

PROJECT PARTNERS

Università delle LiberEtà del FVG (Italy)
<http://www.libereta-fvg.it>

Università delle LiberEtà FVG
Centro Internazionale di educazione permanente



Bupnet Bildung Und Projekt Netzwerk Gmbh
(Germany)
<http://www.bupnet.de>

BUPNET
Bildung und Projekt Netzwerk GmbH

Die Kärntner Volkshochschulen (Austria)
<https://www.vhsktn.at/>

die kärntner
volkshochschulen

Universidade Sénior de Évora – Associação de
aprendizagem ao Longo da vida (Portugal)
[https://universidade-senior-de-
evora6.webnode.pt/](https://universidade-senior-de-evora6.webnode.pt/)



Regione Autonoma Friuli-Venezia Giulia (Italy)
<http://www.regione.fvg.it/>



REGIONE AUTONOMA FRIULI VENEZIA GIULIA

TARGET GROUP

Stakeholders directly affected by the project are education and training institutions and providers, national authorities responsible for education and training. Stakeholders indirectly affected are low qualified and low skilled individuals, companies and social partners dealing with adult education and training or second chance education.



Webpage

www.bg2d.libereta-fvg.it

Facebook

<https://www.facebook.com/bg2dproject/>



BG2D

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Enhance life skills to Bridge the Digital Grey Divide

2018-2020



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DESCRIPTION

The New Skills Agenda for Europe (COM(2016) 381 final, 10.6.2016) launches a number of actions to ensure that the right training, the right skills and the right support is available to people in the European Union. Among these actions, the initiative “Skills Guarantee” asserts that countries that have high shares of adults with low proficiency in basic skills have lower levels of labour productivity and ultimately lower prospects for growth and competitiveness. It is necessary to focus the attention on the best practices to enhance the life skills useful to bridge the ultimate grey digital divide (or elderly digital divide). It is also important to detect the best digital literacy teaching approaches and the associated andragogy. For this reason, the project will seek to draw on the best methodologies, practices and pedagogical policies from partner countries, both at local level of the institutions involved and at national level.

MAIN AIM AND OBJECTIVES

The general objectives of the project are:

- A) Detect the best practices to enhance the life skills useful to bridge the ultimate grey digital divide
- B) Promote the adoption of best practices in the partners’ network and their stakeholders

The specific objectives of the project are:

- 1) Detect the best practices of adult digital education providers;
- 2) Develop a White Paper of Best Practices;
- 3) Disseminate the results of the project on the internet;
- 4) Disseminate the results of the project to adult education centres;
- 5) Stimulate the innovation of digital literacy teaching among stakeholders.

IMPACT

The expected impact on adult educational providers is to become aware of the requirements of digital literacy teaching to meet the emerging needs of learners and to know the up-to-date best practices. Moreover, they will be able to orientate their decisions in implementing new digital literacy courses based on effective information. The expected indirect impact on teachers is the enhancement of their teaching skills, ability to develop effective didactical content and approach digital illiterate people in the most effective way. The main indirect impact on learners is the enhancement of their digital skills and of their emotional and cognitive life skills. In the area of emotional life skills, learners will develop the ability to cope with emotions and stress overcoming any sentiment of anxiety, unwillingness and negative attitude.