

INTRODUCTORY MODULE



DEAF YOUNG
CODE

Project number : 2023-2-IT03-KA220-YOU-000179130



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Activity 1: Ice-Breaker



Each participant introduces themselves by sharing:

- **Your name**
- **Your experience with technology**
- **One thing you hope to learn**



Video

What does
“digital literacy”
mean?

<https://youtu.be/8o96ey4jCgE?si=6ncNGOXAq51t2dxg>



“Digital literacy” mean:

- Knowing how to use digital tools effectively
- Creating and communicating online
- Understanding accessibility and inclusion



Identify 3 digital tools you use day



Discuss:

1. What do you use them for?
2. How do they make life easier or harder?

Learning Platforms



1. Google Drive: where you'll find all materials.
2. Zoom, Padlet, Miro: collaboration tools
3. Upload a short self-introduction video in the shared folder

Reflection

- How can digital tools help deaf youth in education and work?
- What challenges exist? How can we solve them?



Thank you for your attention!



Thank you for your attention!

Stay tuned for Module 2 – *Introduction
to Computational Thinking*

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