

Embedding Digital Literacy into the Classroom

Sessions 1 and 2
April 8 and 29, 2022



Menu

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Dedicated to addressing the digital inequities that pose a significant barrier to opportunity and success for thousands of students, workers, and families across Greater Boston.



**#BLACK
LIVES
MATTER**



Learn how you learn best.

Today's Agenda

Get comfortable, icebreaker

What is digital literacy?

Challenges around digital literacy for you and your learners

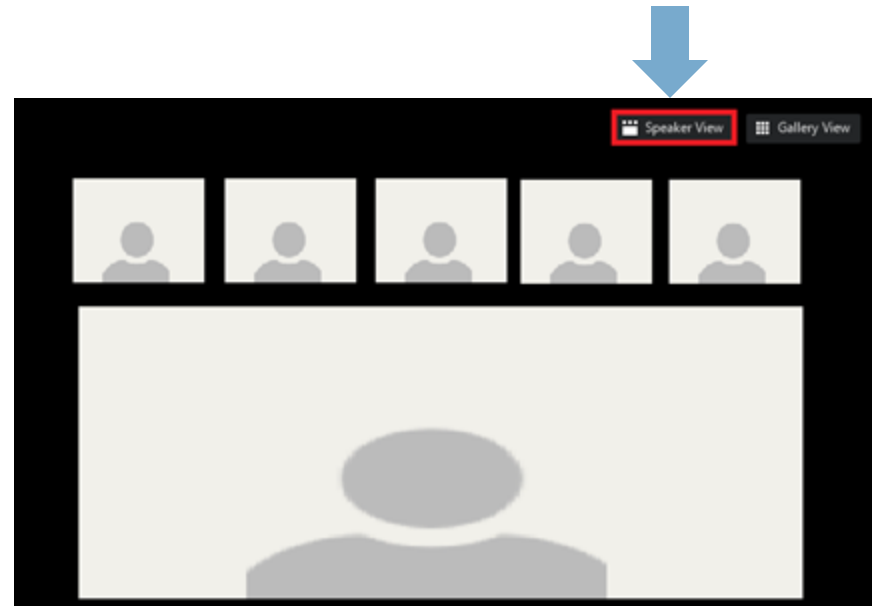
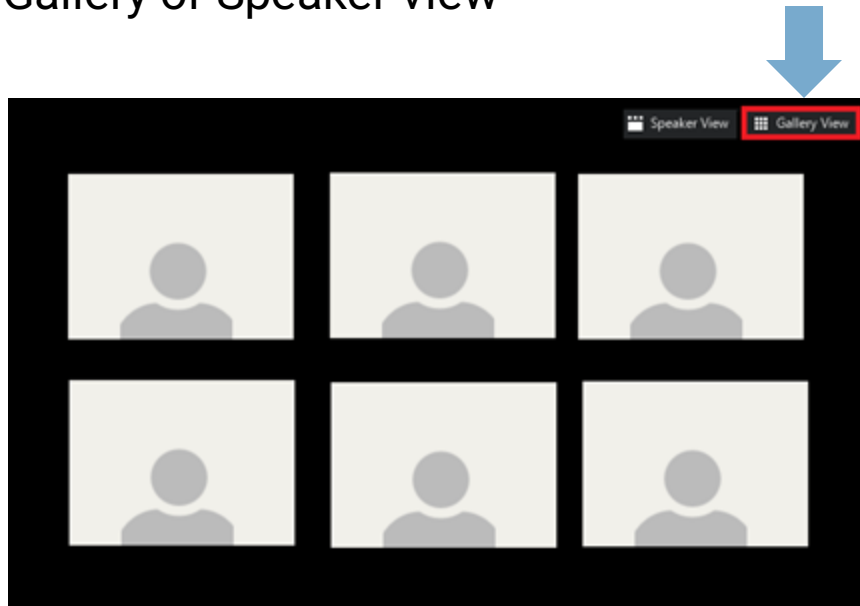
Break

