



OneDigital

DELIVERING SUSTAINABLE DIGITAL SKILLS SUPPORT

TUESDAY 27TH FEBRUARY 2018



The logo for OneDigital, featuring a green circle containing three curved lines in blue, purple, and pink.

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A volunteer Digital Champion's Experience

Tim McSweeney

Digital Champion and Adult Employability Skills Tutor

Volunteer Digital Champion - Tim's First Day



Volunteer Digital Champion – The Rewards

Breaking down the barriers – that light-bulb moment when a learner realises how useful computer skills can be (“Train my puppy” via Google)

Helping learners to search and apply for jobs and be invited to interview
(Apply via Indeed and called 2 days later)!!

Receiving thanks and positive feedback from numerous learners
(cards, chocolates and eBay sales)

Connecting friends and family via Facebook and Skype
(connecting a 71 year-old to his brother in Australia)

The excellent training and support enabled me to consider and ultimately pursue a career change as a tutor / trainer
(DU ... WAD Go –Train MHFA 350+ learners ... so far!!)

Tim's Digital Champion experience

- Lessons learned

- **Patience is a pre-requisite everyone learns at a different pace.**
- **Motivate your learners – show how offline interests can be found online.**
- **Agree objectives for learning – maintain a learning log to review progress.**
- **Provide follow-up reference resources e.g. Learnmyway.com, YouTube, etc**
- **It's about “Improving their life and employment opportunities” not just work!**
- **Be positive – stress anyone can learn at any age, face your fears Nick Vujicic “No arms, no legs No worries”!!**
- **Helping others can be rewarding. Remember - it's a pleasure and privilege!**

Any questions?

Tim McSweeney

Digital Champion & Adult Employability Skills tutor

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Thank you



Being online and social inclusion

Douglas White



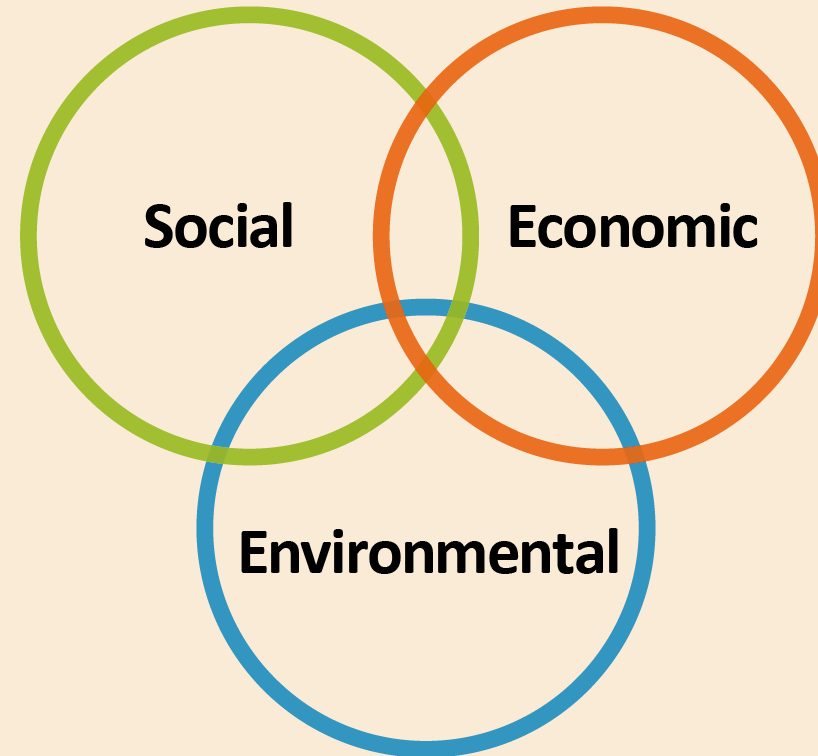
100 years focus on “Wellbeing”

“ Since its creation by Andrew Carnegie in 1913, the Trust has worked with many partners in the UK and Ireland to help build our modern society – promoting policy change, creating new organisations, and supporting innovative practice. The 21st century brings new technological, cultural, economic and social changes, but the underlying purpose of the Trust – to promote the wellbeing of the people of the UK and Ireland – continues to underpin all our work. ”

