

Digital *TRAVELLERS*



The Digital Travellers website

self-training capsule #2

Digital Travellers

Our online library



A database for you to design your workshops



The screenshot shows the homepage of the Digital Travellers website. At the top left is the Digital Travellers logo. To its right are navigation links for 'Library', 'Best practices', and 'Guidelines for Facilitators', followed by a search bar and 'Log In' and 'Home' buttons. Below this is a horizontal menu with six colored buttons: 'OPERATION OF DEVICES' (purple), 'INFORMATION AND DATA LITERACY' (blue), 'COMMUNICATION & COLLABORATION' (pink), 'DIGITAL CONTENT CREATION' (yellow), 'SAFETY' (green), and 'PROBLEM SOLVING' (orange). The main content area features a large image of a diverse group of seven people sitting on a bench against a white brick wall, engaged in conversation and using laptops and tablets. Overlaid on this image is the text 'The Digital Travellers Library of Resources'.

Digital TRAVELLERS

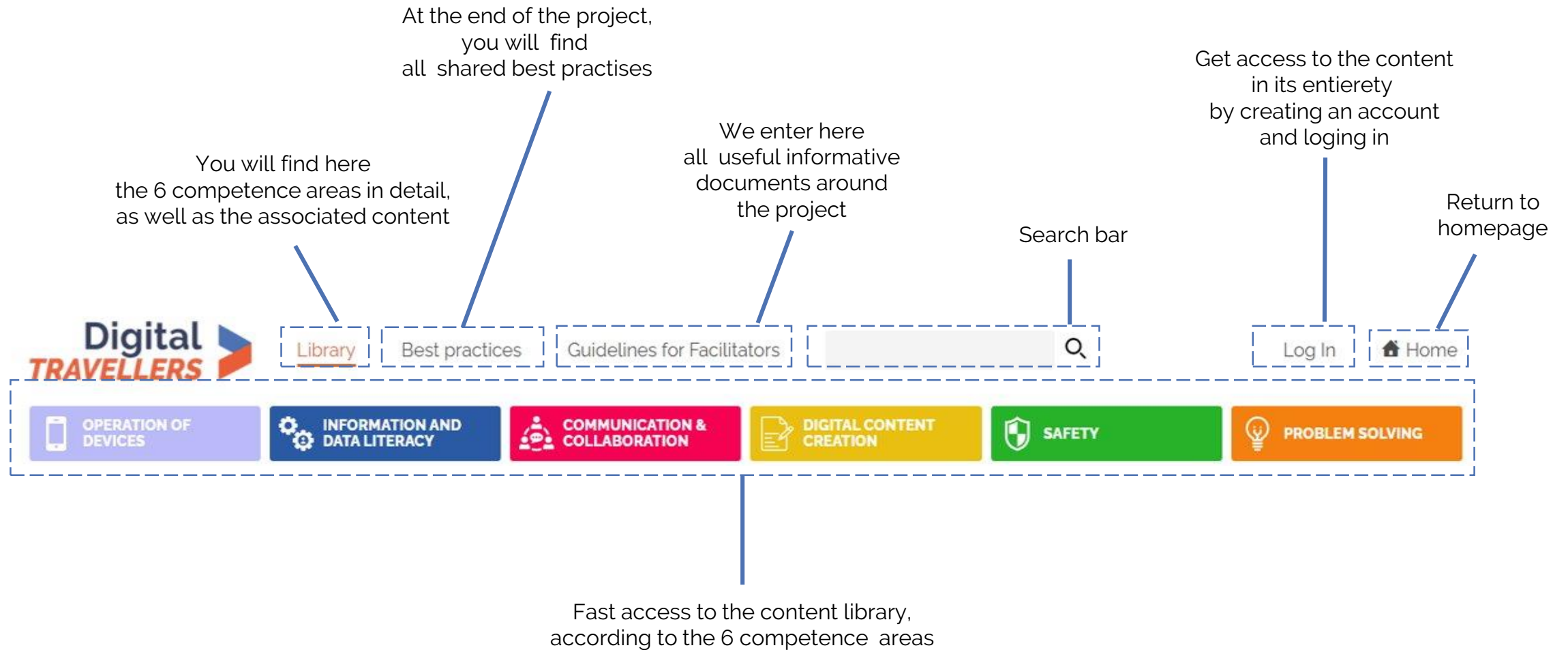
Library Best practices Guidelines for Facilitators

Log In Home

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

The Digital Travellers Library of Resources

Upper menu



Lower menu

Select your language here

CHOOSE YOUR LANGUAGE [EN](#) [FR](#) [PL](#)

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Contact

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FAQ

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Contact our teams
by filling the form

The website's terms
and conditions

All essential information
about the project and use of
the Digital Travellers website

The content library

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.

