



COURSE DESCRIPTION

Digital Citizenship, Digital Media Literacy and AI Tools in Education

This course offers a comprehensive program for teachers and educators aimed at adapting to the educational environments and societies of the digital age.

DURATION 5 days · 25 hours	LANGUAGE English (B1+)	GROUP SIZE Max 20 participants
DAILY SCHEDULE 09:30–15:00 Monday to Friday, with a break for lunch	AUDIENCE All school levels No specific prerequisites — open to all teachers and school staff.	CERTIFICATE Attendance + Europass Mobility
COURSE CENTRES Antalya · İstanbul · İzmir · Mersin · Budapest · Bremen · Rome Dates and cities of the scheduled sessions are listed on the course page.		

01 Overview

This course offers a comprehensive program for teachers and educators aimed at adapting to the educational environments and societies of the digital age. Covering digital citizenship, digital media literacy, and the use of AI tools in education, the course is structured within the framework of UNESCO, UN, and EU initiatives on these topics. It provides participants with knowledge on digital safety, ethics, and critical evaluation of media content, while teaching them how to implement AI tools through hands-on activities. Participants will gain the skills necessary to enhance students' digital literacy in schools, raise them as safe and ethical individuals in the digital world, and personalize educational processes using AI tools. This program aims to take significant steps to support digital transformation and innovation in education.

02 Course description

Course Methodology

The course will be conducted through interactive and experiential methods, including collaborative learning, case studies, group work, and hands-on workshops. Icebreaker activities will allow participants to get to know each other and build trust, with an emphasis on group work and practical applications each day. Theoretical information will be presented through brief presentations, followed by practical experiences. Assessment will be based on the projects created and materials developed by participants. Feedback forms will be collected at the end of the course, and participants will receive Europass certificates and participation documents.

Course Objectives

- To equip participants with comprehensive knowledge and skills in digital citizenship, safety, and media literacy.
- To teach the applicability of AI tools in education.

- To provide pedagogical approaches necessary for cultivating students as safe and ethical individuals in the digital world.
- To empower teachers to raise awareness of digital media literacy in schools.
- To create personalized learning pathways through the use of AI in educational processes.

**Please note that course activities and content may vary depending on participants' preferences and the instructor leading the session. Any changes to the course are at the discretion of the instructor. If there is a specific topic you would like to include in the course content, please let us know in advance.*

03 Learning outcomes

- 01 Participants will learn to integrate digital citizenship, media literacy, and AI tools into educational processes.
- 02 Participants will be able to develop strategies that promote ethical behavior in digital environments.
- 03 They will gain in-depth knowledge of how AI tools can be used in education.
- 04 Participants will acquire competencies in analyzing media content, critical thinking, and imparting these skills to students.
- 05 They will be able to apply innovative approaches in education by developing digital tools and AI-supported materials.

04 Daily programme

Day 1

Digital Citizenship & Ethical Use of Technology

- **Icebreaker Activity:** Each participant introduces themselves with one online habit of their own they would be happy for their students to copy, and one they see in their students that worries them.
- **Introduction to Digital Citizenship:** Online rights and responsibilities; opportunities and risks of the digital world within the framework of UNESCO digital literacy studies.
- **Theoretical Input:** Ethical and responsible behavior in digital environments; global perspectives based on UN reports on digital literacy and access.
- **Practical Activity:** Simulations on safe and ethical behavior in digital platforms.
- **Group Work:** Sharing experiences and discussing digital rights and responsibilities in educational contexts.

Day 2

Digital Safety, Privacy & Data Protection

- **Warm-up Activity:** Participants share real-life experiences related to online safety and privacy.
- **Digital Safety & Privacy:** Personal data protection, digital rights, and online safety referencing GDPR and UN digital rights studies.
- **Theoretical Input:** International regulations and their implications for schools and educators.
- **Practical Workshop:** Creating secure passwords, managing privacy settings, and recognizing online threats.
- **Group Work:** Developing school-based strategies to improve students' digital safety awareness.

