

Digital Citizenship Curriculum

Revised age-appropriate curriculum for responsible, safe and informed participation in digital environments

Based on / derived from:

D4.1 - Digital Literacy Curriculum

D4.3 - Assessment and Adjustment Report

Revision basis

The original Primary (15-week), Middle School (15-week) and High School (18-week) structures are retained. Targeted D4.3 adjustments have been integrated directly into the relevant objectives, content and activities. This public curriculum resource intentionally presents curriculum content and learning activities only; project-level assessment instruments are not reproduced here.

About this curriculum

The LED Education Digital Citizenship Curriculum supports progressive development of responsible, critical, safe and creative participation in digital environments. It is designed for flexible use in school lessons, multidisciplinary learning, extracurricular programmes and supported hybrid settings.

Each module below includes three elements: learning objectives, key content and suggested learning activities. The module sequence is retained from D4.1, while the targeted refinements identified in D4.3 are incorporated into the final curriculum text.

The term 'Week' identifies the curriculum sequence and does not require one module to be delivered in exactly one calendar week. Teachers and organisations may adapt the delivery rhythm while preserving the essential learning objectives.

Curriculum pathways

- **Primary School Digital Citizenship Curriculum (Ages 7-12) - 15 modules**
- **Middle School Digital Citizenship Curriculum (Ages 11-15) - 15 modules**
- **High School Digital Citizenship Curriculum (Ages 14-18) - 18 modules**

1. Primary School Digital Citizenship Curriculum (Ages 7-12)

Duration / sequence: 15 modules

Week	Module topic
1	Welcome to the Digital World
2	Online vs Offline Worlds / Privacy
3	Digital Footprints & Identity
4	Privacy & Personal Information
5	Respectful Communication
6	Copyright & Creative Sharing
7	Information Literacy / Fact or Fake
8	Digital Well-Being & Screen Time
9	Cyberbullying Prevention
10	Digital Footprint Reflection / Safety & Confidentiality
11	Online Collaboration & Creativity
12	Exploring Digital Careers
13	Digital Rights & Responsibilities
14	Emerging Technologies & Safety
15	Final Showcase & Reflection

Week 1: Welcome to the Digital World

Learning objectives	• Understand what “digital citizenship” means • Identify devices and online environments • Learn basic classroom technology rules
Key content	• Definition of digital citizenship • Devices: tablets, computers, cameras • Classroom tech etiquette
Suggested activities	• Tour of classroom devices • Group discussion: “What is online?” • Create a “Tech Promise” poster

Week 2: Online vs Offline Worlds / Privacy

Learning objectives	• Recognize differences between online and offline interactions • Identify safe vs. unsafe scenarios • Practice asking permission
Key content	• Public vs. private spaces • Personal vs. shared data • Asking permission online
Suggested activities	• Sort “online” vs. “offline” actions cards • Group role-play: asking to post a photo • Draw your personal “Privacy Bubble”

Week 3: Digital Footprints & Identity

Learning objectives	• Define digital footprint • Understand that online actions can persist through screenshots/copies and leave traces • Reflect on positive online identity
Key content	• What is a digital footprint? • Examples of positive/negative posts • Keeping track of online actions • Persistence, screenshots and copying

Suggested activities	• Trace footprints on paper to represent posts • Group brainstorm: “Good digital footprints” • Create a “My Positive Post” sketch • Follow a simple visual path showing how a post can be copied, screenshotted or shared beyond the original audience
-----------------------------	---

Week 4: Privacy & Personal Information

Learning objectives	• Identify personal information types • Learn to protect personal data • Practice safe password habits • Understand simple permission and informed-consent situations
Key content	• Name, age, address, phone number • Password strength basics • Stranger danger online • Permissions and informed digital consent
Suggested activities	• Sort “personal” vs. “public” info cards • Create a “Strong Password” recipe poster • Password-creating race with safe criteria • Work through short privacy and consent scenarios before sharing information or accepting a request • Create a Privacy Shield showing what personal information should be protected