Ways to access devices and internet service

Closing, Session 2 preparation

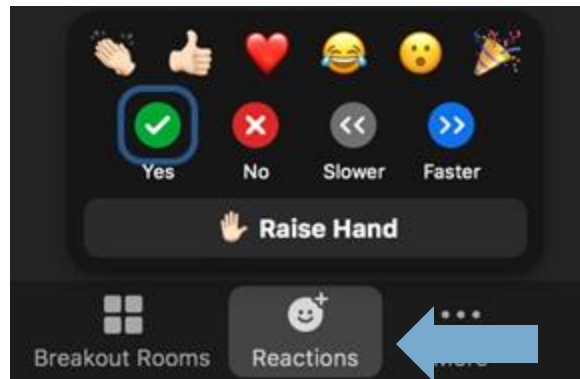
Before we begin

Gallery or Speaker view

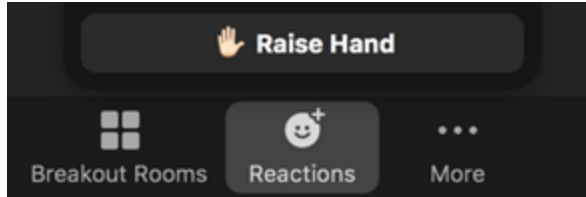


Before we begin

Ways to engage



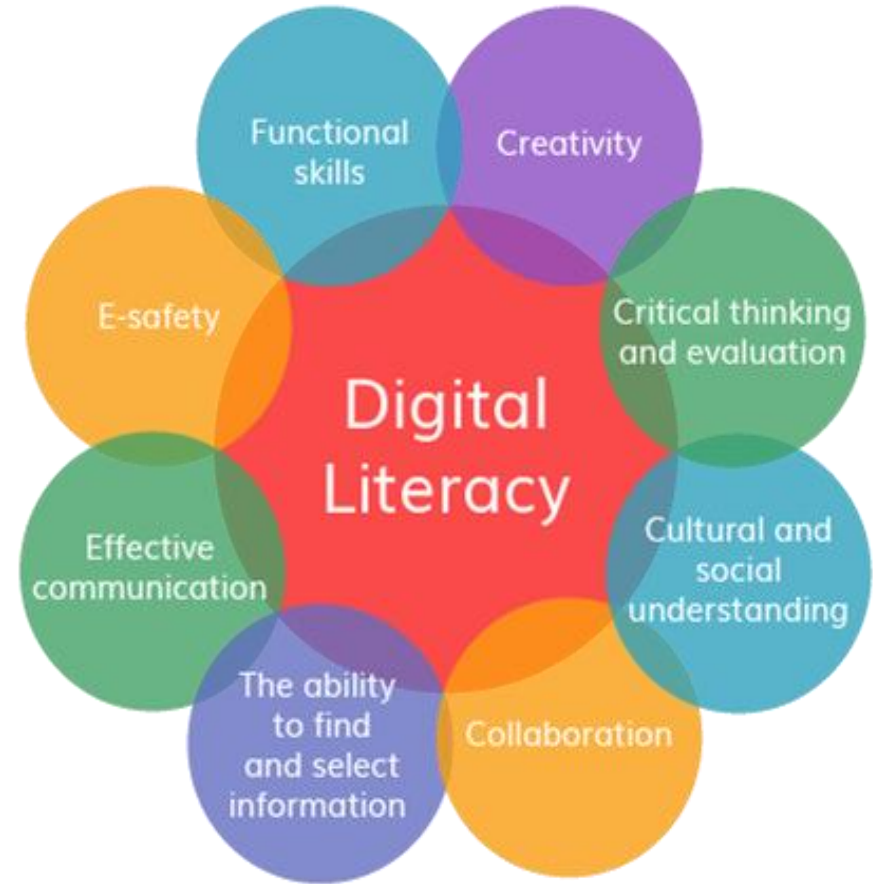
Who's here?



- Name, pronouns
- Role + org
- If you were a souvenir, what would you be?

What is digital literacy?

The ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills.



Impact of digital literacy

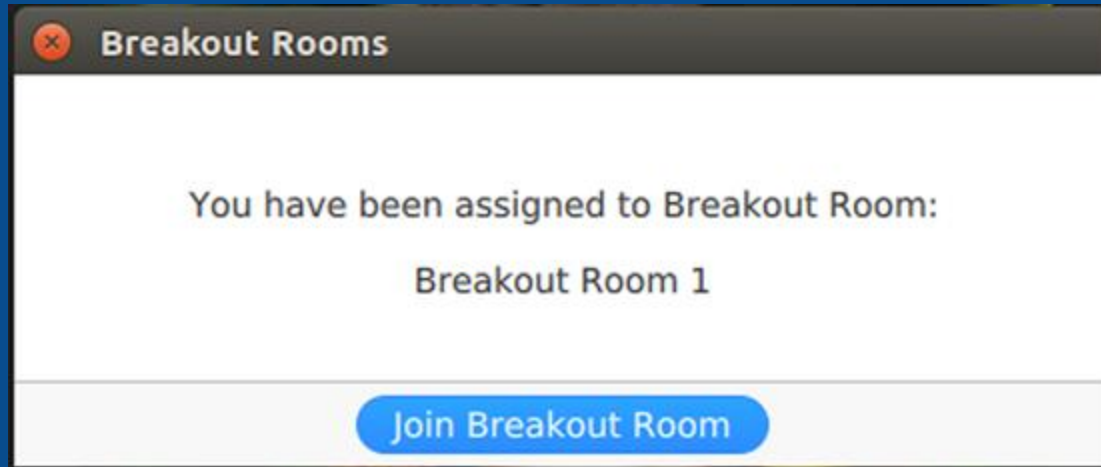
Economic opportunity

Healthcare access

Civic engagement

Continued learning
Lifelong learning

Activities in breakout rooms



Brainstorm examples of digital literacy

Breakout rooms

~7 mins

Regroup and share out

→ What was a common thread?