Day 3

Digital Media Literacy & Information Verification

- **Warm-up Activity:** Group discussion on information reliability in the digital age.
- **Media Literacy Foundations:** Critical evaluation of digital content based on UNESCO media literacy frameworks.
- **Theoretical Input:** Fake news, manipulation, and disinformation; EU Media Literacy Initiative and UN counter-disinformation efforts.
- **Practical Activity:** Case studies distinguishing real vs. fake news and analyzing digital media content.
- **Group Work:** Designing classroom strategies to combat misinformation and foster critical thinking.

Day 4

Digital Content Creation & Introduction to AI in Education

- **Warm-up Activity:** Discussion on digital content use in classrooms.
- **Digital Content Creation:** Educational use of videos, blogs, podcasts, and digital storytelling, aligned with UNESCO recommendations.
- **Practical Workshop:** Hands-on content production using digital tools.
- **Introduction to AI in Education:** Overview of AI tools, opportunities, and ethical considerations, referencing UNESCO's AI in Education reports.
- **Practical Demonstration:** First hands-on experience with AI-supported educational tools.

Day 5

AI Tools for Personalized Learning, Assessment & Evaluation

- **Warm-up Activity:** Sharing experiences and expectations regarding AI in education.
- **AI for Personalized Learning:** Adapting AI tools to different learning styles and needs, based on UNESCO and EU future-of-education studies.
- **Practical Workshop:** Creating AI-supported lesson plans; Assessing student performance using AI tools; Providing personalized feedback
- **Group Work:** Planning AI integration strategies for participants' own institutions.
- **Evaluation & Certification:** Course evaluation, participant feedback, Europass certificates, and participation documents.
- **Closing Activity:** Certificate ceremony and social networking activity.

PLEASE NOTE

Sessions run from 09:30 to 15:00, Monday to Friday, with a break for lunch. Timings can shift a little to suit the venue and the group.

Course activities and content may vary depending on participants' needs and the trainer leading the session; any changes are at the trainer's discretion. If there is a specific topic you would like included, please let us know — content-related requests must reach us at least 3 weeks before the course start date so we can confirm them in time.

05 After the course

- Participants will receive their certificates.
- Participants will provide a general evaluation of the course and complete the event survey.

- Participants will receive course materials, videos, photos, and PDF documents in both digital and print formats.
- Follow-up and Support: After the course, participants will receive all course materials both digitally and in print. Self-evaluation materials will be provided, and depending on the group, an email group may be set up for idea exchange.

06 Why this is Erasmus+ eligible

The Erasmus+ Programme Guide names digital transformation as a horizontal priority, stating that "the Erasmus+ programme plays a key role in supporting citizens of all ages in acquiring the digital skills and competences they need to live, learn, work, exercise their rights, be informed, access online services, communicate, critically consume, create and disseminate digital education content" (Erasmus+ Programme Guide 2026, Part A – Priorities of the Erasmus+ Programme, p. 8).

07 What the course fee covers

INCLUDED IN THE COURSE FEE

- 25 hours of training and course materials
- Certificate of Attendance + Europass support
- On-site local support throughout the week

ARRANGED SEPARATELY BY THE PARTICIPANT

- Travel to the host city — invitation letter on request
- Accommodation — we share recommended options
- Travel & health insurance

ISSUED BY

Erasmus Mobility Academy

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COURSE PAGE

erasmusmobilityacademy.com/courses/digital-citizenship-digital-media-literacy-and-ai-tools-in-education

ABOUT ERASMUS MOBILITY ACADEMY

Erasmus Mobility Academy (OID: E10304561) is an Erasmus+ training provider offering professional development courses for educators, school staff and youth workers across Europe. Our courses are designed for international mobility — open to participants travelling from a country other than the host country — and support schools in building lasting institutional capacity. We provide structured learning, logistical guidance and certification with Europass.