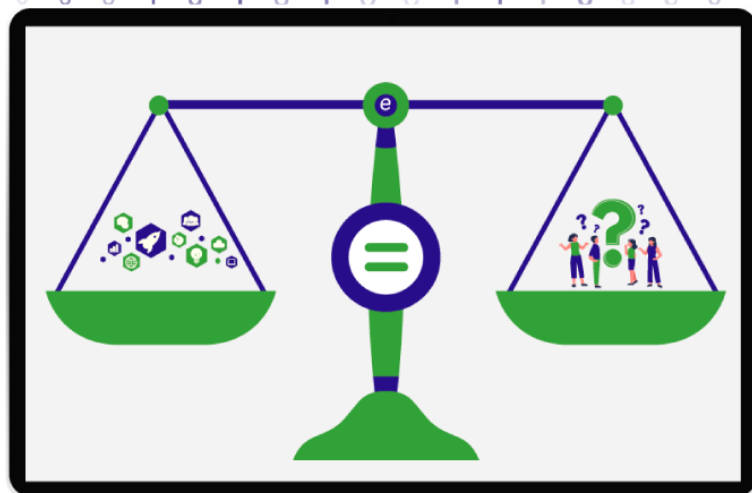




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Activity 3

e-government usage on everyday scenarios





Ecological Thinking!

Think before printing any dissemination material if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, eco friendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.

Let's protect our environment!



Activity 3

Domain	E-literacy
Topic Covered	e-government usage on everyday scenarios
Learning Outcomes and Competences	<ul style="list-style-type: none"> • List a number of everyday scenarios where there is an interaction between the user and the public administration • List a number of everyday scenarios that the user has to face and the corresponding platforms • Reflect on the offline vs online interactions, the advantages and disadvantages
Duration	60 minutes
Method applied	<ul style="list-style-type: none"> • non-formal education • interactive discussion
Required Materials	<ul style="list-style-type: none"> • projector/laptop • whiteboard
Learning Setting and Activity Description	<ol style="list-style-type: none"> 1. (slide 1) The tutor asks participants about the different scenarios that they normally have to deal with in terms of public administration and citizens (as a suggestion, you may recall the topics discussed in lesson 1). So, for example, the tutor picks a topic of lesson 1, and asks participants to make more examples. 2. (slides 2-3) Per each detected scenario, the tutor writes it on the white board, and creates a double column, as pros and cons per each action – e.g. “going to pay a bill to the post office”: pros => meeting people, have immediate feedback, support by the employees; cons=> waste of time, long queues, sometimes the line is blocked/jammed etc. 3. (slides 2-3) Per each detected scenario, the tutor guides the participants to understand the different digital options which guarantee the execution of the same action, and reflects in the same way about the pros and cons. For example, “paying a bill on an e-government app”: pros=> quickness in making the payment, transparency etc.; cons=> need to have together digital identity, credit card, accounts and passwords, avoid phishing attacks etc.
Activity Evaluation/ Reflection	<ul style="list-style-type: none"> • How do you think we can improve everyday situations of e-government? • Would you say there are more pros and cons in the offline or in the digital world?



Supporting materials	presentation: https://drive.google.com/file/d/1B_LFV29mgS6P5kpRF3RQLXhRrnB7OBmm/view?usp=drive_link
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Thank You !