Web Literacy
Project Profile

Overview
This training and incubation project focuses on sharing resources for digital literacy curriculum, lessons, and activities. Participants will utilize the Web Literacy Map developed by Mozilla to help guide them in understanding what basic web literacy skills are needed to reach national standards and equip students for a successful future. Facilitators will be introduced to a variety of quality online content that meets these standards, and will learn to issue Mozilla and other digital badges to students who have gained important skills.

This ongoing project utilizes online resources available at no cost to programs, providing months worth of content in web literacy, coding, web design, and other computer science skills. Participants in this training will not be expected to have any prior knowledge or experience with web or digital literacy.

Programs who take part in our training and Professional Learning Cohort are able to access:

- Ongoing technical assistance from our Master Trainers
- Free online curriculum and activities from
  - Google
  - Code.org
  - Scratch
  - Tools and activities aligned to Mozilla’s Web Literacy Map
- Mozilla Digital Badges showing student accomplishments which can be shared freely online

Timeline:
- Programs receive training in January 2018
- Complete at least 4 lessons and earn badges in Spring 2018
  - Periodic support calls/webinars with other cohort programs
- Provide feedback at end of lessons in late Spring 2018
- Recruit Cohort 2 Programs Summer 2018
  - Support Summer OCSTA SuperQuests
- Train Cohort 2 & Implement lessons in Fall 2018

Implementation
- Online curriculum and resources will be provided
  - Tools to issue digital badges to students, to be able to reflect their achievements and skills as they complete lessons
  - Alignment of content presented with Next Generation Science Standards (NGSS), Mozilla Web Literacy Map and 21st Century Skills
• Key Partner Organizations
  ○ Mozilla Foundation
  ○ Oregon Computer Science Teachers Association (OCSTA)
  ○ Informal & Out-of-School Programs
  ○ Regional Workforce Investment Boards (where applicable)

• Key Audiences for Web Literacy activities:
  ○ Upper Elementary
  ○ Middle School
  ○ Educators & Families

Frequently Asked Questions (FAQ’s)

• **What kind of materials and support is provided?**
  Program participants will have access to hands-on and online curriculum aligned with the Mozilla Web Literacy Map. They will be trained in an in-person training and have access to ongoing coaching from trainers. They will also have the tools to issue official Mozilla Digital Badges to students.

• **Why should my program provide web literacy?**
  Web Literacy is the knowledge that youth need to navigate and utilize the internet successfully. It includes skills like how to tell if online information is valid, how to design and build content online, and understand how the internet actually works. This training provides fun and easy hands-on activities that encourage both web literacy and 21st century skills like teamwork, communication, and creativity.

• **Do I need to be knowledgeable about computer programming/technology to lead this club?**
  No! Training will introduce facilitators with any level of web-literacy, no previous knowledge is required.

• **How do I target and engage underserved youth?**
  A huge number of online lessons are available online and students can access them remotely, accessing quality STEM content even in rural areas. Since many of the lessons and activities are guided by youth choice, traditionally underrepresented youth have the ability to choose topics and activities that are relevant to them and their lives.