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

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

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

[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	Copyright 	Format	Proficiency level 	Time needed	Language
All 	All 	All 	All 	All 	All 
<input type="checkbox"/> Adults <input type="checkbox"/> All <input type="checkbox"/> Children <input type="checkbox"/> Elderly citizens <input type="checkbox"/> N/A <input type="checkbox"/> Teenagers	<input type="checkbox"/> Creative Commons (BY-NC-ND) <input type="checkbox"/> Creative Commons (BY-NC-SA) <input type="checkbox"/> Creative Commons (BY-NC) <input type="checkbox"/> Creative Commons (BY-ND) <input type="checkbox"/> Creative Commons (BY-SA) <input type="checkbox"/> Creative Commons	<input type="checkbox"/> Activity sheet <input type="checkbox"/> E-learning <input type="checkbox"/> Online tutorial <input type="checkbox"/> Other <input type="checkbox"/> Preparatory guide <input type="checkbox"/> Video clip <input type="checkbox"/> Webinar	All Level 0 Level 1 Level 2 Level 3 Level 4 Level 5 Level 6	<input type="checkbox"/> 0 - 1 hour <input type="checkbox"/> 1 - 2 hours <input type="checkbox"/> 10 - 20 hours <input type="checkbox"/> 2 - 5 hours <input type="checkbox"/> 5 - 10 hours <input type="checkbox"/> More than 20 hours	<input type="checkbox"/> Dutch <input type="checkbox"/> English  <input type="checkbox"/> Finnish <input type="checkbox"/> French <input type="checkbox"/> 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

Pages are available in several languages

Resources' (standard) formats

- Activity sheet ————— These pages guide you through the leading of a workshop from A to Z.
- E-learning ————— E-learning module on an external website.
- Online tutorial ————— Video tutorial on various subjects.
- Other
- Preparatory guide ————— These pages allow you to prepare for a workshop or to get the necessary information about a subject before launching a workshop.
- Video clip ————— Youtube videos dealing with various subjects.
- Webinar ————— Recording of a past webinar.

A closer look at an activity sheet...

You will have to register in order to download the resource. According to the type of resource, you can scroll down the page to have direct access to its content.

[Back to Library](#) > [Information and d](#)

Careers in IT : Game-based Workshop

DOWNLOAD AS PDF



Complementary information which does not however exclude other publics

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 <small>i</small>	FORMAT	COPYRIGHT <small>i</small>	LANGUAGE
All, Job seekers	All	Level 2	Activity sheet	Creative Commons (BY-SA)	English, French

Preparation time for facilitator

less than 1 hour

Here you will find search filters

Time needed to complete activity (for learner)

1 - 2 hours

Find the available languages for this resource at a glance

Support material needed for training

1 hourglass or timer A sheet of paper and pencil to note the results of each round

Additional information

Ressources' languages

All resources are available in English.

However, they are not all translated in all various languages of the project.

If you wish to get a resource in English translated in your language, do not hesitate to discuss with your local contact the possibility of getting a translation.

Proficiency levels

The project is currently focused on the 3 first levels of DigComp 2.1.

Furthermore, for "absolute beginners", whose level could be referred to as "level 0", you can check the resources in the "operation of devices" competence area, which contains tools regarding the handling of a computer, pad, smartphone...

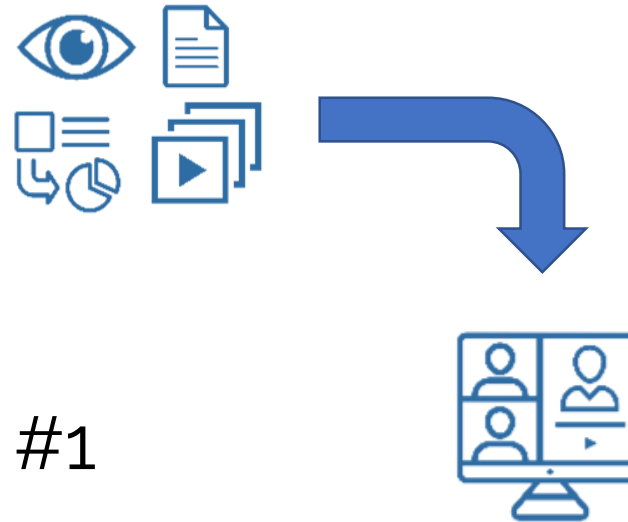
IN SHORT

In effect, what is the practical use of the Digital Travellers website for me?

- I get access to numerous verified digital literacy supports
A great variety of tools are gathered in one place (as well as available in other languages)
- I can target my search for tools
by competence areas and by proficiency levels
Tools are classified according to the DigComp 2.1 system (see self-training capsule #1)
- I can find advice on how to run my workshops
The website also contains good practices shared by other participating librarians, as well as all of the published training supports

1. Consult other presentations

- **capsule 1** Whats is DigComp 2.1 ?
- **capsule 3** My role as facilitator
- **capsule 4** The stages in a workshop



2. Take part in the matching live session #1