

SCRIPT Module 4

Welcome to the free online training course of the Dice.Lang project - Digital Citizenship Education and Foreign Language Learning.

This module focuses on the Identity Dimension: global and digital participation

The Dice.lang framework presents 5 different dimensions.

The Identity Dimension focuses on Global and digital participation to strengthen learners' personalities with respect to their increasingly constant online presence and by considering the impact digital environments might have on their identity formation.

The Identity Dimension entails...

- 1) reflecting on how algorithms feedback into our conception of ourselves through the information, the suggestions, or the search results they offer us
- 2) empowering learners to learn about diverse cultural identities online (also those that are often underrepresented elsewhere)
- 3) helping learners to self-express their own diverse identities through digital media (if they choose to do so)
- 4) and reflecting on the complex and mutual negotiation of identities between the self and the digital world (e.g., in terms of how we shape the digital world, and how the digital world shapes us)

We now challenge you to reflect on the Identity Dimension, namely by analysing your online and your real life identity.

To conclude Module 4 you will be asked to complete two tasks.

In task 1, you will be asked to reflect on the use of social media accounts.

In task 2, you will be asked to analyse a Teaching Unit and choose one of the activities or resources changing it according to your own teaching context.

Thank you for taking part on the Free Online Course of the DiCE.Lang project