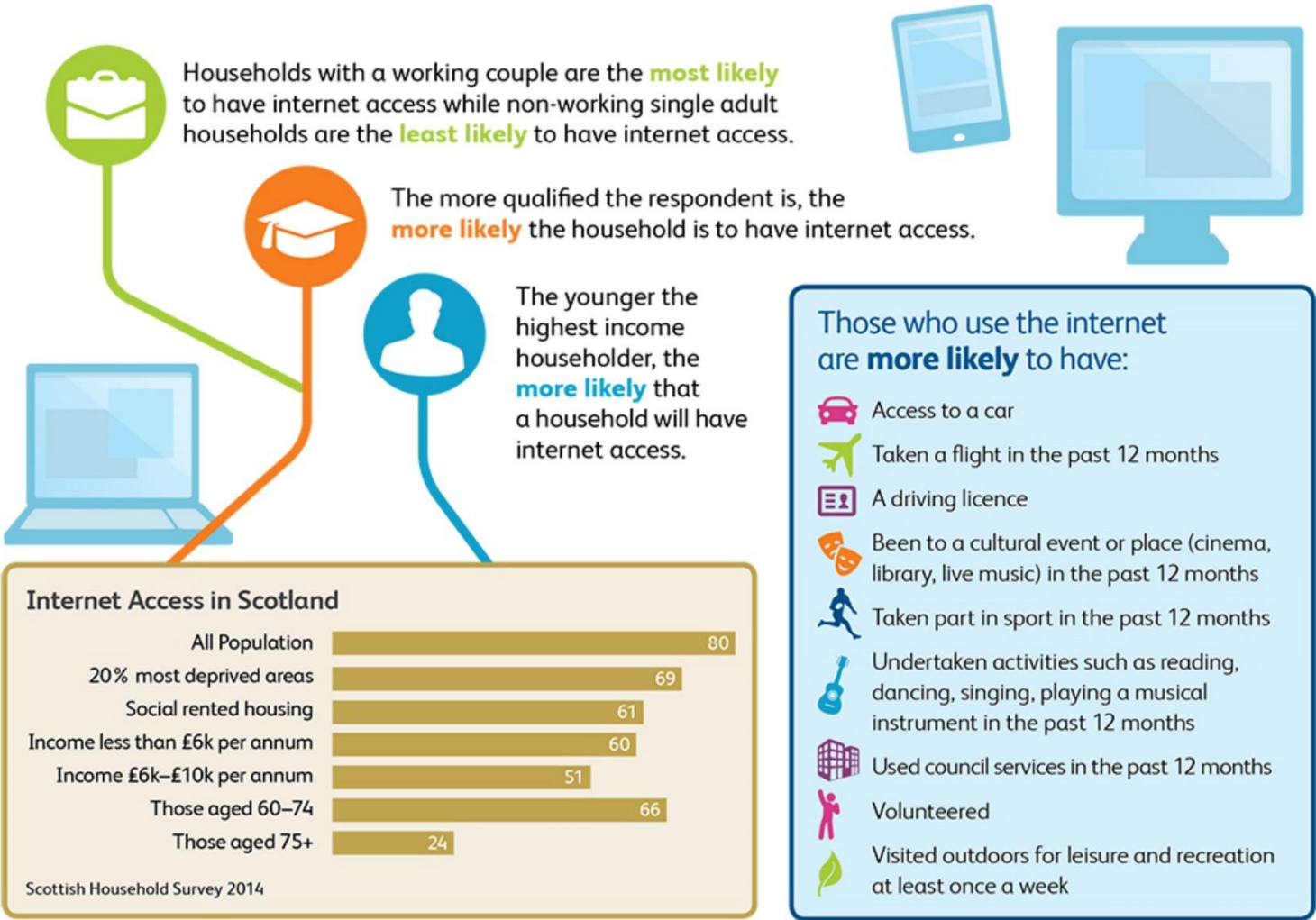
Digital inclusion and wellbeing outcomes