Week 5: Respectful Communication

Learning objectives	• Practice kind online language • Understand tone and intent • Recognize and prevent cyberbullying • Take responsibility for posting, sharing and forwarding, and respect online boundaries
Key content	• Netiquette and “tone” in texts • Recognizing mean vs. kind messages • Reporting hurtful behaviour • Responsibility for posting, sharing and forwarding; online boundaries
Suggested activities	• Emoji tone-matching game • Rewrite unkind messages into kind ones • Role-play reporting a hurtful comment • Discuss short 'post, share, forward or stop?' boundary scenarios • Create a Be Kind Online Badge and identify trusted adults or support people to contact if something feels wrong online

Week 6: Copyright & Creative Sharing

Learning objectives	• Learn about ownership of digital work • Practice giving credit • Explore Creative Commons basics
Key content	• What is copyright? • Attribution and crediting • Safe image and music sources

Suggested activities	• “Who made this?” matching game • Create an artwork and credit a friend • Explore and pick CC-licensed images
-----------------------------	--

Week 7: Information Literacy / Fact or Fake

Learning objectives	• Distinguish fact vs. opinion • Identify trustworthy sources • Practice simple online searches • Practise simple ways to save, organise and find digital information • Recognise that AI-generated information or images may look convincing and still need checking
Key content	• Facts, opinions, and ads • Reliable websites vs. ads • Basic search strategies • Saving, bookmarking and finding information again • AI-generated information and images
Suggested activities	• Sort statements into fact/opinion piles • Visit a kid-friendly search site • Find one picture of a known animal online • Save or bookmark a trusted source and find it again • Compare an AI-generated answer or image with a trusted source

Week 8: Digital Well-Being & Screen Time

Learning objectives	• Understand healthy screen habits • Recognize signs of too much screen use • Plan balanced activities
Key content	• Screen time guidelines • Taking breaks and stretching • Balancing online/offline play
Suggested activities	• Track own daily screen time chart • Lead a 2-minute stretch break • Create a “Balanced Day” poster

Week 9: Cyberbullying Prevention

Learning objectives	• Define cyberbullying • Learn strategies to respond safely • Practice reporting and blocking
Key content	• Types of cyberbullying • Block/report tools basics • Support peers in need
Suggested activities	• Read and discuss a short cyberbully story • Role-play blocking/reporting a bully • Create an “I matter” support banner • Create a simple Support & Safety Plan or supportive message for a cyberbullying situation

Week 10: Digital Footprint Reflection / Safety & Confidentiality

Learning objectives	• Review own digital actions so far • Understand long-term impact of posts • Plan positive online presence
Key content	• Tracing posts over time • Reputation management basics • Updating privacy settings • Safe usernames/nicknames and confidentiality
Suggested activities	• Create a timeline of your imaginary posts • Adjust mock privacy settings in a demo • Plan three “good posts” for next month • Design or review a safe online username/nickname and explain what information should remain confidential

Week 11: Online Collaboration & Creativity

Learning objectives	• Use collaborative tools safely • Share ideas respectfully • Co-create a simple digital project
Key content	• Shared documents and slides • Commenting and version history • Respecting collaborator rights
Suggested activities	• Complete a guided pair activity before moving to more independent collaboration • Work in pairs on a shared slide • Use comments to give feedback • Restore a previous slide version • Create a Teamwork Badge and give one kind, useful comment to a partner

Week 12: Exploring Digital Careers

Learning objectives	• Discover jobs that use technology • Match skills to roles • Encourage future aspirations
Key content	• Examples: coder, designer, teacher • Skills: creativity, problem-solving • Pathways: learning and practice
Suggested activities	• Guest chat (virtual) with a digital professional • Research one tech job and share facts • Create a “My Tech Dream” collage

