

MODULE 1

MODULE PLAN AND CONTENT

INTRODUCTORY MODULE



MODULE PLAN

Module Plan	
Module Title	1 – INTRODUCTORY MODULE
Duration	1 hours (total)
Learning Objectives	By the end of this module, participants will be able to - • Understand the overall structure and goals of the Deaf Young Code training. • Identify the main digital and programming skills covered in the course. • Recognize the importance of digital literacy and coding for personal and professional empowerment. • Use basic online learning tools and digital platforms used throughout the training.
Lesson Plan	Digital Design & Development Basics Digital Design & Development Basics – Training Module for Deaf Youth Duration: ~60 minutes (3 topics × 20 minutes)
	1. Welcome and Course Overview (20 minutes)

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	Objective: - Introduce the course, learning path, and expected outcomes. Main Points to Cover: • Presentation of the project and training modules (Modules 1–10). • Learning goals and assessment methods. • Importance of digital and coding skills for deaf youth. Activity: • Group introduction – each participant shares their expectations and previous digital experience. Teaching Methodology: • Visual presentation (PPT + sign language interpretation), group discussion, and interactive Q&A.
	2. Understanding Digital Literacy (20 minutes) Objective: - Define digital literacy and its role in modern education and work. Main Points to Cover: • What “digital literacy” means.

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	• Examples of digital tools (computers, apps, cloud platforms). • Accessibility and inclusion in digital environments. Activity: • Small groups identify digital tools they use daily and explain their purpose. Teaching Methodology: • Video + discussion, examples with visuals and symbols. 3. Tools and Learning Platforms (20 minutes) Objective: - Familiarize participants with the online tools used during the course. Main Points to Cover: • Google Drive and shared folders. • Online collaboration tools (Zoom, Padlet, Miro, etc.). • Guidelines for communication and teamwork. Activity: • Hands-on exploration: open the shared Drive folder and upload a short self-introduction video. Teaching Methodology: • Demonstration + guided practice + peer support.

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Materials Needed	▪ Laptop or tablet, internet connection, shared Drive link, projector, whiteboard.

MODULE CONTENT

Content	Description	Content
Lesson Content	Content Description	Digital literacy means having the knowledge and skills to use digital tools like design software and programming languages to create apps, websites, and online content. It includes understanding how digital systems work and being able to build and design simple digital products. Key Digital Terms: - Digital Literacy – Coding – Accessibility – Collaboration – Empowerment.
Video summary	Youtube Links	Project description – https://youtu.be/H9tLdTMbc_k?si=wN0a5vNZLpZ-2pxn What is Digital Literacy? – https://youtu.be/8o96ey4jCgE?si=6ncNGOXAq51t2dxg How Coding Changes Lives – https://youtu.be/nKIu9yen5nc?si=STvtYPXFkaIDlaZD
Activity		1. Group Activity: Goal: Goal: To build community and set personal learning goals.
		2. Role-Play: Goal: To practice introducing oneself in a digital workspace.

Content	Description	Content
		3. Real-Life Scenarios: Goal: To reflect on how digital skills can help in everyday situations.
Assessment		1. What is digital literacy? A) Using social media only B) Having digital knowledge and skills ✓ C) Writing code without tools D) Watching videos
	Quiz	2. Which tool will be used to share materials? A) Facebook B) Google Drive ✓ C) WhatsApp D) Email only

Content	Description	Content
		3. Why is coding important for deaf youth? A) It's fun only B) It increases communication, creativity, and job opportunities ✓ C) It replaces sign language D) None of the above
		4. What is one key rule for collaboration? A) Work alone B) Share ideas and respect deadlines ✓ C) Ignore others D) Skip discussions