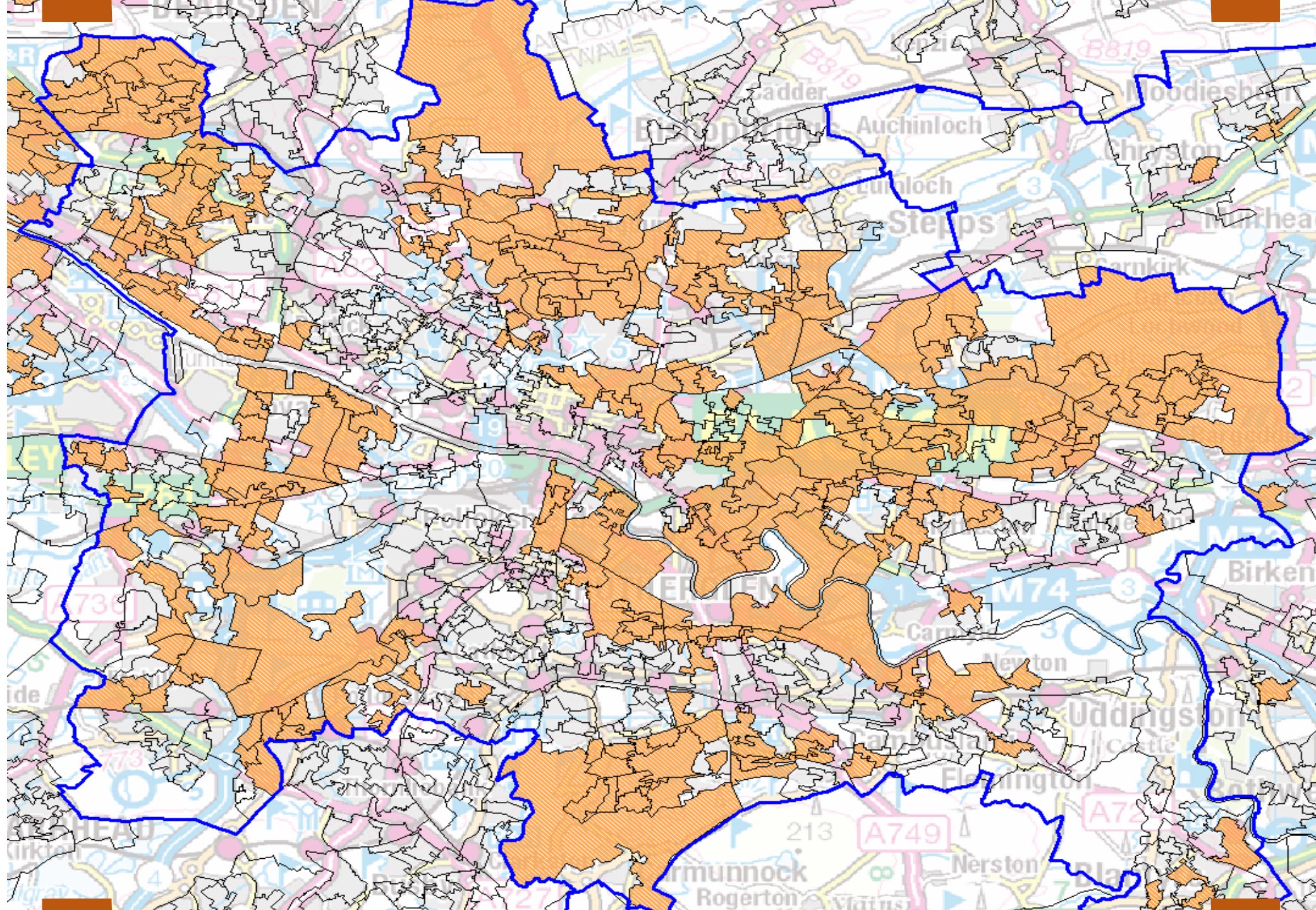
- ▶ Healthy lifestyles
- ▶ Employment
- ▶ Education
- ▶ Saving money
- ▶ Access to services
- ▶ Social connections
- ▶ Civic engagement
- ▶ Culture
- ▶ Creativity

