IDOL.

Toolkit: A Guide on the use of digital applications in a digital service-learning context

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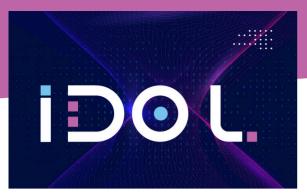
Learn more on our website here!

Following the publication on the IDOL project website of The Practical Guide to Intergenerational Digital Service-Learning in a Digital Higher Education Scenario, the Toolkit: Guide on the use of digital applications in a digital service-learning context has been designed and published.

IDOL (Intergenerational Digital Service-Learning) is a two-year project coordinated by the Johannes Gutenberg University Mainz.

The project started on 1st February 2022 and aims to develop an innovative approach to implement tandem teaching in intergenerational digital learning through engagement established under the formula of the service-learning tool.

IDOL offers a solution to manage this learning situation and rejuvenate the civic service mission of universities through intergenerational digital service-learning. To this end, IDOL has been carefully designed to meet the needs of the faculty and staff of these institutions.

The overall aim of IDOL is to design and develop a new pedagogical approach that will enable university faculty to implement intergenerational digital service-learning through innovative forms of collaboration, enhanced digital competences and a better understanding of the role of service-learning.

In this Newsletter, you can find out more about the second results of the IDOL project.

INTERGENERATIONAL DIGITAL SERVICE LEARNING

Toolkit: Guidance on the use of digital applications in a digital service-learning context

Promoting the use of digital service-learning and its benefits by applying knowledge to real-life problems, reinforcing civic engagement among studens and providing practical guidance to learners in Higher Educa tion Institutions (HEIs).

The Guide on the use of digital applications in a digital service-learning context is the second output of the Erasmus+ IDOL project. It is a research-based resource that provides practical guidance and applications for HEI educators who wish to incorporate digital service-learning activities into their teaching, focusing on increasing their confidence through the use of digital applications. It is a multilingual guide, as many applications can be found in different languages, which facilitates the implementation of digital service-learning techniques in all EU countries. This *Toolkit* includes a total of 21 digital applications for teachers to design and implement a learning programme in less than 30 minutes in four steps:

1. Description
2. Instructions for teachers on service-learning
3. A video tutorial on the application
4. Skills to be acquired with the use of the tool

The applications are divided into the five phases of Service-Learning explained in the guide (Starting Phase; Community Needs Phase; Service-Learning Phase; Orientation Phase and Reflection Phase) taking into account that they may vary in phases depending on the needs of the participants. The applications presented in this guide have been chosen on the basis of user-friendliness and innovative and free software. In addition, the competences described in each of the apps are related to the Digital Competence Framework for Educators (DigCompEdu). This is a scientifically sound framework that describes what it means for teachers to be digitally competent and provides a general reference framework to support the development of specific digital competences for teachers in Europe.

You can find the guide here

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