Week 13: Digital Rights & Responsibilities

Learning objectives	• Identify rights online (expression, privacy) • Understand responsibilities (respect, safety) • Discuss fair use
Key content	• Freedom of speech basics • Respecting others’ rights • Fair use for education
Suggested activities	• Role-play respectful debate online • Create a “Digital Rights” frame • Sort scenarios into rights vs. responsibilities • Create a Digital Pledge and simple Fair Use icons showing responsible online choices

Week 14: Emerging Technologies & Safety

Learning objectives	• Explore new tools (VR, voice assistants) • Identify potential risks • Practice safe use guidelines • Recognise that AI-generated content can look real, can be wrong and may involve privacy risks
Key content	• Virtual reality, AI assistants, games • Safety goggles, privacy with voice data • Age-appropriate content • AI-generated content, reliability and privacy
Suggested activities	• Demo a safe VR-style game • Practice voice assistant privacy settings • Create a “Tech Safety” checklist • Sort examples into 'real / AI / not sure' and discuss how to check before trusting or sharing

Week 15: Final Showcase & Reflection

Learning objectives	• Integrate all learned concepts • Present personal digital citizenship plan • Set goals for ongoing practice
Key content	• Review of key themes • Sharing best practices • Goal setting and next steps
Suggested activities	• Prepare a digital poster summarizing learnings • Present your “Digital Promise” to class • Peer feedback and celebration

2. Middle School Digital Citizenship Curriculum (Ages 11-15)

Duration / sequence: 15 modules

Cross-cutting implementation note

Examples should be relevant to younger adolescents and may include games, video platforms, group chats, avatars, school platforms and shared devices, not only public social media. Where AI is used to support learning, learners should check, edit, explain and take responsibility for the final work.

Week	Module topic
1	Digital Citizenship Deep Dive / Self-Audit & Habits
2	Privacy & Security Essentials
3	Digital Footprint & Reputation
4	Cyberbullying & Digital Empathy
5	Information & Media Literacy
6	Privacy, Data & Digital Rights
7	Digital Footprint & Career Exploration
8	Creative Commons & Licensing
9	Online Collaboration & Productivity Tools
10	Cybersecurity Fundamentals
11	Digital Wellness & Mindfulness
12	Emerging Technologies & Ethics
13	Digital Rights, Advocacy & Policy
14	Digital Portfolio & Branding
15	Capstone Project & Presentation

Week 1: Digital Citizenship Deep Dive / Self-Audit & Habits

Learning objectives	• Revisit core concepts at a deeper level • Self-assess current digital habits • Establish group norms
Key content	• Review privacy, footprint, etiquette • Personal digital habits audit • Classroom norms contract
Suggested activities	• Complete a digital habits checklist • Group negotiation of class norms • Design a digital citizenship code banner

Week 2: Privacy & Security Essentials

Learning objectives	• Master strong password strategies • Understand two-factor authentication (2FA) • Recognize phishing and scams
Key content	• Password managers overview • 2FA methods: SMS, apps, keys • Phishing email/red flag detection
Suggested activities	• Set up a password manager demo • Walk through a mock 2FA setup • Analyse sample phishing emails

Week 3: Digital Footprint & Reputation

Learning objectives	• Audit personal online presence across social, gaming, school and shared digital spaces • Manage and update privacy settings • Build a positive digital brand
Key content	• Google yourself responsibly • Privacy settings on social platforms • Personal branding basics • Gaming profiles, usernames, chats, school accounts and shared content
Suggested activities	• Review a mock digital profile that may include gaming, chat, school-platform or social-media settings • Draft a professional bio for a student site • Practice “right to be forgotten” concepts

Week 4: Cyberbullying & Digital Empathy

Learning objectives	• Examine impacts of cyberbullying • Develop strategies for intervention • Cultivate digital empathy
Key content	• Bystander, target, and bully roles • Empathy exercises online • Reporting tools and policies
Suggested activities	• Case-study discussion of a cyberbullying event • Empathy mapping for online users • Draft a supportive message template