Digital participation

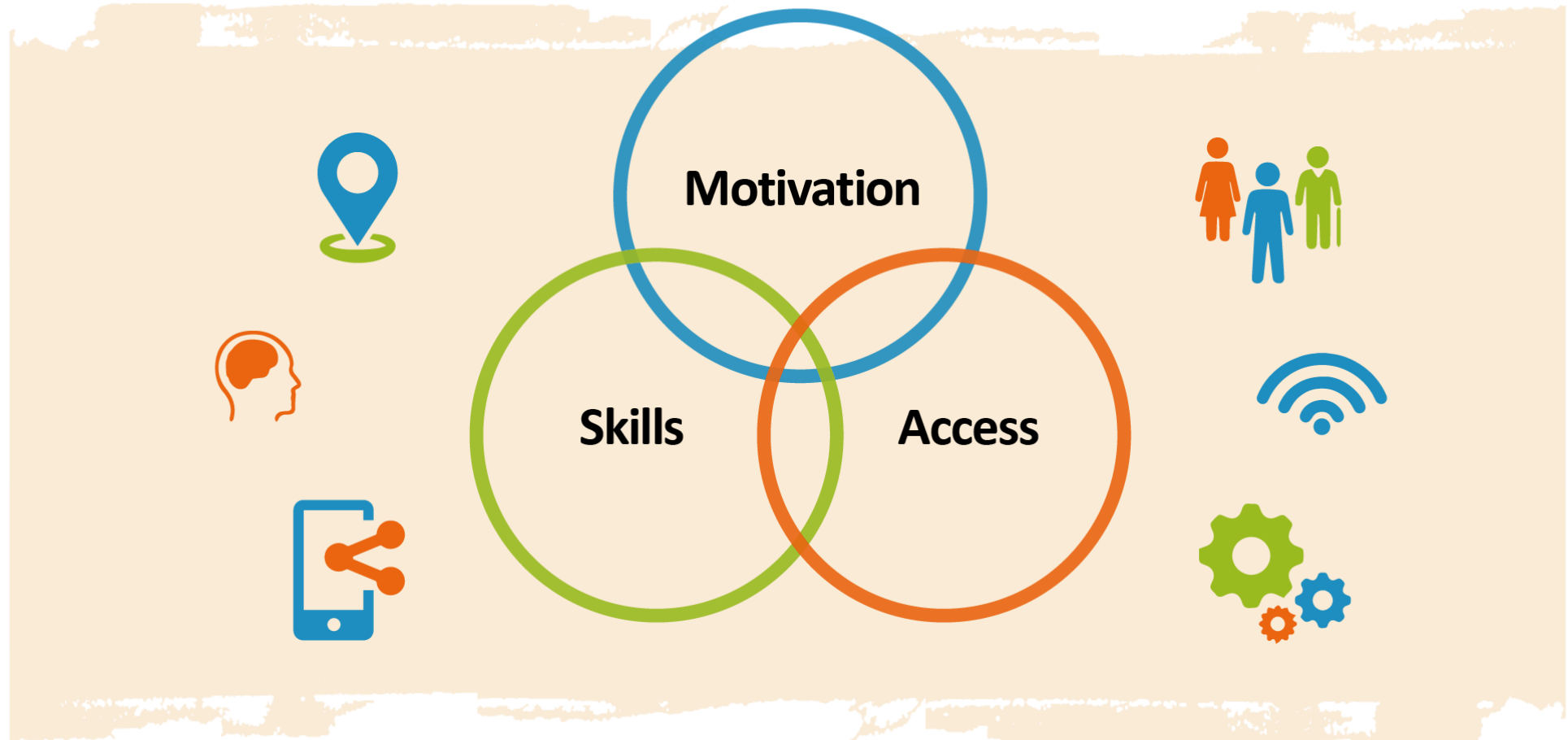


Digital inclusion and social justice





The 3 big challenges



How can the challenges be overcome – what supports participation



What it means to be digitally included is continually changing



Nearly $\frac{1}{2}$ of people never turn off phone **location data**



Between $\frac{1}{4}$ and $\frac{1}{3}$ of people don't use a **passcode** on their phone



Younger people are **more likely** to share photos online and have public social media profiles

