

# Digital Champion training for young people: Facilitator's resource pack: Appendices



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*Appendix 01 – Task C – What does it feel like not to be able to use digital technology?*



Image courtesy of sippakom at [www.freedigitalphotos.net](http://www.freedigitalphotos.net)



*Appendix 02 – Task 1 - session plan template (partially completed)*

(Suggest a teaching plan for the missing 30 minutes of this 90-minute session)

<b>Course title: Digital Skills for Beginners</b>	<b>Digital Champion: Ally Norean Other</b>	
<b>Venue: Somewhere Hall</b>	<b>Session number: 2/10</b>	<b>Session length: 90 mins.</b>
<b>Session aims: 1. To continue to develop mouse skills – left-click and drag 2.To ....</b>		

<i>Timing</i>	<i>Objectives/ learning outcomes By the end of this session the learner will be able to:</i>	<i>Resources</i>	<i>Digital Champion Activities</i>	<i>Learner Activities</i>	<i>Method of assessment/ checks on learning e.g. question &amp; answer, written assignment, discussion, etc.</i>
<i>00.00</i>		<i>*Icebreaker Activity – use Google Search www.google.co.uk to find details of a favourite place and share with the group.  Own notes</i>	<i>Facilitate Icebreaker</i>	<i>Engage in Icebreaker</i>	<i>Question and Answer Observation</i>
<i>00.10</i>			<i>Recap on previous session</i>	<i>Demonstrate or talk about activities carried out during the previous session – ask any questions</i>	<i>Question and Answer Observation</i>

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<i>Timing</i>	<i>Objectives/ learning outcomes By the end of this session the learner will be able to:</i>	<i>Resources</i>	<i>Digital Champion Activities</i>	<i>Learner Activities</i>	<i>Method of assessment/ checks on learning e.g. question &amp; answer, written assignment, discussion, etc.</i>
00.15			Share aims and objectives for this session.	Listen and understand.	Question and Answer Observation
00.20	<ul style="list-style-type: none"> <li>Access a website from a link</li> <li>Add it to their favorites</li> </ul>	<a href="http://www.jigzone.com/">http://www.jigzone.com/</a>	Ask learner to access the website and add it to their favorites	Access the website Add it to their favorites Choose a theme from the gallery	Observation
00.25	<ul style="list-style-type: none"> <li>Using a mouse                             <ul style="list-style-type: none"> <li>Left-Click</li> <li>Drag</li> </ul> </li> </ul> to complete a jigsaw		Recommend a suitable puzzle cut	Complete puzzle	Completed activity
00.35	<i>Break</i>				
00.50					
00.65					

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<i>Timing</i>	<i>Objectives/ learning outcomes By the end of this session the learner will be able to:</i>	<i>Resources</i>	<i>Digital Champion Activities</i>	<i>Learner Activities</i>	<i>Method of assessment/ checks on learning e.g. question &amp; answer, written assignment, discussion, etc.</i>
00.80			<i>Recap session</i> <i>Review aims and objectives</i>  <i>Introduction to next session</i>	<i>Recap session</i> <i>Review aims and objectives</i>  <i>Listening/Questions</i>	<i>Question and Answer</i> <i>Question and Answer</i> <i>Demonstration</i>
00.90			<i>Session Close</i>		

<i>Session Evaluation</i>		
<i>Strengths</i>	<i>Areas for development</i>	<i>Action and improvements required</i>

*Note: Examples of different icebreakers might be finding a favourite music video or finding a favourite movie star on Wikipedia – anything that develops digital skills whilst enabling learners to get to know each other.*

Appendix 03 – session plan template, blank

<b>Course title:</b>	<b>Digital Champion:</b>	
<b>Venue:</b>	<b>Session number:</b>	<b>Session length:</b>
<b>Session aims:</b>	<b>Sector and subject category:</b>	

<i>Timing</i>	<i>Objectives/ learning outcomes By the end of this session the learner will be able to:</i>	<i>Resources</i>	<i>Digital Champion Activities</i>	<i>Learner Activities</i>	<i>Method of assessment/ checks on learning e.g. question &amp; answer, written assignment, discussion, etc.</i>

Facilitator's resource pack: Digital Champion training for young people (Appendices)

<i>Timing</i>	<i>Objectives/ learning outcomes</i> <i>By the end of this session the learner will be able to:</i>	<i>Resources</i>	<i>Digital Champion Activities</i>	<i>Learner Activities</i>	<i>Method of assessment/ checks on learning</i> <i>e.g. question &amp; answer, written assignment, discussion, etc.</i>



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Session Evaluation

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<b>Strengths</b>	<b>Areas for development</b>	<b><i>Action and improvements required</i></b>



Appendix 05 – Digital Champion SWOT analysis

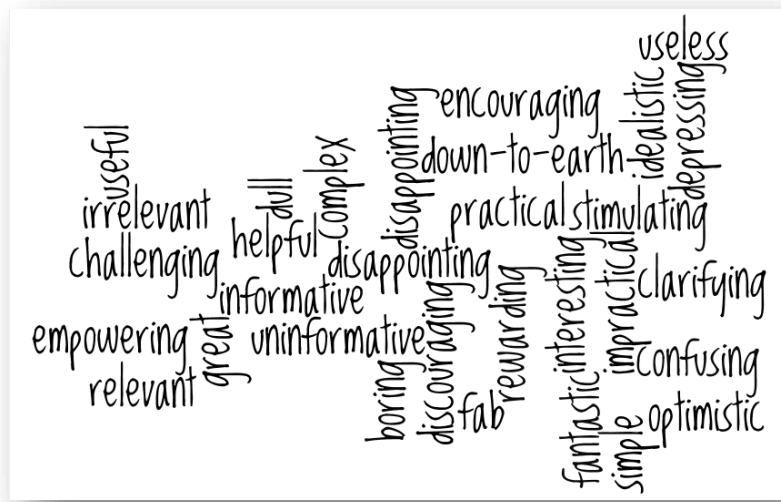
<p><i>Criteria examples</i></p> <p><i>Good Digital Technology knowledge Enjoy being with people Confident Patient</i></p>	<p><b>Strengths</b></p>	<p><b>Weaknesses</b></p>	<p><i>Criteria examples</i></p> <p><i>Need to learn more ways of doing the same thing Need to think about how I do things on a computer Time-keeping</i></p>
<p><i>Criteria examples</i></p> <ul style="list-style-type: none"> <li>• <i>NCS course</i></li> <li>• <i>Grandparent in a sheltered housing scheme – good place to start!</i></li> </ul>	<p><b>Opportunities</b></p>	<p><b>Threats</b></p>	<p><i>Criteria examples</i></p> <ul style="list-style-type: none"> <li>• <i>Lack of time due to homework and after-school activities</i></li> </ul>

Appendix 06 - Evaluation

What did you think of that then?

**Sharing digital skills**

1. Please circle the words which best describe your experience of the module:



2. In what ways was the module relevant and helpful?

3. How could the session have been improved?

4. What areas should future sessions on this topic address?

5. Any additional comments