

Learning objectives

- Learn the basics of how the EU intends to adapt to the digital age.
- Try to put the obtained knowledge in practice and link it with their (student) everyday lives and experiences.
- Students will work in groups to strengthen their presentation, teamwork, and communication skills.

Materials needed

- <https://www.youtube.com/watch?v=wU6PQL3IZxs>
- <https://www.youtube.com/watch?v=1477Zlf5nso>
- https://en.wikipedia.org/wiki/Digital_Single_Market (for teachers)
- <https://ec.europa.eu/newsroom/just/items/672450/en> (for teachers)
- Flashcards that are provided in the document.

Structure/activities

- **Display videos** that were provided as a learning resource. **Subtitles in many languages are included** in the videos, which aid in the process of understanding the subject.
- After videos, talk through **the essential components of the Digital Single Market strategy** and explain that there are **3 main pillars: access, environment and economy & society**.
- Split **the class into groups of 3 to 4 people** (depending on the class) and assign flashcards to each group.
- Students must match **the key areas given to those three pillars** (how they perceive the strategy). If students do not understand - explain the terms.
- Following that, **explain how the key areas are split into those three pillars and provide additional information** to help pupils understand the topic.
- Provide **a brief overview of digital citizenship** and then ask each student to tell how they believe they may contribute as a digital citizen.



Background information

- Module 3 - Policies of European Union (provided in EU@School E-learning course).
- https://eur-lex.europa.eu/content/news/digital_market.html
- <https://eufordigital.eu/discover-eu/eu-digital-single-market/>

Assessment

- Engaging flashcard game and discussion with teacher and other peers to extend the obtain knowledge.



DIGITAL POLICY AND DIGITAL CITIZENSHIP



ACCESS

BETTER ACCESS FOR CONSUMERS AND
BUSINESSES TO DIGITAL GOODS AND SERVICES
ACROSS EUROPE

ENVIRONMENT



CREATING THE RIGHT CONDITIONS AND A
LEVEL PLAYING FIELD FOR DIGITAL
NETWORKS AND INNOVATIVE SERVICES TO
FLOURISH



ECONOMY & SOCIETY

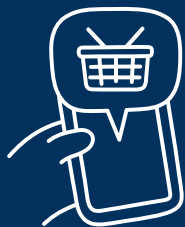
MAXIMISING THE GROWTH POTENTIAL OF THE
DIGITAL ECONOMY



DIGITAL POLICY AND DIGITAL CITIZENSHIP

Access

E-COMMERCE



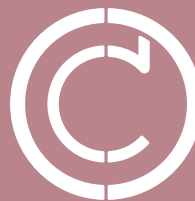
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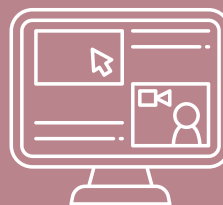
DIGITAL POLICY AND DIGITAL CITIZENSHIP

Environment

TELECOMS
AND MEDIA



ONLINE
PLATFORMS



SECURITY AND
PERSONAL MEDIA



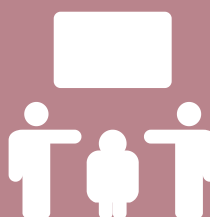
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Economy & Society

DATA ECONOMY



STANDARDS



SKILLS AND
E-GOVERNMENT

