VPN

Vivier de Projets Numériques

Educational sheet

Digital challenges

A project by

Digital technology is used everywhere, every day, in every aspect of our lives. To help you think about the social issues it raises, we've put together a teaching sheet that can be used with the videos created as part of the VPN project. For each video, we've developed an activity/workshop idea. Finally, at the end of the sheet, you'll find questions for organizing a moving debate on the issues raised by each video. These suggestions will enable you to create sequences adapted to the time you have available.

Collaboration and sharing practices

Activity: Surveying, what is digital?

Timing: 1h to 1h30 / materials: printed versions of texts and/or listening devices, individual viewings / number of participants: at least 3 or 4

The aim of this activity is to develop sharing and collaboration between participants. It's a fairly common activity in the field of popular education. It consists in taking a piece of writing (originally a single book, but here it can be adapted to several texts) and each of the participants will read a piece and present it very quickly to the others, following common questions. This activity requires you to select texts beforehand on the aspect of digital technology you want to tackle. You can also choose videos or podcasts if you wish. (the resources on this sheet, for example). Individuals then have 30 to 45 minutes to read their resource, keeping the questions in mind. Then, each person orally presents his or her reading in a limited amount of time (3 to 5 minutes). In large groups, an additional pooling stage can be carried out by bringing people together in small intermediate groups, who then have an initial discussion and prepare to present their reading together. In this case, add a further 15 minutes to the timing.
The questions given before the reading are: What emotion does the reading provoke? A memory, an experience, an idea related to the reading? What is the main idea retained from the reading? These questions are deliberately based on the person's own feelings, to make them more personal and easier to understand for others who haven't read the resource.

Eco-friendly digital technologies

Activity : And now what?

Timing :1h / material : paper board, post it and felt pens / number of participants : 9 to 20
The aim of this activity is to get people thinking about concrete actions they can take using collective intelligence. It therefore requires a certain number of participants, at least 3 per group.
Each group is assigned a place of action (association premises, coworking space, classroom, home, office...), the idea being that these places are adapted to the participants' daily lives. Each group is given a page with a location and is asked to write on the page at

least one action to be implemented in the short term, one in the medium term and one in the long term to make the practices within these locations more ecological.

After 15 minutes, the participants stand up and each group fills in the form for a new location. This action is repeated 3 or 4 times, ideally with each group having completed all the sites. The results are then presented together. End the activity by asking participants to come up with an action they'd like to see implemented in the places they frequent.

Digital for all

Activity: check your privileges

Timing: flexible / material: paper or token / no. of participants: no constraints

The aim of this activity is to enable participants to confront the discrimination faced by women, lgbtqi+, disadvantaged and racialized people on the Internet and more generally in the context of digital development. The principle is to give each person as many tokens as questions. These tokens can be tokens, pieces of paper, post-it notes... the idea is that you can hold them easily in one hand to realize the privileges you have. The rules are quite simple: if you're concerned by a given statement, you set aside/throw away a token. The idea is to realize how much privilege you do or don't have, and to see what is often invisible as discrimination. Please note that this is not a competition, but a personal self-awareness exercise, so it's advisable to remember that answers are personal and not intended for comparison. The number of questions can be adapted to the time available.
Questions:
- I have video game characters who physically resemble me
- I know famous people in digital and/or technology who are the same gender as me
- I've never been put down and insulted on the internet based on my supposed gender
- I own my own computer equipment that I don't share with anyone on a daily basis
- I know where to find quality information (sourced, reliable...) on the internet
- There's no debate about whether or not I exist on the internet
- I'm not afraid of being harassed when I post something on the Internet
- I've never been attacked about my looks, sexual orientation, gender or religion on the internet
- I can access the Internet at home and/or in the places I frequent most often
- I've never been told that digital technology (jobs, video games, tools, etc.) wasn't for me because of my gender.

Digital accessibility

Activity: test of a voice reader + keyboard navigation + game of finding images from descriptions.

The aim of this activity is to confront people with the difficulties that people with disabilities may encounter. To do this, we're proposing keyboard navigation, which is common practice

for people who can't use a mouse. This first navigation should already show you a few difficulties.

Then, once you've experienced the principle of keyboard navigation, you can take it to the next level by using NVDA, a voice screen reader that provides a navigation experience similar to that of a person with visual impairments.

Finally, one thing that's easy to improve on in our daily lives is the use of image descriptions. To help people understand the principle, you can suggest that participants choose images that are very close to each other and ask them to describe the images in groups, then mix the descriptions with the images and ask participants to put the pairs back together.

[Don't be afraid of... Web accessibility - une chaine YouTube](#) a YouTube channel of accessibility resources in English

Personal data protection

Activity: What is personal data?

The aim of this workshop is to help participants discover what personal data is, and to raise their awareness of the data they handle every day.

The first step is a brainstorming session where everyone comes up with their own ideas for personal data. You can then classify the data according to Fanny Georges' three types of digital identity: Declared data (what I put on the Internet myself: my age, my address, my passions, etc.).) Acting data (what I leave as information with my actions: I like a page, I add a contact...) and Calculated data (the inferences made by algorithms on the basis of the previous data: the number of likes I get by posting something, the average time I comment on videos on Youtube...). To go further, ask participants to think collectively about the information they would like to share with whom and in what contexts: everyone / all my contacts / my close contacts / nobody.

Moving debate – digital challenges :

Moving debate is a debate method widely used in popular education. It consists in getting participants to position themselves in the room according to their opinion on certain statements. To set it up, simply divide the room in two and designate one side for those who agree and the other for those who disagree.

You'll then need to establish a few rules (to be adjusted according to your audience): No one in the "river of doubt", i.e. the center of the room between the two poles, no personification of debates, anyone can change pole at any time, the debate must be shared (if one person has already spoken, they must wait until the others have spoken before taking it up again). You can remove or add rules, of course. Once everyone is in position, it's up to you to lead the discussion, giving the floor to one of the members of each group in turn, cutting people off if necessary and ensuring that the time limit for each affirmation is respected.

Here are a few statements to lead this activity:
- Digital technology breaks the social link

- We can use anything on the Internet
- Digital technology can improve our ecological practices
- Cleaning up your mailbox and not sending attachments by e-mail reduce our ecological footprint
- Social networking algorithms are neutral
- Digital is more a man's thing than a woman's thing
- Digital technology improves the lives of people with disabilities
- Digital accessibility is already in place
- If you have nothing to hide, you don't need to worry about your digital data
- The GDPR protects people from misuse of their data