

DIGICOMPASS

DIGITAL

INCLUSIVE

GLOBAL

INTERCULTURAL

COMPETENCE

AWARENESS OF

SOCIAL

STRATEGIES





DIGITAL LITERACY



SKILLS:

SAFE ONLINE BEHAVIOR
CRITICAL ASSESSMENT OF
DIGITAL INFORMATION



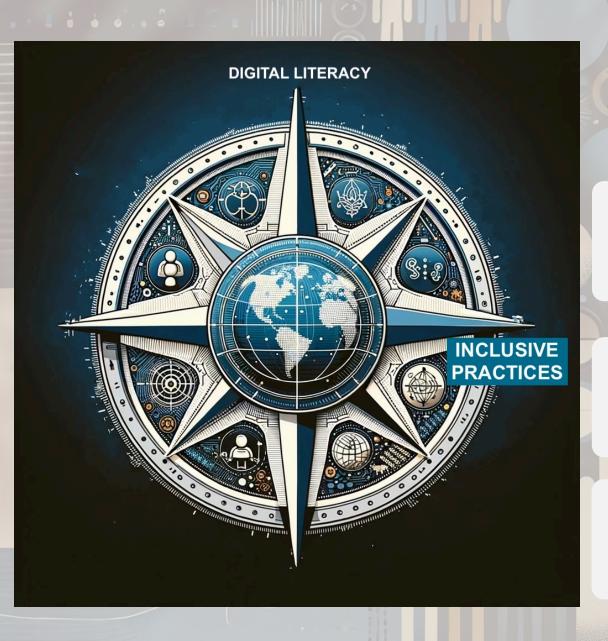
ACTIVITIES:

DIGITAL STORYTELLING
ONLINE RESEARCH
PROJECTS



TOOLS:

ReadTheory, Newsela, StoryMapJS, Adobe Spark, Microsoft Office



INCLUSIVE PRACTICES



OBJECTIVES:

PROMOTING EQUITY
FOSTERING BELONGING
EMBRACING DIVERSITY



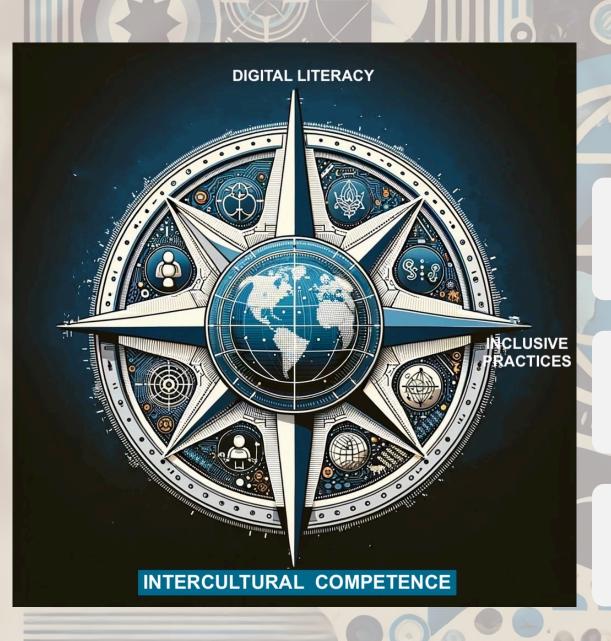
STRATEGIES:

DIFFERENTIATED INSTRUCTION
COLLABORATIVE PROJECTS



TOOLS:

Khan Academy, Edmodo, Google Classroom, Smart Sparrow, ReadTheory, Newsela



INTERCULTURAL COMPETENCE



SKILLS:

CROSS-CULTURAL COMMUNICATION

CULTURAL SENSITIVITY & AWARENESS

PLURILINGUALISM



ACTIVITIES:

VIRTUAL EXCHANGE PROGRAMS

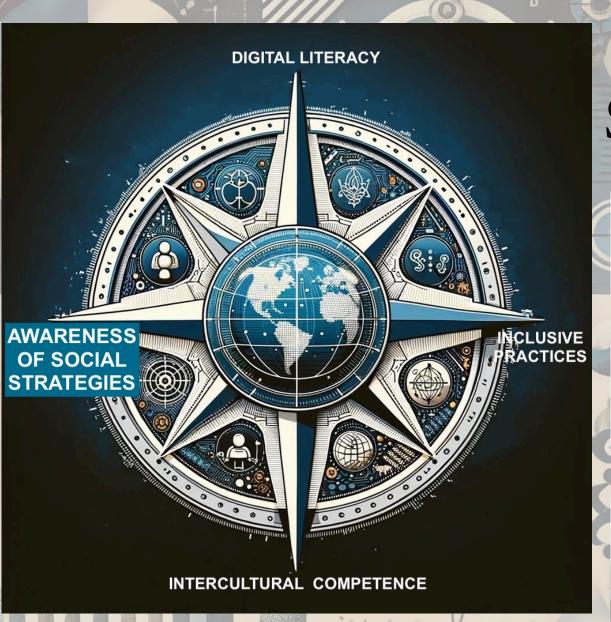
CULTURAL IMMERSION PROJECTS

MULTILINGUAL PROJECTS



TOOLS:

Language Learning Apps, Adaptive Learning Platforms, Smart Sparrow, Google Classroom, DreamBox. Newsela



AWARENESS OF SOCIAL STRATEGIES



SKILLS:

ETHICAL DECISION-MAKING

SOCIAL RESPONSIBILITY

COMMUNITY ENGAGEMENT



ACTIVITIES:

ETHICAL SIMULATIONS
COMMUNITY PROJECTS

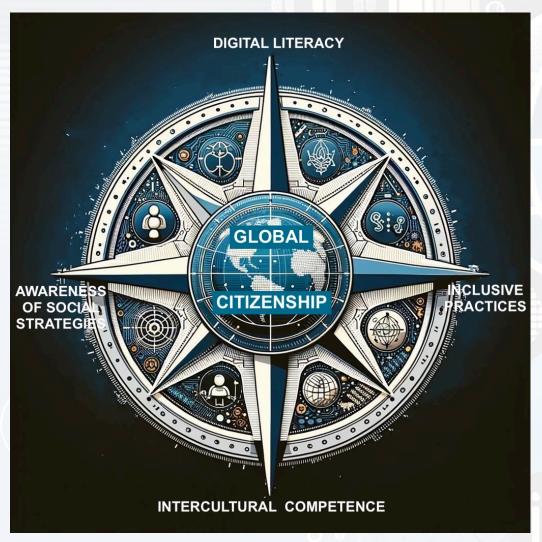
DEBATE AND DISCUSSION FORUMS



TOOLS:

Khan Academy, Newsela, ReadTheory, Edmodo, Smart Sparrow

GLOBAL CITIZENSHIP



ACTIVITY: Global Citizenship Service-Learning Project

Description: Students engage in a service-learning project that addresses a local or global community need. They research the issue, develop a plan to address it, collaborate with community partners, and implement their project. The activity concludes with a reflection on the societal impacts and the ethical considerations involved.

SKILLS:

- **Digital Literacy:** Using digital tools to research the issue, document the project, and create presentations or reports.
- Inclusive Practices: Designing the project to be accessible to all participants and considering diverse perspectives in the planning and implementation phases.
- Intercultural Competence and Plurilingualism:
 COLLABORATING WITH DIVERSE COMMUNITY MEMBERS AND POSSIBLY INCORPORATING MULTIPLE LANGUAGES IN COMMUNICATION AND MATERIALS.
- Awareness of Social Strategies: Making Ethical Decisions, UNDERSTANDING SOCIAL RESPONSIBILITY, AND REFLECTING ON THE PROJECT'S IMPACT ON THE COMMUNITY.

SUSTAINABLE DEVELOPMENT GOALS & DIGICOMPASS

SDG	DIGICOMPASS	SKILLS	ACTIVITIES
SDG 4: Quality Education	Digital Literacy	<u> </u>	GLOBAL ISSUE DIGITAL CAMPAIGN
	Inclusive Practices	ICOLLABORATION. EMPATHY. ACCESSIBILITY	Collaborative Digital Storytelling
	Intercultural Competence and Plurilingualism	Cross-Cultural Communication, Language Skills, Cultural Awareness	Virtual Cultural Exchange
	IAWARENESS OF SOCIAL STRATEGIES	ETHICAL DECISION-MAKING, SOCIAL RESPONSIBILITY, CRITICAL REFLECTION	COMMUNITY SERVICE LEARNING
SDG 10: Reduced Inequalities	Inclusive Practices	IEMPATHY, ACCESSIBILITY, EQUITY	Community Inclusion Projects
		ETHICAL DECISION-MAKING, SOCIAL RESPONSIBILITY, CRITICAL REFLECTION	ETHICAL DILEMMA SIMULATION
SDG 11: Sustainable Cities and Communities	Digital Literacy	Urban Planning, Digital Mapping, Innovation	SMART CITY PROJECTS
	AWARENESS OF SOCIAL STRATEGIES	Community Engagement, Ethical Planning	Urban Ethics Workshops
SDG 16: Peace, Justice, and Strong Institutions	INTERCULTURAL COMPETENCE AND PLURILINGUALISM	MEDIATION SKILLS, CONFLICT RESOLUTION, CROSS-CULTURAL COMMUNICATION	PEACEBUILDING PROJECTS
	IAWARENESS OF SOCIAL STRATEGIES	ETHICAL GOVERNANCE, JUSTICE, SOCIAL RESPONSIBILITY	JUSTICE SIMULATIONS

DIGICOMPASS Takeaways



INTEGRATED



INTERDISCIPLINARY



ADAPTABLE



MODULAR

