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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 report<sup>1</sup> 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](mailto:Erika.komon@ecml.at))

within the given deadline.

<sup>1</sup> Only if you authorised the ECML to publish your contact details.

## 1. Reporting

<b>Name of the workshop participant</b>	Sbia Marina
<b>Institution</b>	JU Srednja stručna škola Cetinje
<b>E-mail address</b>	marinalipovina@gmail.com
<b>Title of ECML project</b>	Digital citizenship through language education
<b>ECML project website</b>	<a href="http://www.ecml.at/elangcitizen">www.ecml.at/elangcitizen</a>
<b>Date of the event</b>	4 <sup>th</sup> /5 <sup>th</sup> November 2021
<b>Brief summary of the content of the workshop</b>	<p>The main focus of the workshop was to help learners become digital citizens and develop the capacity to use digital media critically, creatively and autonomously in several languages.</p> <p>On the first day, we had introductory presentations by project team members who explained that the goal of the project is to develop social agents who are acting within multifaceted communities ranging from speech communities to global social groups.</p> <p>Presenters introduced a profile of a digital citizen and different citizens categories, their rights and responsibilities, domains and ways to interact as well as what competences should be in focus, such as: ability to communicate (which requires awareness, attitudes, knowledge and skills promoted by (digital) citizenship education), plurilingual competence, mediation, diversity of human beings, societies and communities. The presentations were followed by very lively discussions where all participants shared their thoughts about the project.</p> <p>On the second day, participants worked on developing tasks and activities for the teaching and learning of languages which contribute to the development of digital citizenship; each group mentored by one of the project members. We were supposed to work on creating real-world tasks and reflexive tasks that were later on presented to all participants. It was very fruitful team work as we came up with different interesting tasks that can be implemented through language education.</p>

<p><b>What did you find particularly useful?</b></p>	<p>I particularly enjoyed and found interesting real-life tasks because students generally like being involved in them. Also, very useful aspect was how to take care about implementing them in terms of participants' online safety.</p>
<p><b>How will you use what you learnt / developed in the event in your professional context?</b></p>	<p>I will use the idea of creating real world tasks and activities like mind maps and FOMO, which I particularly liked, and help my students develop skills necessary to become true digital citizens who will know how to act on/offline in a safe, creative and ethical way.</p>
<p><b>How will you further contribute to the project?</b></p>	<p>I will share the knowledge gained through the workshop on two levels: on students' level and focusing on their work in this domain and on teachers' and educators' level by disseminating projects' ideas by writing an article for English Language Teachers' Association of Montenegro ELTAM in our annual Newsletter, by promoting it on our website as well as sharing ideas with my colleagues at school or local level.</p>
<p><b>How do you plan to disseminate the project?</b></p> <ul style="list-style-type: none"> <li>- to colleagues</li> <li>- to a professional association</li> <li>- in a professional journal/website</li> <li>- in a newspaper</li> <li>- other</li> </ul>	<p>I plan to disseminate the project by writing an article for English Language Teachers' Association of Montenegro ELTAM in our annual Newsletter (professional journal), by promoting it on our website as well as sharing ideas with my colleagues at school or local level.</p>

## 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.).**

Two-day hybrid workshop "Digital citizenship through language education" was held at ECML in Graz on 4<sup>th</sup> and 5<sup>th</sup> November 2021. The very project focuses on helping learners become digital citizens and developing the capacity to use digital media critically, creatively and autonomously in several languages.

There are several key elements that were discussed throughout the workshop, such as: the concept of citizens as users of languages and digital technology, a pedagogical approach that combines language learning and digital citizenship education as well as suggestions to implement that approach through creating real-world tasks together with practical activities undertaken in the context of digital citizenship development or awareness raising.

In the introductory part, project team members introduced a profile of a digital citizen and different citizens categories, their rights and responsibilities, domains and ways to interact as well as what competences should be in focus, such as: ability to communicate (which requires awareness, attitudes, knowledge and skills promoted by (digital) citizenship education), plurilingual competence, mediation,

diversity of human beings, societies and communities. Later on, participants actively took part in creating learning tasks and activities which contribute to digital citizenship education together with a plan for their implementation that would help learners develop their language competence as well as their digital citizenship awareness. Tasks and activities designed can be used in / adapted to different contexts and to different students' proficiency level. Some examples of real-world tasks are: contributing to Wikipedia, Wikitravel, Wikimini, etc., participating into online discussion Forums, joining a Facebook, an Instagram community, being reactive on Twitter, subscribing/Creating to a YouTube channel, creating Vlogs on Youtube, TikTok videos, etc. Some of the suggested sites for real-world tasks are: Reddit, Quora, LibriVox.

The ideas presented during the workshop are of great importance in terms of raising awareness of how to act on/offline in an ethical, creative and above all safe way, how to help our students in developing skills necessary for taking an active role as future digital citizens as well as to develop their capacity to use digital media critically, creatively and autonomously in several languages.