



Teacher Resource

ICT Literacy Skills

Focus Questions

Discuss the BTN High story as a class and record the main points of discussion. Students will then respond to the following:

1. What does ICT stand for? How is it different from digital literacy (hint: one is the technology itself, the other is your ability to use it critically)?
2. What specific skills make someone digitally literate?
3. What do you think is contributing to a decrease in digital literacy skills among young people?
4. In what ways do you think AI is helping digital literacy? In what ways is it hindering it?
5. When it comes to navigating the digital world, in what ways do you think young people may be better than older generations?
6. What consequences could a drop in ICT have on young people and society in general?
7. What do you think could be done to improve digital literacy?

Activities

- In the video resource, one person said, “The technology is changing so fast, it’s hard to keep up.” Do you agree or disagree with this comment? Write 750-word opinion piece for a youth-focused media outlet, using real-world examples.
- In groups of 3, choose 5 essential digital skills to test (e.g., *Using advanced Google search operators, Identifying a phishing email, Spotting an AI-altered photo*). Create a 5-to-10 question diagnostic quiz using **Google**

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KEY LEARNING

Students will explore issues around digital literacy, and discuss why there’s been a decrease in ICT skills.

CURRICULUM

[Digital Technologies, Years 5 and 6 \(v9.0\)](#)

[Digital Technologies, Years 9 and 10 \(v9.0\)](#)

[Digital Literacy](#)

Examples:

[Digital Technologies – Years 9 and 10 \(9.0\) - 1](#)

[Digital Technologies – Years 9 and 10 \(v9.0\) - 2](#)

Forms or Microsoft Forms. Ensure questions have objective right/wrong answers. Have classmates do the quiz. Export the results to a spreadsheet. Clean the data to find the percentage of correct answers per skill category. Build a column or bar graph highlighting the class's biggest digital strengths and weaknesses.

- Design a campaign, an app feature, or a school initiative called "**Fixing the Lag**" aimed at boosting digital literacy for Year 7s. Groups get exactly **3 minutes** to pitch their concept to the class using only 3 visual slides. They must pitch a solution to one specific issue, such as:
 - *How to stop scrolling and start studying effectively*
 - *How to verify if a breaking news video on TikTok is fake*
 - *How to master advanced research without relying solely on AI summaries*