

Assessing digital competence task

My classmates' digital competence using performance-based tasks with description of the tasks for a particular competence in the table below.

the updated DIGCOMP 2.2 framework available at:

<https://publications.jrc.ec.europa.eu/repository/handle/JRC128415>

In Estonian, [õppijate digipädevuse mudel](#)

Information and data literacy

Competence	Description of competence	How you would assess this competence
1.1 Browsing, searching and filtering data, information and digital content	To articulate information needs, to search for data, information and content in digital environments, to access them and to navigate between them. To create and update personal search strategies.	In our opinion, younger generation has a huge advantage in this area as they grew up with computer devices. Their knowledge about various digital environments is more up to date. Our class as a whole probably has plenty of room to grow.
1.2 Evaluating data, information and digital content	To analyse, compare and critically evaluate the credibility and reliability of sources of data, information and digital content. To analyse, interpret and critically evaluate the data, information and digital content.	In our opinion, our classmates are good at evaluating and analyzing various sources of digital content. We are probably rather more on a conservative side as we are used to question the validity and the source of any information.
1.3 Managing data, information and digital content	To organise, store and retrieve data, information and content in digital environments. To organise and process them in a structured environment.	We think the skill level and the way our classmates manage data and digital content varies. Younger ones grew up and are way more computer literate; therefore utilize these skills way more than the older classmates who still rely more on paper and rather print and save physical files.

Communication and collaboration

Competence	Description of competence	How you would assess this competence
2.1 Interacting through digital technologies	To interact through a variety of digital technologies and to understand appropriate digital communication means for a given context.	Create a group homework assignment/project where the students must utilize a proper (and trusted) digital communication channel (for example Zoom, Teams etc)
2.2 Sharing through digital technologies	To share data, information and digital content with others through appropriate digital technologies. To act as an intermediary, to know about referencing and attribution practices.	Continuing from the previous assignment, some of the files/research includes sharing files/information via chosen communication channel. This channel must support and be suitable to exchange channel.
2.3 Engaging in citizenship through digital technologies	To participate in society through the use of public and private digital services. To seek opportunities for self-empowerment and for participatory citizenship through appropriate digital technologies.	Share your our own work/ideas/information over various university network channels (mailing lists, facebook, Moodle etc)
2.4 Collaborating through digital technologies	To use digital tools and technologies for collaborative processes, and for co-construction and co-creation of resources and knowledge.	Create a group assignment using Google docs
2.5 Netiquette	To be aware of behavioural norms and know-how while using digital technologies and interacting in digital environments. To adapt communication strategies to the specific audience and to be aware of cultural and generational diversity in digital environments.	Create an add for a workshop and post it on university social sites. Remain respectful and be aware of the diversity.
2.6 Managing digital identity	To create and manage one or multiple digital identities, to be able to protect one's own reputation, to deal with the data that one produces through several digital tools, environments and services.	Describe how we can limit and assign proper access levels for other students on various social and communication sites to our work.

Digital content creation

Competence	Description of competence		How you would assess this competence
3.1 Developing digital content	To create and edit digital content in different formats, to express oneself through digital means.		Create a short video about your hobby in youtube, TikTok and etc.
3.2 Integrating and re-elaborating digital content	To modify, refine, improve and integrate information and content into an existing body of knowledge to create new, original and relevant content and knowledge.		Create a short story in ChatGPT and properly recognize the authors of the original content.
3.3 Copyright and licences	To understand how copyright and licences apply to data, information and digital content.		Research your favourite music video and describe how copyright and digital content protection applies. How can you properly download/access that particular video. What are the limits and what are your options?
3.4 Programming	To plan and develop a sequence of understandable instructions for a computing system to solve a given problem or perform a specific task.		Create a project in Scratch

Safety

Competence	Description of competence	How you would assess this competence
4.1 Protecting devices	To protect devices and digital content, and to understand risks and threats in digital environments. To know about safety and security measures and to have due regard to reliability and privacy.	Explain principles of a good password.
4.2 Protecting personal data and privacy	To protect personal data and privacy in digital environments. To understand how to use and share personally identifiable information while being able to protect oneself and others from damages. To understand that digital services use a "Privacy policy" to inform how personal data is used.	Explain: <ul style="list-style-type: none"> - Various levels of accessibility to social sites - Possible impact of someone's privacy breach.
4.3 Protecting health and well-being	To be able to avoid health-risks and threats to physical and psychological well-being while using digital technologies. To be able to protect oneself and others from possible dangers in digital environments (e.g. cyber bullying). To be aware of digital technologies for social well-being and social inclusion.	Explain what should we keep in mind physical health wise while working on a digital device for an extended time. Explain possible mental health problems associated with the use of digital technologies.
4.4 Protecting the environment	To be aware of the environmental impact of digital technologies and their use.	Explain how to properly recycle old technology devices. Explain how long should we save self-developed digital content (delete if no longer used).

Problem solving

Competence	Description of competence	How you would assess this competence
5.1 Solving technical problems	To identify technical problems when operating devices and using digital environments, and to solve them (from trouble-shooting to solving more complex problems).	Create a check-list (Q&A list) of most common technical problems you have at home or at work and describe the solution.

<p>5.2 Identifying needs and technological responses</p>	<p>To assess needs and to identify, evaluate, select and use digital tools and possible technological responses to solve them. To adjust and customise digital environments to personal needs (e.g. accessibility).</p>	<p>Create an introductory video about how to download and use a specific computer program.</p>
<p>5.3 Creatively using digital technologies</p>	<p>To use digital tools and technologies to create knowledge and to innovate processes and products. To engage individually and collectively in cognitive processing to understand and resolve conceptual problems and problem situations in digital environments.</p>	<p>Find proper youtube videos to support a topic being learned today in class.</p>
<p>5.4 Identifying digital competence gaps</p>	<p>To understand where one's own digital competence needs to be improved or updated. To be able to support others with their digital competence development. To seek opportunities for self-development and to keep up-to-date with the digital evolution.</p>	<p>Identify a program that you want/need to learn and check out the tutorial.</p>