



## BACKGROUND

Families want a healthy environment for their children to thrive and develop their own wings, this includes a healthy digital environment. Our approach is to promote education and empowerment of families to harness the full potential of technology, and our vision is set out in our [13 Digitalisation Principles](#). This is why COFACE Families Europe, for the International Day of Families 2020, is organising a series of eight short webinars highlighting multiple layers of digital citizenship. These will take place between 11th and 20th May 2020 every week day from 9.30-11.00.

The onset of the global COVID-19 pandemic has plunged all of us, families, children, workers, consumers, into the digital age with imposed and recommended lockdowns meaning that digital tools are slowly but surely becoming the norm for schooling, working, socialising, gaming, staying connected with family members. **This makes digital citizenship and critical thinking ever more urgent.** Our original plans for an offline meet-up in Zagreb through a one-day study session on 12th May have now been shifted online in the form of 8 short webinars which will allow you to listen in to speakers talking about different layers of digital citizenship, connecting the dots between different stakeholders, sectors and policy fields. The speakers come from different horizons, and will cover topics such as child safety online, cyberbullying, digitalisation in schools, gaming, digital marketing and more.

At European level, many different stakeholders are contributing to creating a better digital environment for children. The European Commission's Strategy for a Better Internet for Children is currently under revision, and will contribute to set new ambitious goals, covering emerging digital technologies. In this regard, civil society, among which COFACE-Families Europe, has a major role to play to operationalize the general objectives and priorities set by European Institutions. In recent years, the concept of "digital citizenship" has been used more and more in order to capture the growing complexity and importance of the digital space. Digital citizenship extends beyond the traditional "safety online", and encompasses many different aspects such as human rights (online and offline), security, privacy, participation, and many more. The webinar series will provide opportunities to explore the concept of digital citizenship and how useful it can be to contribute to creating a positive digital environment for all families without discrimination.

# Digital Citizenship Breakfast Bytes

Kick-off **Video address to digital citizens by Executive Vice-President of the European Commission, Margrethe Vestager**

## Monday 11<sup>th</sup> May 2020

9.30-11.00 **Digital citizenship – myth or reality?**  
Andrea Parola, Coordinator of the ICT Industry Coalition  
Martin Schmalzried, Senior Policy and Advocacy Manager, COFACE-Families Europe

In recent years, the concept of “digital citizenship” has been used more and more in order to capture the growing complexity and importance of the digital space. Digital citizenship extends beyond the traditional “safety online”, and encompasses many different aspects such as human rights (online and offline), security, privacy, participation, and many more. This breakfast byte will be a first exploration of the concept of digital citizenship and how useful it can be to contribute to creating a positive digital environment for all families without discrimination.

## Tuesday 12<sup>th</sup> May 2020

9.30-11.00 **Video games and civic engagement – state of play**  
Julien Annart, Teacher and gaming project manager FOR’J – Fédération de maisons de jeunes et organisation de jeunesse

Contrary to common perceptions, video games are not just about entertainment. Many video games address, via their scenario or in-game decision making, complex philosophical and ethical questions. Julien will examine the often overlooked potential of using video games to achieve certain educational objectives, looking at a wide diversity of video games going well beyond “serious games” which are designed specifically for educational purposes. More specifically, the focus will be on examples of video games which address the topics of citizenship, civic engagement, the relation between citizens and public authorities, democracy, human rights and values attached to our democratic societies.

## Wednesday 13<sup>th</sup> May 2020

9.30-11.00 **European Safer Internet Strategy post-2020: key trends and priorities**  
June Lowery-Kingston, Head of Unit, DG CNECT, European Commission  
Karl Hopwood, Esafety consultant for Insafe at European Schoolnet

The European Commission has started to informally take stock of the European Strategy for Better Internet for Children and is reflecting on the way forward. While the key priorities remain as relevant as ever, an updated strategy might be necessary to reflect these priorities in the ever and fast evolving digital ecosystem. The European Commission will be presenting its work, and how this ties in with overarching principles such as digital citizenship.

## Thursday 14<sup>th</sup> May 2020

9.30-11.00 **Using ICT skills to transfer human values in schools**  
Antonia Loncar, Communication coordinator of eTwinning –the community for schools in Europe

Human values are at the heart of a successful democratic society. In an increasingly digital world where children spend always more time in online space, teaching them about Respect, Friendship, Brotherhood, Equality, Peace, Tolerance, becomes always more relevant and needed. As the community for schools in Europe, eTwinning recognises and supports schools as key actors in this process. Through the story of one of eTwinning projects “Myriem and friends citizens of a better world”, Antonia will illustrate practical examples of schools transmitting core human values through the tools and activities enabled by eTwinning.

## Friday 15<sup>th</sup> May 2020

9.30-11.00

### **SELMA Hacking Hate toolkit: Games to empower young people online**

Sabrina Vorbau, eSafety Label Project Manager, European Schoolnet  
Andrew Williams, Online Safety Consultant, South West Grid for Learning

Did you know that every day, 95 million pictures are uploaded on Instagram, 350 million comments are posted on Facebook and 60 billion snaps are sent on Snapchat? These numbers are huge and are giving a lot of space for hate speech. Many users already experience the internet and social media in particular as a hostile environment. To avoid the creation and tackle hate speech online the SELMA Hacking Hate (Social and Emotional Learning for Mutual Awareness) project developed a toolkit for professionals working with teenagers from 11-16 years old. Sabrina and Andrew will show how these tools are used in practice to help teenagers assess positive and negative messages, and promoting tolerance and respect online.

## Monday 18<sup>th</sup> May 2020

9.30-11.00

### **Key steps to creating a bully-free zone offline and online**

Kristijan Orešković, mag.pol., Parents Association Step by Step Croatia

Project #BullyFreeZone is an ongoing project which started in 2019, aimed at strengthening the competences of parents and children to grow up safely without peer violence, by providing the necessary knowledge and skills in prevention, recognition and response to bullying and cyberbullying cases. This breakfast byte will be an opportunity to get tips on how to encourage assertiveness in children, identifying signs of cyberbullying and how to respond and act accordingly.

## Tuesday 19<sup>th</sup> May 2020

9.30-11.00

### **Critical thinking about the predominant online business model: advertising**

Martin Schmalzried, Senior Policy and Advocacy Manager, COFACE-Families Europe

When it comes to advertising online, the criticism mostly focuses on violation of privacy, with the advent of big data and targeted advertising, and on the annoyance of advertising which gradually takes over regular content. But the implications of advertising as the predominant online business model go much deeper and impact consumer rights and even affect the quality of online content and services. Why did advertising take over the Internet? How can we keep it in check? Are there any alternatives? These are among the key questions which will be addressed by Martin.

## Wednesday 20<sup>th</sup> May 2020

9.30-11.00

### **Are youth all natural digital citizens?**

BIK Youth Ambassadors

The Web has completely changed how our societies function today, with children growing up in a connected world using digital tools in different life environments (family, school, socializing, civic participation). Do youth of today therefore navigate the online world better than other generations and make for more natural digital citizens and critical thinkers? This is the question which will be addressed by a panel of BIK Youth during this 90-minute breakfast byte.



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BETTER SOCIETY FOR ALL FAMILIES