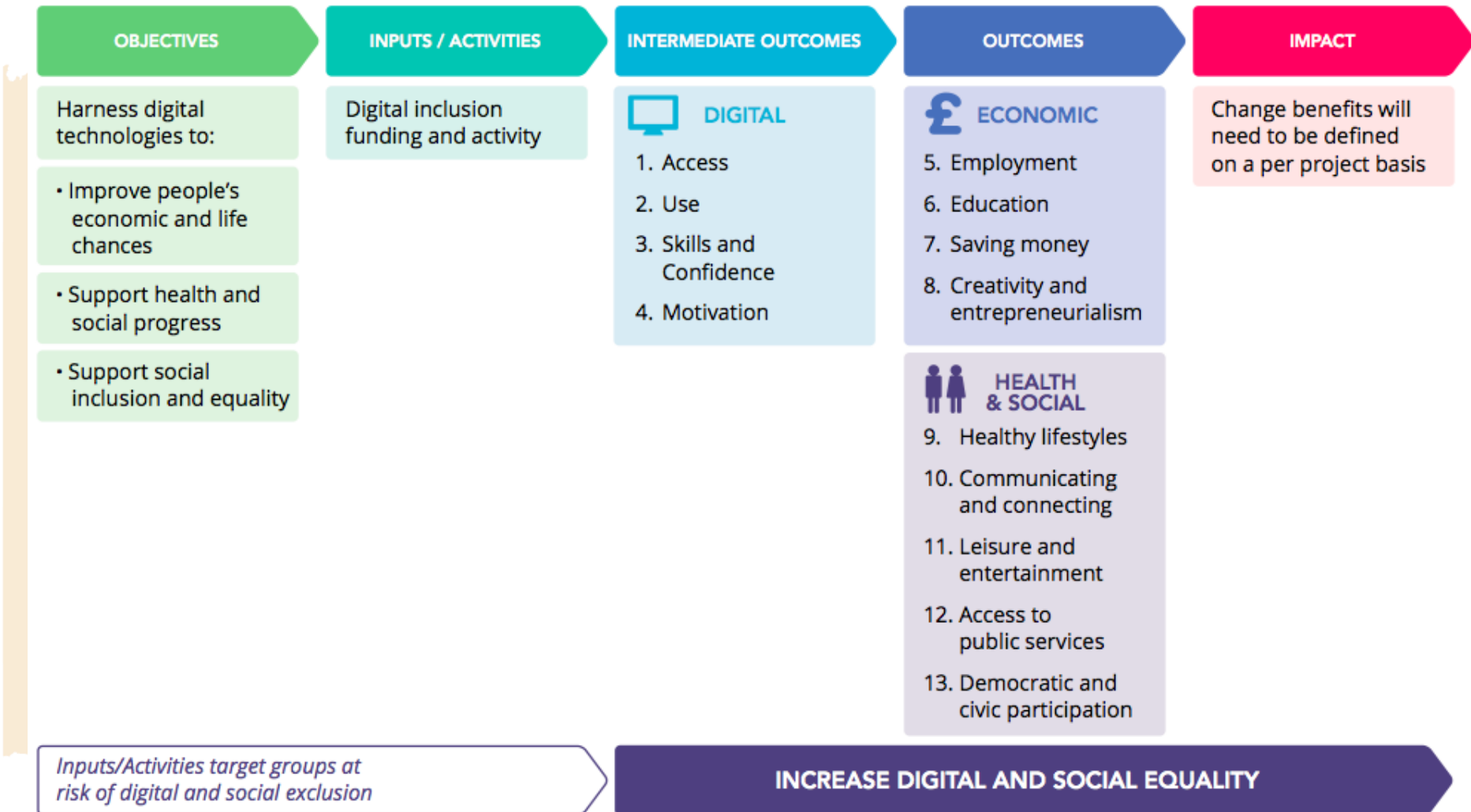


Older people are **less likely** to verify information, use a password or turn off location data

We need a mega-community to build digital skills & inclusion



Measuring digital inclusion



Thank you



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The logo for OneDigital features a green circle containing three curved lines in blue, dark blue, and pink. The text "OneDigital" is written in a green, sans-serif font, with the "O" being significantly larger than the other letters.

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Kate Gallant, Learning Facilitator

**based at Scottish Council for Voluntary
Organisations in Edinburgh**



What is a Community of Practice?