Week 5: Information & Media Literacy

Learning objectives	• Critically evaluate online information • Detect bias, satire, and clickbait • Practice fact-checking • Practise critical ignoring: decide when content should be checked, ignored or reported
Key content	• Source credibility criteria • Bias, opinion, and satire identification • Fact-checking tools and techniques • Critical ignoring and attention management
Suggested activities	• Compare two articles on same topic • Identify bias language in headlines • Use fact-check sites to verify a claim • Sort examples into 'verify / ignore / report' and explain the choice

Week 6: Privacy, Data & Digital Rights

Learning objectives	• Understand how data is collected and used • Learn about cookies and trackers • Explore digital rights and responsibilities
Key content	• Cookies, tracking, and data brokers • GDPR/CCPA basics for youth • Ethical data use
Suggested activities	• Inspect cookies in a browser demo • Opt-out of a demo ad tracker • Debate data collection trade-offs

Week 7: Digital Footprint & Career Exploration

Learning objectives	• Link digital presence to future opportunities • Research digital portfolios • Develop an online showcase plan
Key content	• Portfolios, LinkedIn basics for teens • Showcasing school projects safely • Netiquette for professional settings • Age-appropriate 'future self', school-project and skills-showcase examples
Suggested activities	• Create a sample digital portfolio outline • Peer-review a mock LinkedIn profile • Plan two portfolio projects • Select school projects or skills that could be included in a future portfolio

Week 8: Creative Commons & Licensing

Learning objectives	• Deepen understanding of licenses • Choose appropriate licenses for work • Attribute correctly
Key content	• CC licenses: CC0, BY, NC, SA, ND • Public domain vs. copyrighted • Licensing your creations
Suggested activities	• License a class-created image under CC • Find music under a specific CC license • Attribute a third-party CC asset

Week 9: Online Collaboration & Productivity Tools

Learning objectives	• Master shared workspace platforms • Practice version control basics • Collaborate respectfully at scale
Key content	• Google Workspace/Microsoft 365 features • Commenting and version history etiquette
Suggested activities	• Co-author a shared document with tracked changes • Resolve a simple merge conflict in demo

Week 10: Cybersecurity Fundamentals

Learning objectives	• Identify common cyber threats • Implement basic defence strategies • Practice secure habits
Key content	• Malware, phishing, social engineering • Antivirus, firewalls, updates • Backup and recovery basics
Suggested activities	• Simulate a phishing email recognition quiz • Walkthrough system update process • Backup a document to cloud storage

Week 11: Digital Wellness & Mindfulness

Learning objectives	• Recognize digital stressors • Practice mindfulness and healthy habits • Set personal boundaries
Key content	• Digital detox strategies • Mindfulness apps and routines • Balancing notifications and focus
Suggested activities	• Guided mindful breathing exercise • Configure “Do Not Disturb” on a device • Create a personalized digital-wellness plan

Week 12: Emerging Technologies & Ethics

Learning objectives	• Explore AI, AR/VR, IoT implications • Discuss ethical considerations • Debate technology’s impact on society • Explain how recommendation algorithms and personalisation influence what users see
Key content	• AI biases, deepfakes, data privacy • AR/VR safety and etiquette • IoT device security • Recommendation algorithms, personalisation and information exposure
Suggested activities	• Demo a simple AI chatbot and test biases • Create a “deepfake detection” checklist • Brainstorm rules for VR social spaces • Analyse a personalised-feed scenario and discuss what the algorithm may be learning from user behaviour • Use an AI-supported example only after applying the rule: check, edit, explain and take responsibility

