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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

Name of the workshop participant	Lisette Neijzen
Institution	Stichting Jong Leren
E-mail address	lisette.neijzen@jl.nu
Title of ECML project	Digital citizenship through language education
ECML project website	https://www.ecml.at/ECML-Programme/Programme2020-2023/Digitalcitizenshipthroughlanguageeducation/tabid/4302/Default.aspx
Date of the event	4 en 5 november 2021
Brief summary of the content of the workshop	<p>Workshop focus on action research in the language classroom</p> <ul style="list-style-type: none"> ● The following key elements of the project were presented and discussed with the participants: <ul style="list-style-type: none"> ○ the concept of citizens as users of languages and digital technology ○ a pedagogical approach combining language learning and digital citizenship education ○ suggestions to implement this pedagogical approach through: <ul style="list-style-type: none"> ▪ tasks which extend the usual typology: real-world tasks; ▪ practical activities to undertake in the context of digital citizenship development or awareness-raising. ● Participants were invited to work in small groups in order to: <ul style="list-style-type: none"> ○ develop tasks and activities for the teaching and learning of languages which contribute to the development of digital citizenship; ○ propose guidelines for the implementation of these tasks and activities.

<p>What did you find particularly useful?</p>	<p>Develop tasks and activities for the teaching and learning of languages and Exchanging and networking with colleagues from different teaching backgrounds</p>
<p>How will you use what you learnt / developed in the event in your professional context?</p>	<p>I am going to share the knowledge with the ICT network within our foundation and with the BICNH network. I try to incorporate the knowledge related to digital citizenship into our strategic policy agenda and I share the lesson we developed with the teachers of groups 6,7 and 8.</p>
<p>How will you further contribute to the project?</p>	<p>We continue with the App Noot Muis project where we integrate digital literacy into language learning. This ties in nicely with the project Digital citizenship through language education. If there is a need for knowledge sharing, I would be happy to hear it</p>
<p>How do you plan to disseminate the project?</p> <ul style="list-style-type: none"> - to colleagues - to a professional association - in a professional journal/website - in a newspaper - other 	<p>I have told within our organization what we did in Graz and a short report will be distributed to various networks</p>

<p>2. Public information</p>
<p>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.).</p>
<p>Digital citizenship through language education</p> <p>Op donderdag 4 en vrijdag 5 november vond in Graz een workshop plaats met als onderwerp “Digitaal burgerschap door taalonderwijs”</p> <p>25 Deelnemers uit 24 landen en een bevlogen team namens ECML (European Centre for Modern Languages) zijn twee dagen ondergedompeld in het onderwerp “de digitale burger”. Daarnaast zijn we aan de slag gegaan met het maken van lessen waarin digitaal burgerschap bevorderd wordt middels taalonderwijs.</p>

Ter voorbereiding van deze tweedaagse workshop hebben we ons verdiept in een aantal applicaties (Librivox, Reddit en Quora) en hebben we [het profiel van de burgers als gebruikers van talen en digitale technologie](#) gelezen.

De workshop was gericht op het Voortgezet Onderwijs en veel deelnemers waren leerkracht Engels.

In Nederland heeft stichting Jong Leren (Primair Onderwijs) in samenwerking met zes andere stichtingen in 2020 de volgende innovatie vraag ingediend bij de PO raad “hoe integreer je digitale geletterdheid in het taalonderwijs”.

De workshop in Graz en het project “[App Noot Muis](#)” wat de uitwerking van deze innovatievraag is, sluiten goed bij elkaar aan of beter gezegd, zijn onlosmakelijk met elkaar verbonden.

Wat is een digitale burger en hoe zorgen we er met elkaar voor dat de leerlingen van nu opgroeien als digitale burger in een gedigitaliseerde samenleving... Zie ook [deze publicatie](#) en [dit filmpje](#).

Wat ik meeneem vanuit deze workshop is de uitwisseling van ervaringen en de expertise van al deze collega's met verschillende onderwijs achtergronden en de bevestiging dat het taalonderwijs zich uitstekend leent om leerlingen digitaal vaardig te maken, win win situatie dus.

Presentaties:

[Digital citizenship through language education.pdf](#)

[Pedagogical approach Real-world online tasks.pdf](#)