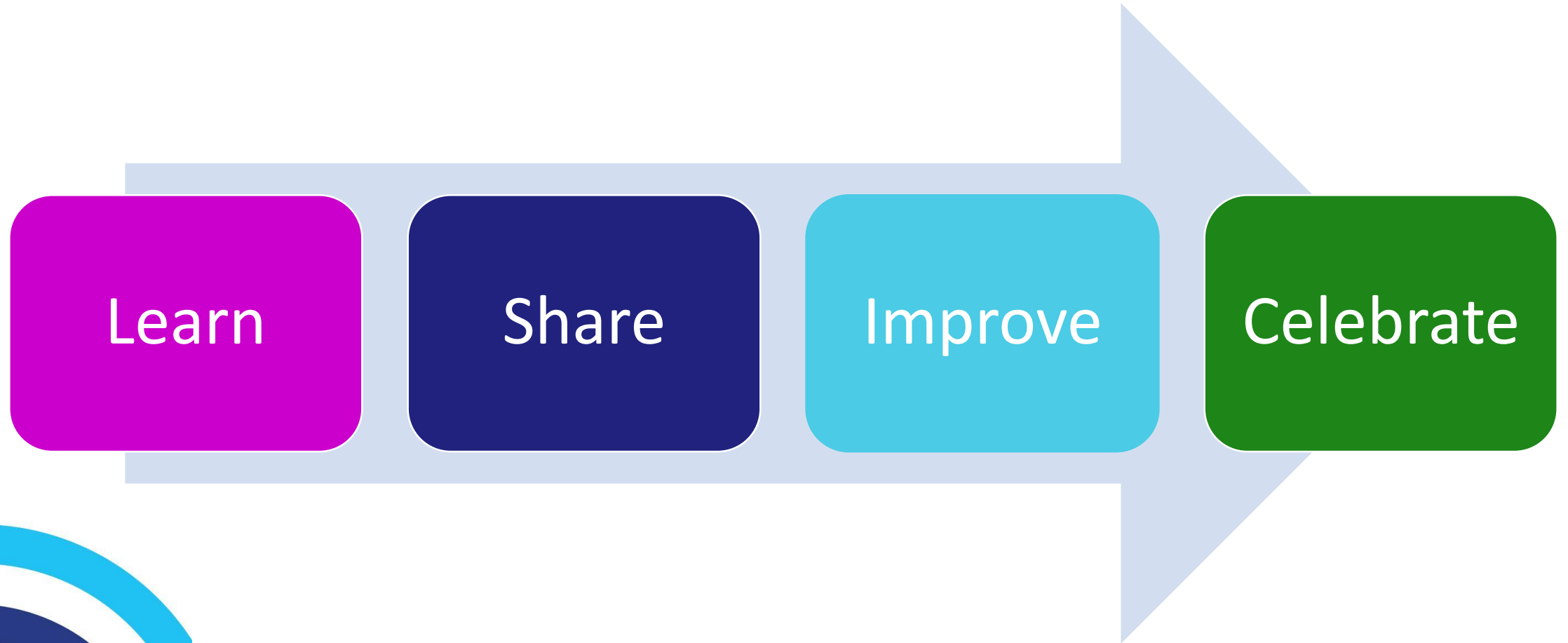
Wenger-Trayner, 2015

Place of collective learning
Group of people with passion

- **Space** – commitment & competence
- Shared **Community** of activity
- Focus on **Practice**



Why a Community of Practice?