Week 13: Digital Rights, Advocacy & Policy

Learning objectives	• Understand youth digital rights movements • Engage in respectful online advocacy • Draft a simple policy proposal
Key content	• Net neutrality, online free speech • Youth voices in tech policy • Crafting persuasive digital campaigns
Suggested activities	• Analyse a real-life digital rights campaign • Draft a petition for a school digital policy • Create social media posts advocating change • Present an advocacy idea as a poster, slide, short speech or campaign message

Week 14: Digital Portfolio & Branding

Learning objectives	• Build a polished online portfolio • Craft consistent personal brand • Solicit and use feedback
---------------------	--

Key content	• Visual branding basics • Feedback loops and iteration • Portfolio homepage and About Me section • Project links and selected evidence • Personal branding and visual identity • Peer feedback and iteration
Suggested activities	• Design a consistent logo/profile image • Peer-review portfolio wireframes • Select relevant outputs from earlier modules as evidence for the portfolio

Week 15: Capstone Project & Presentation

Learning objectives	• Integrate learned digital citizenship skills • Plan and execute a peer education project • Present findings and resources
Key content	• Project planning and delivery • Audience analysis and engagement • Reflection and next steps
Suggested activities	• Form small teams to choose a topic • Develop educational materials (video, slides, poster) • Present to another class or community group • Peer-test the educational resource with the intended audience or classmates • Collect feedback and revise the final resource before presentation

3. High School Digital Citizenship Curriculum (Ages 14-18)

Duration / sequence: 18 modules

Cross-cutting implementation note

The pathway prioritises applied, discussion-based and professional-style learning. Where AI supports research, drafting, design or project work, learners should verify information, edit/adapt outputs, explain their use and remain responsible for the final result.

Week	Module topic
1	Foundations & Self-Assessment
2	Advanced Privacy & Security
3	Digital Footprint & Professional Presence
4	Cyberbullying, Harassment & Legal Implications
5	Media Literacy & Critical Consumption
6	Digital Rights, Policy & Advocacy
7	Emerging Tech Ethics & Impact
8	Digital Well-Being & Resilience
9	Collaboration, Leadership & Digital Teams
10	Privacy Engineering & Data Ethics
11	Advanced Cybersecurity & Incident Response
12	Digital Design & Accessibility
13	Digital Entrepreneurship & Innovation
14	Emerging Tech Futures & Foresight
15	Mentoring & Teaching Digital Citizenship
16	Capstone Design Sprint - Phase I
17	Capstone Design Sprint - Phase II
18	Final Capstone Presentations & Reflection

Week 1: Foundations & Self-Assessment

Learning objectives	• Deeply review digital citizenship pillars • Conduct personal digital audit • Set SMART goals for growth
Key content	• Nine pillars of digital citizenship (Ribble) • Self-audit tools and rubrics • SMART goal framework
Suggested activities	• Complete a detailed digital audit survey • Map strengths and areas to develop • Draft three SMART personal goals

Week 2: Advanced Privacy & Security

Learning objectives	• Implement multi-layered security • Understand encryption • Respond to data breaches
Key content	• End-to-end encryption basics • Breach response protocols
Suggested activities	• Encrypt a text file and decrypt it • Role-play breach notification process

Week 3: Digital Footprint & Professional Presence

Learning objectives	• Audit real online footprint thoroughly • Build or refine LinkedIn and portfolio • Network professionally
Key content	• Advanced search operators • LinkedIn best practices • Networking etiquette • Privacy settings and disclosure choices • Digital reputation and personal branding
Suggested activities	• Use operators to find and delete unwanted entries • Optimize LinkedIn headline and summary • Reach out to a mentor with a connection request

Week 4: Cyberbullying, Harassment & Legal Implications

Learning objectives	• Analyse legal aspects of online harassment • Understand school and national policies • Advocate for safe environments
Key content	• Cyberbullying laws and school codes • Harassment vs. free speech • Reporting to authorities vs. platforms
Suggested activities	• Case-law review of a cyberbullying incident • Compare school policy vs. national law • Draft a school policy amendment

