









Digital content creation

To incorporate learning activities, assignments and assessments which require learners to express themselves through digital means, and to modify and create digital content in different formats. To teach learners how copyright and licenses apply to digital content, how to reference sources and attribute licenses.

Activities

To incorporate learning activities, assignments and assessments which encourage and require learners:

- ◆ To create and edit digital content in different formats.
- ◆ To express themselves through digital means.
- ◆ To modify, refine, improve and integrate information and content into an existing body of knowledge.
- ◆ To create new, original and relevant content and knowledge.
- ◆ To understand how copyright and licenses apply to data, information and digital content.
- ◆ To plan and develop a sequence of understandable instructions for a computing system to solve a given problem or perform a specific task.

Progression		Proficiency statements
Newcomer (A1) 	Making little use of strategies fostering digital content creation by learners.	I do not or only very rarely consider how to foster digital content creation by learners.
Explorer (A2) 	Encouraging learners to use digital technologies for creating content.	I encourage learners to express themselves using digital technologies, e.g. by producing texts, images, videos.
Integrator (B1) 	Implementing activities fostering digital content creation by learners.	I implement learning activities in which learners use digital technologies to produce digital content, e.g. in the form of text, photos, other images, videos, etc. I encourage learners to publish and share their digital productions.
Expert (B2) 	Strategically using a range of pedagogic strategies to foster digital content creation by learners.	I use a range of different pedagogic strategies to enable learners to express themselves digitally, e.g. by contributing to wikis or blogs, by using ePortfolios for their digital creations. I enable learners to understand the concept of copyright and licenses and how to re-use digital content appropriately.
Leader (C1) 	Comprehensively and critically fostering digital content creation by learners.	I detect and counteract plagiarism, e.g. by using digital technologies. I critically reflect on the suitability of my pedagogic strategies in fostering learners' creative digital expression and adapt my strategies accordingly.
Pioneer (C2) 	Using innovative formats for fostering digital content creation by learners.	I guide learners in designing, publishing and licensing complex digital products, e.g. creating websites, blogs, games or apps. I reflect on, discuss, re-design and innovate pedagogic strategies for fostering digital expression and creation by learners.