Learn

Share

Improve

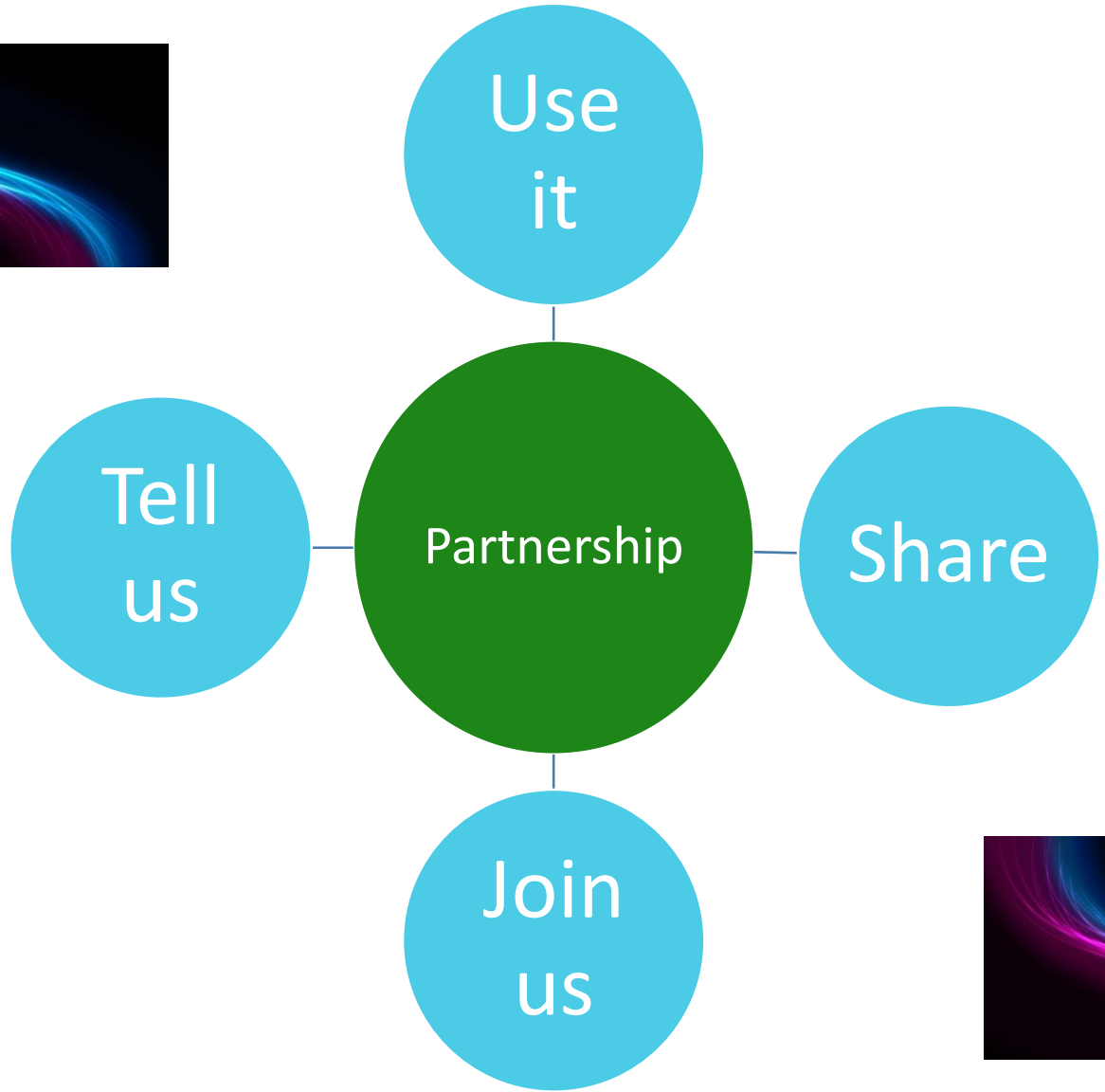
Celebrate



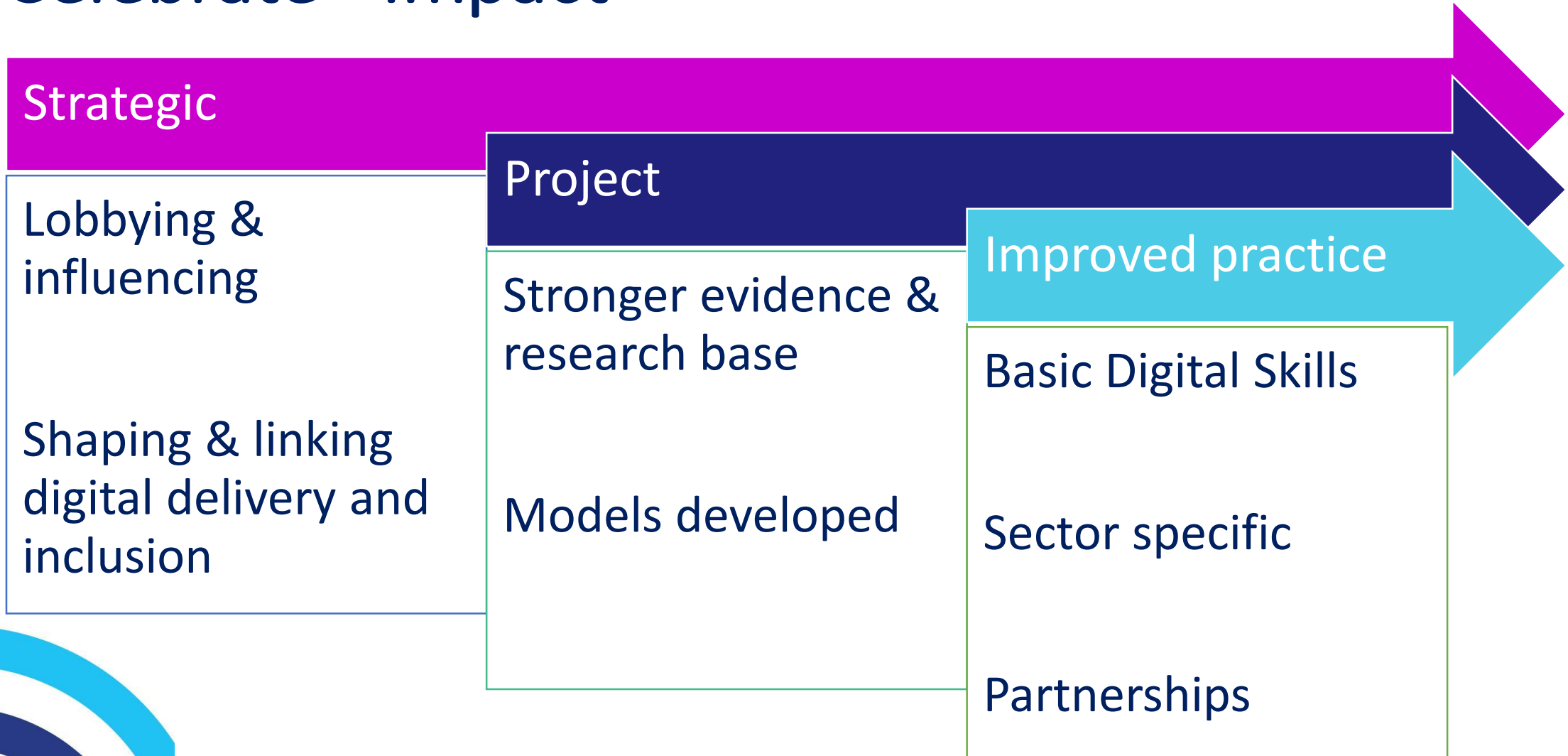
How will it work?