Week 5: Media Literacy & Critical Consumption

Learning objectives	• Master advanced fact-checking • Detect deepfakes and manipulated media • Teach others critical media skills • Analyse how recommendation algorithms and personalisation influence information exposure
Key content	• Reverse image search and metadata • Deepfake detection indicators • Teaching media skills • Recommendation algorithms, personalisation and filter effects • Bias, satire and clickbait • Fact-checking and source verification
Suggested activities	• Verify an image with reverse search • Analyse a short video for deepfake signs • Create a mini-lesson on media literacy • Compare two recommendation/feed scenarios and identify how prior behaviour may shape what is shown • Compare sources and fact-check a claim before drawing a conclusion

Week 6: Digital Rights, Policy & Advocacy

Learning objectives	• Explore global digital rights frameworks • Engage in online advocacy for policy change • Draft professional policy briefs
Key content	• UN digital rights charters, GDPR deep dive • Crafting persuasive policy arguments • Lobbying and petition tools

Suggested activities	• Analyse GDPR's youth provisions • Draft a policy brief on a local issue • Launch a mock online petition • Present a policy position through a short pitch, debate, campaign concept or structured presentation
-----------------------------	---

Week 7: Emerging Tech Ethics & Impact

Learning objectives	• Critically assess AI, IoT, blockchain implications • Debate ethical scenarios • Propose ethical guidelines
Key content	• AI fairness, algorithmic bias • Blockchain's privacy/trust trade-offs • Ethical frameworks (utilitarianism, rights-based)
Suggested activities	• Case debate: biased AI hiring tool • Map stakeholders in a blockchain project • Draft an ethical code for school tech use

Week 8: Digital Well-Being & Resilience

Learning objectives	• Build long-term healthy digital habits • Recognize and mitigate tech-related stress • Cultivate digital resilience
Key content	• Nomophobia, social comparison impacts • Resilience strategies: mindfulness, timeboxing • Community support networks
Suggested activities	• Guided digital detox challenge plan • Practice a mindful notification check routine • Design a peer support group model

Week 9: Collaboration, Leadership & Digital Teams

Learning objectives	• Lead virtual teams effectively • Manage digital projects end-to-end • Practice remote communication skills • Frame a concrete problem and value proposition before organising team work
Key content	• Agile/Scrum basics for students • Digital leadership traits • Tools: Trello, Slack, MURAL • Project/problem framing and value proposition
Suggested activities	• Define a project problem and value proposition before assigning team roles • Run a 1-sprint Scrum simulation • Assign team roles and stand-up routines • Use MURAL to brainstorm project vision

Week 10: Privacy Engineering & Data Ethics

Learning objectives	• Explore privacy by design principles • Conduct a data ethics impact assessment • Propose privacy-preserving solutions
----------------------------	---

Key content	• Privacy by Design principles • Data minimization, anonymization techniques • Ethics assessment frameworks (e.g., DPIA) • Case studies: contact tracing apps
Suggested activities	• Perform a mini DPIA on a mock app • Propose anonymization for sample dataset • Debate trade-offs in data sharing

Week 11: Advanced Cybersecurity & Incident Response

Learning objectives	• Design incident response plans • Understand white-hat vs. black-hat hacking • Practice tabletop exercises • Recognise and respond to realistic phishing, impersonation and social-engineering tactics
Key content	• IR phases: prepare, detect, respond, recover • Ethical hacking fundamentals • Reporting and communication in incidents • Social engineering: phishing, impersonation and manipulation
Suggested activities	• Tabletop breach scenario exercise • Draft an incident response checklist • Role-play coordinate with “IT team” • Analyse a realistic phishing or impersonation scenario and decide how to verify, contain and report it

