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Participant's report to the National Nominating Authority and the National Contact Point

Meeting report

In the three weeks after the event, please complete this report. It contains two sections:

1. **Reporting:** this is intended as a feedback on the event, on what was learnt, on how the event will affect your work and on how it will be disseminated. In addition to the ECML National Nominating Authority and the National Contact Point in your country the ECML will use the report¹ in the "Experts involved in ECML activities" section of each ECML member state website (please see <http://contactpoints.ecml.at>).

This section should be written in one of the project's working languages.

2. **Public information:** this is intended as an information on the ECML project and its expected value for your country. The content should be of interest for a larger audience. Thus it should link up to interesting publications, websites, events etc. which were discussed on the occasion of the workshop or which are relevant in your country. The public information should be a short, promotional text of about 200 words.

This section should be written in (one of) your national language(s).

The completed file should be sent to

- the ECML National Nominating Authority and the National Contact Point in your country (contact details can be found at <http://www.ecml.at/aboutus/members.asp>)
- and in copy to ECML Secretariat (Erika.komon@ecml.at)

within the given deadline.

¹ Only if you authorised the ECML to publish your contact details.

1. Reporting

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| Name of the workshop participant | Ms Agathi Skapoulli |
| Institution | Ministry of Education, Culture, Sports and Youth, Cyprus. |
| E-mail address | a_skapoulli@hotmail.com |
| Title of ECML project | Digital citizenship through language education |
| ECML project website | https://www.ecml.at/ECML-Programme/Programme2020-2023/Digitalcitizenshipthroughlanguageeducation/tabid/4302/language/en-GB/Default.aspx |
| Date of the event | 4 th -5 th November, 2021 |
| Brief summary of the content of the workshop | The workshop introduced the e-lang project which regards learners as social agents who (inter)act with digital technology critically, creatively and autonomously in several languages. Prior to the meeting the participants were asked to view some samples of real-world tasks and read ‘the profile of the citizens as users of languages and digital technology’ developed by the e-lang team. During the workshop in Graz the participants were introduced to the pedagogical approach of the project and the framework of real world tasks. Finally, the participants worked in groups in order to design and present real world tasks aiming at fostering digital citizenship. |
| What did you find particularly useful? | The presentations were clear and concise. The team explicitly communicated the rationale behind the implementation of real world tasks in language learning and the importance of educating responsible digital language users. The participants were given enough time to take part in the discussions, share their concerns and propose practical ideas using real world tasks in various learning contexts and cultural backgrounds. The whole experience offered valuable insights by allowing participants to work collectively. |
| How will you use what you learnt / developed in the event in your professional context? | I can present the e-lang project to language teachers and encourage using one of the sample tasks. Furthermore, I will inform the inspectors of the English Language Department about the usefulness of engaging students in real-world tasks as a way of promoting digital citizenship in secondary education. I plan to design and share a real world task on the user generated open educational content website |

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| | (http://photodentro.pi.ac.cy/) . |
| How will you further contribute to the project? | Apart from disseminating the knowledge gained at the workshop with my colleagues and inspectors, I can design real-world tasks to add to the database if asked by the e-lang project team. |
| How do you plan to disseminate the project? <ul style="list-style-type: none"> - to colleagues - to a professional association - in a professional journal/website - in a newspaper - other | <ul style="list-style-type: none"> -To colleagues - Post an article on local educational websites - To anyone who is interested in digital citizenship through education. |

2. Public information

Short text (about 200 words) for the promotion of the ECML event, the project and the envisaged publication with a focus on the benefits for target groups. This text should be provided in your national language(s) to be used for dissemination (on websites, for journals etc.).

Το υβριδικό εργαστήριο (workshop) με θέμα ' Digital citizenship through language education'(e-lang citizen) πραγματοποιήθηκε στις 4-5 Νοεμβρίου 2021 στο Ευρωπαϊκό Κέντρο Μοντέρνων Γλωσσών-ECML, στο Γκκρατς. Το εργαστήριο διεξάχθηκε στο πλαίσιο του τρέχοντος προγράμματος 'Inspiring innovation in language education: changing contexts, evolving competences', 2020-2023 και έλαβαν μέρος 31 συμμετέχοντες από διαφορετικές βαθμίδες της εκπαίδευσης. Λόγω των περιοριστικών μέτρων μόνο 16 άτομα συμμετείχαν δια ζώσης. Ο κύριος στόχος του εργαστηρίου ήταν η δημιουργία πραγματικών δραστηριοτήτων (real world tasks) χρησιμοποιώντας τεχνολογίες 2.0 (web 2.0 sites) που θα συμβάλουν στην ανάπτυξη της ψηφιακής ιδιότητας του πολίτη μέσω της κοινωνικής αλληλεπίδρασης. Οι πραγματικές δραστηριότητες στοχεύουν στην ανάπτυξη τόσο των κοινωνικών όσο και γλωσσικών δεξιοτήτων όπου οι μαθητές, ως «πολίτες που χρησιμοποιούν την γλώσσα και την ψηφιακή τεχνολογία», λειτουργούν αυτόνομα εκτός της αίθουσας διδασκαλίας ως κοινωνικοί πράκτορες (social agents) με πολύπλευρες ταυτότητες και δρουν στηριζόμενοι σε κάποιες κοινωνικές αξίες γνωρίζοντας τα δικαιώματα και τις υποχρεώσεις τους.

Αρχικά η επιστημονική ομάδα (e-lang) μας παρουσίασε το παιδαγωγικό πλαίσιο του προγράμματος μαζί με παραδείγματα πραγματικών δραστηριοτήτων (www.ecml.at/elangcitizen). Την δεύτερη μέρα, εργαστήκαμε σε ομάδες υπό την καθοδήγηση μελών της επιστημονικής ομάδας για να σχεδιάσουμε και να παρουσιάσουμε μια πραγματική δραστηριότητα. Μέσα από την ανατροφοδότηση ανακαλύψαμε τρόπους για να ενθαρρύνουμε τόσο τους μαθητές όσο και τους εκπαιδευτικούς να χρησιμοποιούν πραγματικές δραστηριότητες στην μαθησιακή διαδικασία άλλα και να προτείνουμε ασφαλή χρήση του Web

2.0 όπου μπορεί να αναπτυχθεί η διαδικτυακή κοινωνική αλληλεπίδραση.