



# DIGITAL FOR LITERACY AND FUTURE EDUCATION

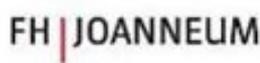


Co-funded by the  
Erasmus+ Programme  
of the European Union

DIG4LIFE is a project Erasmus+ aimed at disseminating practices at European level and improving media and digital literacy

The main objective of the project is to contribute to improving the quality of teaching and the teachers' skills in the fight against functional and emotional illiteracy and unequal access to education.

## Consortium



<http://dig4life.eu/>

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# INTELLECTUAL OUTPUTS

## Teachers Self Assessment test and tools

# IO1

- Guideline for methodology and tools for self-assessment, to share the entire design of research with partners and to clarify methodology, instruments, tools, output, etc.

- Comparative Report which summarizes the strengths and weaknesses of teachers' digital skills on the bases of self-assessment results (PIAAC and DIGCOMPEDU)

## Co-design of the prototype:

### *DIGital Environment for LIteracy and Future Education*

# IO2

In each Partner country, teachers are involved in the definition of the model and digital objects. At the end of their DIG4LIFE course, the teachers produce games on the dimensions of digital maturity/DIGCOMP/PIAAC aimed at the training of students and develop storyboards for assessing skills and train students.

## Testing of the prototype on school students

# IO3

DIG4LIFE test the prototype in the real situation by the Experimentation and implementation of the prototype on students. IO3 aims to develop a protocol to guide the experimentation process with Dig4Life.

The protocol is validated and used within the project and will constitute a tangible output that will accompany Dig4Life for teachers to perform further experimentations.

## Testing of the prototype on dual vocational training systems

# IO4

The DIG4LIFE methodology/tools is tested in Austria, using the dual study program during the internship phase of students, bridging secondary and tertiary institutions with the labor market in an empowered way.

DIG4LIFE using an open methodology of research, combines bottom-up and bottom-down approach, taking at the same time the responsibility to propose policies and also to test and validate them through open discussion and check with the real and virtual communities.

## DIG4LIFE Guidelines and Digital Toolkit

# IO5

Guidelines and methodology for Dissemination and Digital Product release for fruition in a digital environment based on an open-source WEB APP LMS.

Communication, monitoring and dissemination represent transversal activities which follow all the projects to ensure the maximum spreading of results and the continuous improvement in the logic of total quality