Week 12: Digital Design & Accessibility

Learning objectives	• Implement inclusive design principles • Test for accessibility compliance (WCAG) • Propose improvements for accessible content
Key content	• WCAG 2.1 guidelines overview • Colour contrast, alt text, keyboard navigation • Universal design concepts
Suggested activities	• Audit a website mock-up for WCAG issues • Add alt text to images in a demo page • Adjust colour palettes for contrast compliance

Week 13: Digital Entrepreneurship & Innovation

Learning objectives	• Prototype a tech-enabled social enterprise • Understand lean startup methods • Pitch digital solutions
Key content	• Business model canvases for tech ideas • MVP and user testing basics • Pitch deck essentials • Linking entrepreneurship to the project/team context introduced in Week 9
Suggested activities	• Fill out a lean canvas for your idea • Build a clickable prototype (wireframe) • Practice a 3-minute elevator pitch • Connect the Lean Canvas and prototype plan to the team problem/value proposition defined in Week 9

Week 14: Emerging Tech Futures & Foresight

Learning objectives	• Explore future tech trends (quantum, bioinformatics) • Apply futures thinking methods • Anticipate societal impacts
Key content	• Technology road mapping • Scenario planning exercises • Futures wheel and impact mapping • PESTLE analysis
Suggested activities	• Create a futures wheel for quantum computing • Develop two divergent scenarios for AI in education • Map stakeholders and impacts • Present futures analysis as a visual map or short presentation where appropriate • Use a PESTLE lens to identify political, economic, social, technological, legal and environmental influences on a future scenario

Week 15: Mentoring & Teaching Digital Citizenship

Learning objectives	• Plan lesson sequences for younger learners • Practice peer teaching and feedback • Reflect on pedagogy
Key content	• Backward design for digital citizenship lessons • Feedback frameworks (e.g., SBI) • Coaching and facilitation skills
Suggested activities	• Design a 20-minute lesson plan for middle schoolers • Teach it to a peer group and collect feedback • Reflect and refine lesson materials

Week 16: Capstone Design Sprint - Phase I

Learning objectives	• Kick off a multi-week capstone project • Form teams and define scopes • Plan agile sprints
Key content	• Design sprint structure (Understand, Sketch, Decide) • Team roles and responsibilities • Success metrics and MVP definition • User stories and product backlog • UX wireframes and sprint planning
Suggested activities	• Form capstone teams and choose topics • Conduct a “How Might We...” brainstorming • Define MVP features and acceptance tests • Make individual team contributions and any AI-supported work visible in the sprint plan • Write initial user stories and prioritise the product backlog • Sketch a simple UX wireframe before building or prototyping

Week 17: Capstone Design Sprint - Phase II

Learning objectives	• Execute development sprints iteratively • Test and gather user feedback • Refine based on metrics
---------------------	---

Key content	• Sprint execution: develop, test, review • Usability testing methods • Iteration planning
Suggested activities	• Build and test a prototype or mock-up of the core solution; develop a fully functioning MVP where realistic • Host a user-testing session and collect feedback • Update backlog and plan next iteration

Week 18: Final Capstone Presentations & Reflection

Learning objectives	• Showcase capstone outcomes • Reflect on learning journey and growth • Set future digital leadership goals
Key content	• Presentation best practices • Reflective frameworks (e.g., Gibbs' cycle) • Next steps: continuing digital citizenship
Suggested activities	• Deliver polished presentations to stakeholders • Peer Q&A and feedback • Group celebration and award certificates • Complete a concise individual reflection and explain any AI-supported elements during Q&A

Source and acknowledgement

Curriculum basis: LED Education Consortium (2025), D4.1 Digital Literacy Curriculum, Section 1 - Digital Citizenship Curriculum.

Revision basis: LED Education Consortium (2026), D4.3 Assessment and Adjustment Report, Sections 5.2-5.5. D4.3 retained the existing age-group structures and identified targeted content and delivery refinements for the next implementation cycle.

This project has received funding from the European Education and Culture Executive Agency (EACEA) under Grant Agreement No. 101195727.

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.