The practice of a community is dynamic and involves learning on the part of everyone



Celebrate - Impact





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Citizens Online
DIGITAL INCLUSION EXPERTS



DU
Digital Unite





Department for
Digital, Culture
Media & Sport

#UKDIGITALSTRATEGY

The Digital Skills Partnership

Simon Leeming, Head of the Digital Skills Partnership

 @Simon_Leeming1

Email: simon.leeming@culture.gov.uk

Blog: digitalskillspartnership.blog.gov.uk

What is the Digital Skills Partnership?

- Public, private and charity sector organisations working together to tackle the digital divide
- Promoting, sharing and scaling best practice
- Building on the four million digital skills training pledges announced in the 2017 Digital Strategy



Digital skills categories

Strategic digital leadership

Understanding and leading digital skills development

Basic

Digital skills everyone needs to participate in the digital economy

General

Digital skills required for all job roles across the economy

Advanced

Digital skills required for specialist digital roles



Digital Skills Challenges & Opportunities

- Local variation:
 - Work locally to support best practice to scale
 - Target digital skills provisions to identified need, supporting local economies and communities
- Fragmented digital skills landscape:
 - Difficult for providers to identify gaps in the market and avoid duplication
 - Difficult for learners to identify programmes best suited for achieving certain outcomes

National Coherence

How can we create a more coherent framework so that:

- People and organisations can better identify and access good quality digital skills training opportunities (basic/general/specialist)?
- Providers can more easily collaborate to upscale and innovate and identify gaps rather than duplicating their efforts?
- Predictions can be made of what digital skills will be needed in new or emerging labour markets so that we can proactively train people to fill future roles?

Local DSPs

Supporting local partnerships to:

- Gather useful data
- Match training to local needs
- Deliver training
- Evaluate impact
- Share tools, data and best practice

Digital Enterprise

Supporting SMEs and charities by:

- Increasing motivation among organisations that would benefit from being more digitally mature
- Increasing the digital capabilities that will enable organisations to save time and increase revenue

Computing in Schools

- Supporting teachers to deliver the computing curriculum
- Engaging industry partners in inspiring young people to take up STEM subjects

Digital Skills Partnership governance

Digital Skills Partnership Board

Co-chairs: Margot James (Minister for Digital and the Creative Industries) Phil Smith (Chair of Tech Partnership)

Digital Skills and Inclusion

Research Working Group

Academics and experts from industry, public and charity sectors

National Coherence

Delivery Group

Local Digital Skills

Partnership

Delivery Group

Digital

Enterprise

Delivery Group

Computing in

Schools

Delivery Group

Local Digital Skills Partnerships



Department for
Digital, Culture
Media & Sport

#UKDIGITALSTRATEGY

The Digital Skills Partnership

Simon Leeming, Head of the Digital Skills Partnership

 @Simon_Leeming1

Email: simon.leeming@culture.gov.uk

Blog: digitalskillspartnership.blog.gov.uk

Meet the panel:

Chair: **John Fisher** – One Digital Programme Board and Chief Executive, Citizens Online

Douglas White – Head of Advocacy, Carnegie UK

Sally Dyson – Head of Digital Participation, Scottish Council for Voluntary Organisations

John Knights – Senior Portfolio Manager, Big Lottery

Kathy Valdes – Programme Manager, Digital Unite

Simon Leeming – Head of Digital Skills Partnership, Department for Digital, Culture, Media and Sport



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