1. As a participant, what skills did you use to do the activity?
2. As an instructor, what did I consider?
3. Feedback about the activity?



Access to devices and internet service

Tech Goes Home

partners with schools, nonprofits, libraries, and others that work with people who need access to technology.



The TGH Model

Learners complete a minimum of 15 hours of live instruction on essential digital skills.

By doing so they earn a free device and one year of free Internet service.

PCs for People, Mobile Hotspots

PCs for People

- [Eligibility](#)
- Refurbished computers and laptops

Mobile Hotspots (click on Self-Pay Internet Options)

Least to most expensive

- [Boost](#)
- [MetroPCS by T-Mobile](#)
- [T-Mobile](#)
- [AT&T](#)
- [Verizon](#)

Affordable Connectivity Program (ACP)

FCC benefit program, was Emergency Broadband Benefit (EBB)

Qualified households get up to \$30/month discount toward internet service

- [Who qualifies?](#)
- [How to apply](#)
- Flyers
 - [Brazilian Portuguese](#), [Cabo Verdean](#), [Chinese](#), [English](#), [Haitian Creole](#), [Italian](#), [Spanish](#), [Vietnamese](#)

ACP + Comcast Internet Essentials

\$9.95/month, 50mbps

[Application overview](#)

Who qualifies?

- Qualify for programs like the National School Lunch Program, housing assistance, Medicaid, SNAP, SSI, Federal Pell Grant, and **others**
- Live in an area where Comcast Internet service is available
- Have not had Comcast Internet in the last 90 days
- Households who owe money to Comcast may still qualify if approved by 06/30/22

[Documentation needed](#)

First Literacy Lab Grant

Example

- BPS Adult Learning Center- Book Clubs for Adult Ed Learners:
Using e-Readers and e-Books to Increase Access
 - Supplied book club with e-readers
- Applications due on Thursday, May 12, 2022 at 5:00 PM

Session 2 Prep

April 29

- Samples
 - [Accounts and passwords, online banking, attachments](#)
- Look back on our brainstorm of [digital literacy examples](#).
 - What is one example you could incorporate into a future lesson?
- Prepare a website or app to share
 - Something you use in the classroom
- Next workshop- practice incorporating digital literacy content into your class

Questions? Feedback?



Embedding Digital Literacy into the Classroom

Session 2
April 29, 2022



Learn how you learn best.

Today's Agenda

What's new? (5)

Share challenges practitioners and learners face around digital literacy (15) (1:15)

Adapting samples and using tools to incorporate digital literacy (20)

Break

Bring your ideas to life (Have an idea you want to try? Let's workshop it!) (20)

Group share of digital literacy resources (15) (2:00)

Closing thoughts (5)

Questions, comments, feedback?(10)



What's new?



Challenges we and our learners face around digital literacy

Challenges

Instructors

- Teachers are at a different level, comfort level
- Agreeing on a foundation (basic expectations—what products, no standardized platforms) school-wide
- Many tools and platforms but don't have the full knowledge to get max benefit
- Budget

Learners

- Multilevel learners
- Stopping instruction so students can have a baseline foundation
- Using different devices



Incorporating digital literacy into your classes

Samples/ Your own creations

- [Accounts and passwords](#)
- [Online banking](#)
- [Attachments](#)

Made by taking screenshots, grabbing images from Google Images, and using visuals from Google Slides Add-on > Icons for Slides & Docs.

Tools

Quizlet, Kahoot, etc

Things to consider

- What does the activity look like on the learner end? On a laptop? On a mobile device?
- “Give back the screen” (stop screensharing)
 - ◆ Can they toggle between windows and apps?
- Use the app again. Learners feel comfortable and know what’s coming.

What's your idea?

- What are you thinking of teaching?
- What do you want to try?
- What do you need help with planning?



**Share a digital
literacy resource**

Closing thoughts

- Make time to introduce the website, app, or device. No surprises here!
 - ◆ What skills will learners be using? What preparations do you and the learners need to make?
- Value
 - ◆ How does the website, app, or device enrich the learning experience?
- Feedback
 - ◆ Ask learners what they enjoyed, what was an issue, to create a better experience the next time

Closing thoughts

- Simple is good!
 - ◆ Zoom chat, reactions, poll
- How much do you need to know? How much information do you need to give to your learners? It's okay if progress is slow!



**Questions? Takeaways?
Feedback?**



Mei Ngo

thank
you

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