How to work with disadvantaged groups to empower them as prosumers

Veronique De Leener
digital divide

10-15 years access to computer and internet = challenge
Digital divide
second level

- difference in online skills
- low skilled people = entertainment, consuming
- high skilled: learn to learn
Social mobility
use the computer as a tool to find solutions and resolve problems

behaviorism, experienced place based learning, the maker education
The Computational Thinkers

**Concepts**
- Logic: Predicting & analysing
- Evaluation: Making judgements
- Algorithms: Making steps & rules
- Patterns: Spotting & using similarities
- Decomposition: Breaking down into parts
- Abstraction

**Approaches**
- Tinkering: Changing things to see what happens
- Creating: Designing & making
- Debugging: Finding & fixing errors
- Persevering: Keeping going
- Collaborating: Working together
what kind of projects?

- make a digital product
- be creative
- different skills mixed
- participative
- not too long: 15-30h before results
not the traditional way of learning ICT
digital story about societal issues

youngsters visiting refugee camp and making digital stories about this issue
https://vimeo.com/186559238

Youngsters about radicalization and the consequences for them
https://vimeo.com/168442557
cultural education

https://vimeo.com/73862087
intergenerational projects

https://vimeo.com/73862087
games

capital digital
exercise

https://wideo.co/en/video-templates
Hope our work could inspire you because the work of others inspired us

Thanks

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