



Get to know the team

1. Do an introduction round in the group
2. Take a **selfie of the group** and post the photo in the game.
3. Think together a **motto** for the group! Write the motto in the text field below.

1. Challenges

In your group:

1. Look at the wordcloud and **discuss the challenges** and problems digitalisation causes for adults
2. **Choose one challenge**
3. **Describe** by using an example, how does the challenge manifest itself?

You can either

- draw the challenge by using the flip chart paper provided (upload a photo of the result)
- write text in the text field,
- use video or
- record audio to describe it.

Upload your answer in the game!

2. Change-orientation

As a group, choose two correct claims:

Change-oriented adult education helps people to adapt to the society they live in (not correct)

Change-oriented adult education is often based on observed social problems

All adult education is change-oriented (not correct)

Values should be considered when planning change-oriented education

3. Cases

Get to know the cases in the gallery.

What digitalisation challenges do they respond to?

Connect the case to the right challenge.

- Health media literacy
- Bad news game
- Timeout
- Darknet

options:

- false health claims
- trolling
- lack of constructive dialogue
- illegal internet

Solutions

As a group, think about the **challenge** you chose in the morning.

Based on what you have learned today, present one **change-oriented way** to start solving the chosen challenge using adult education.

You can write text, upload a picture, make a video or record audio.