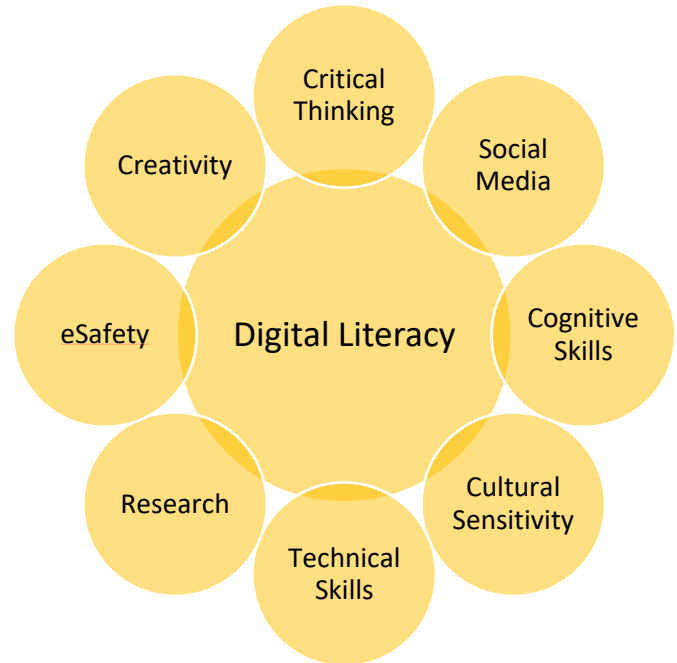


## DIGITAL LITERACY

Digital literacy is the ability to use information and communication technologies to find, evaluate, create, and communicate using both cognitive and technical skills.

### Elements of Digital Literacy

1. **Information:** Identify, locate, retrieve, store, organise and analyse information, its relevance and purpose.
2. **Communication:** Communicate in digital places, share resources/tools; collaborate, interact and participate in communities and networks.
3. **Content-creation:** Create and edit new content (doc, images, video, etc); Integrate and re-elaborate previous knowledge and content; produce creative expressions, media outputs and programming; deal with and apply intellectual property rights and licences.
4. **Safety:** personal protection, data protection, digital identity protection, security measures, safe and sustainable use.
5. **Problem-solving:** Identify digital needs and resources, make informed decisions according to the purpose or need, creatively use technologies, solve technical problems, update own and other's competence.



For the ATL initiative to be successful, it is imperative that the students have a prior knowledge, or a certain degree of digital literacy as future projects would involve a lot of activities that would need them to use computers proficiently. As their journey in the ATL continues, they would be exposed to programming and connecting other technical components together to create projects and prototypes, and thus it is essential for them to have a working knowledge of using digital devices and services.

All mentors are:

1. Expected to be aware and translate the following to their audience:
  - Legal v/s illegal implications of technology and content use.
  - Educating about the use of technology in online social interactions (i.e. cyber bullying, netiquette)
  - Location wise technical expertise and cultural differences.
  - Use the internet and online tools responsibly.
  - Reference and cite information correctly to avoid plagiarism and copyright issues.
2. Suggested to:
  - Not confuse digital literacy with its earlier versions of computer literacy and digital skills.
  - Drive an interactive session with various activities and encourage students to share ideas. Use multimedia tools to your advantage and formalize and teach a digital workflow.
  - Build real world experience around their experiences to impart a sense of comfort.



## References:

The following is a non-exhaustive and suggestive list of resources on the concept of digital literacy:

Resource Description	
Digital Literacy - Wikipedia	<a href="#">Link</a>
Digital Literacy Standard Curriculum - Microsoft	<a href="#">Link</a>
US Digital Literacy	<a href="#">Link</a>
How to Teach Digital Literacy in the Classroom	<a href="#">Link</a>
The essential elements of digital literacies: Doug Belshaw at TEDxWarwick	<a href="#">Link</a>
Digital Literacy – What is digital literacy?	<a href="#">Link</a>

## Note:

1. Mentors are recommended to build their content and deliver to their audience in the ATIs and not plagiarize.
2. Mentors are encouraged to explore resources and share critical observations within communities and with AIM.
3. Please note these are third party links and AIM or NITI Aayog does not endorse any person(s) or organizations mentioned on or related to these links.
4. The opinions and views expressed by the mentor during her/his interaction are of their own and do not necessarily reflect the views of AIM, NITI Aayog.
5. Mentors are aware that the engagement with the ATIs is treated as a community service and there shall be no financial transactions between any stakeholder and mentor for any official ATi related activity.