

**CITIZENSHIP COMPETENCE
AND DIGITAL AND SOCIAL
ADULT EDUCATOR MANUAL**





MICRO-LEARNING RESOURCES TO RE-ENGAGE LOW-SKILLED ADULT LEARNERS IN EDUCATION AND TRAINING

ADULT EDUCATOR MANUAL

The aim of this short handbook is to support you, as an experienced educator working with low-skilled and marginalised adult learners, with diverse needs, to use the video resources and the activity sheets provided in the Suite of Micro-Learning Resources to Re-Engage Low-Skilled Adult Learners in your centre and in your community. Through this short manual, we will provide you with some background information on the topic being discussed in the video resource and provide some guidance to support you to introduce and implement the accompanying activity with adult learners in your group. The activity that has been developed to accompany the video resources aims to further develop their understanding of the topic outlined in the video resource. Finally, this manual will also present you with some de-briefing questions that you can use in your group of adult learners, to assess the user-friendliness and quality of the activity you have completed with them.

The topic of this manual relates to the video resources Citizenship Competence and Digital and Social.

INTRODUCTION TO THE TOPIC

Internet, social media and digital tools can help low-skilled adults develop their citizenship competencies. Indeed, over the past decade, many social activists have used digital technology to convey their ideas. The Arab Spring, Black Lives Matter and others organisations have enjoyed great success by incorporating digital tools into their operation. Social networks and the Internet can develop citizenship competences and will help you become an active citizen in your community and society. Throughout the ONE-STEP UP resources, low-skilled adults can explore how these learning materials can positively impact their ability to become an active citizen and become engaged in their community.

INTRODUCTION TO THE ACTIVITY

In the Learner Handout, low-skilled adults have the opportunity to delve into the initiative done by the Council of the EU with the game EUcraft. This game is a digital simulation online. The aim is to negotiate and reach an agreement within the Council. This initiative permits to develop citizenship competence and being an active citizen through a digital game and digital tools.

Moreover, learners have the possibility to engage in the interesting "Supporting a Petition addressed at the European Parliament". This activity will make you discover the possibility of being invested in the European community by supporting initiative and petition close to your heart and your belief.

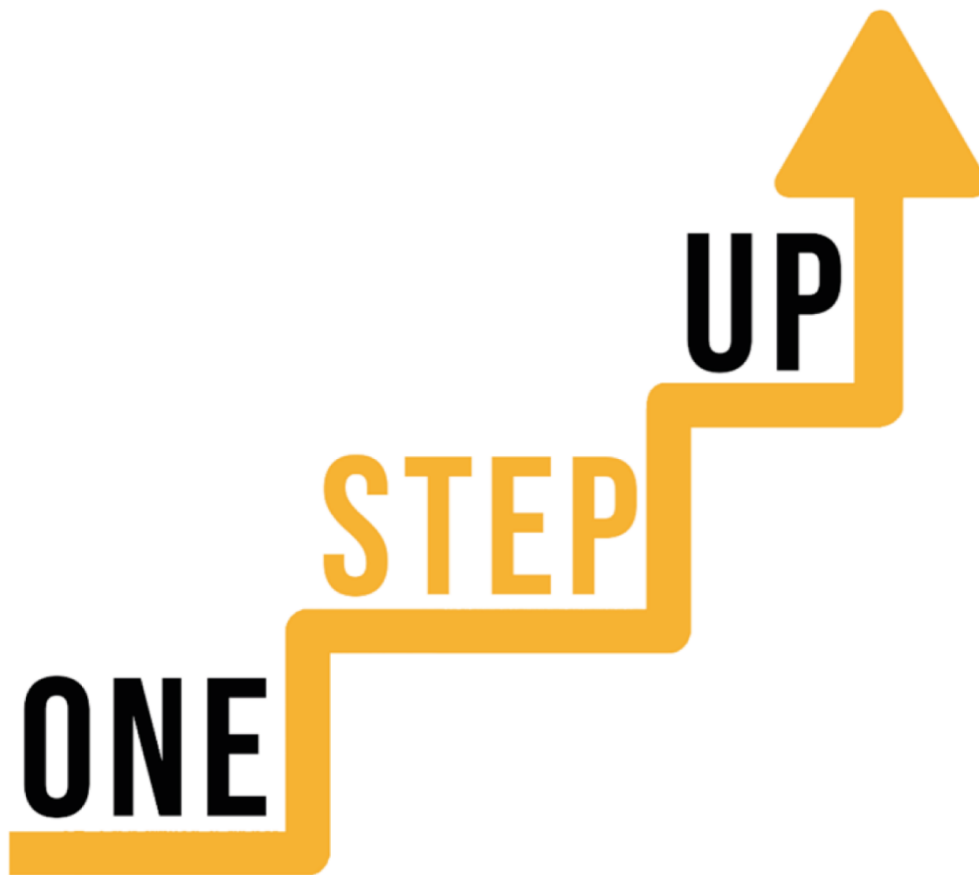
USING THIS RESOURCE WITH A GROUP

To use this resource with adult learners in your local group, we recommend that you begin by showing them the video resource to introduce the theme of Citizenship Competence and Digital and Social. This video will help learners to understand the topic before they begin the Learner Handout activity. Once they have gained a general knowledge of the theme, they will be able to begin the handout. For this, we recommend that you print one handout per learner to complete. All learners need for this resource is a pen to complete the learner handout and a computer to view the video. This resource will take one hour in total to complete.

DE-BRIEFING QUESTIONS

Here are some potential debriefing questions for participants to reflect on after completing the case study and activity:

- What surprises you the most about the EUcraft game?
- Did you play this game? How did you find it?
- In what ways did this game go beyond just teaching citizenship competence?
- What was your experience like during the "Petition" activity? Did you know about this right?
- How can Digital and Social disciplines be incorporated into education or training programs for low-skilled adults to improve their citizenship competence?



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