [ ] Background information
- [ ] E-learning
- [ ] Online tutorial
- [ ] Other
- [ ] Preparatory guide
- [ ] Video clip
- [ ] Webinar

Proficiency level ⓘ

All ▾

- All
- Level 0
- Level 1
- Level 2
- Level 3
- Level 4
- Level 5
- Level 6

Time needed

All ▾

- [ ] 0 - 1 hour
- [ ] 1 - 2 hours
- [ ] 10 - 20 hours
- [ ] 2 - 5 hours
- [ ] 5 - 10 hours
- [ ] More than 20 hours

Language

All ▾

- [ ] Dutch
- [ ] English
- [ ] Finnish
- [ ] French
- [ ] Polish

Choose the age category you are interested in

Copyright allows you to use resources legally

Select your preferred format

Each resource has been filed according to DigComp 2.1 literacy levels

Refine your search according to the amount of time you want to allocate to activities

Resources are available in several languages

Resources' (standard) formats

- [ ] Activity sheet —————————— These pages guide you through leading a workshop from beginning to end

- [ ] Background information ——————— These pages provide general information and context about the topic

- [ ] E-learning —————————— E-learning module on an external website

- [ ] Online tutorial —————————— Video tutorial on various subjects

- [ ] Other

- [ ] Preparatory guide —————————— These pages help you to prepare for a workshop or to obtain the necessary information about a subject before delivering a workshop

- [ ] Video clip —————————— YouTube videos dealing with various subjects

- [ ] Webinar —————————— Recording of a past webinar

A closer look at an activity sheet...

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Complementary information which does not however exclude other audiences

You can download a resource by clicking on this button. Depending on the type of resource, there may also be direct access to its content if you scroll down the page

Back to Library > Information and data literacy> 1.1 Browsing, searching and filtering data, information and digital content

Careers in IT : Game-based Workshop

DOWNLOAD AS PDF

This is a workshop on IT careers. It is delivered via a card game based on the classic party game 'Time's Up!'

TARGET GROUP	AGE GROUP	PROFICIENCY LEVEL ⓘ	FORMAT	COPYRIGHT ⓘ	LANGUAGE
All, Job seekers	All	Level 2	Activity sheet	Creative Commons (BY-SA)	English , French

Preparation time for facilitator	less than 1 hour
Time needed to complete activity (for learner)	1 - 2 hours
Support material needed for training	1 hourglass or timer A sheet of paper and pencil to note the results of each round

Here you will find the search filters

Find the languages in which this resources is available at a glance

Resources' languages

- All resources have a summary in English, but not all resources are in English.

- Resources are in Dutch, English, Finnish, French and Polish.

DigComp 2.1

- The DT project focused on the 3 first proficiency levels of DigComp 2.1.

- The Digital Travellers project created the extra competence area Operation of Devices, which does not belong to DigComp 2.1. In a way, it refers to "level zero", or "absolute beginner" abilities. Resources in this competence area concern the handling of a computer, tablet, smartphone etc.

IN SHORT

What is the practical use of The Library of Resources for me?

- I can access lots of verified resources to support digital literacy
  A great variety of tools are gathered in one place (and are available in multiple languages).

- I can target my search for resources by competence areas and by proficiency levels
  Resources are classified according to the DigComp 2.1 system (see self-training module **What is DigComp 2.1?**).

- I can find guidance on how to organize and deliver my workshops
  The Digital Travellers Database also contains other facilitators' testimonials, best practices in the form of Do's and Don'ts and a range of practical guidance documents.

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NEXT STEPS   In your training journey...

1. Consult other modules

- What is DigComp 2.1?
- My Role as a Facilitator
- The Stages in a Workshop

2. Browse practical guidance related to this module

- Guide: Planning A Workshop