

Project “ADULATION- Adult Education for Social Change”

2020-1-CY01-KA204-065947

# “ADULATION Training toolkit to enhance citizenship of adult and senior learners”

Intellectual Output 3

TOPIC 2: THE RIGHT OF THE EU CITIZENS TO DATA PROTECTION AND ONLINE  
PRIVACY

EDUCATIONAL ANIMATION

TOOL 4

## OVERVIEW OF METHOD – Educational Animation (Video)

The term “Educational Animation” indicates animated images used to teach and instruct. Information can be conveyed in the form of traditional cartoons, animated graphs and line charts to help show relationships between concepts. The method has limitless potential when it comes to creativity and originality.

Benefits of Animation for Adult Learners:

Brain power is reserved for understanding – as concepts are explained through moving parts, the viewer doesn’t have to mentally visualize words like with traditional teaching methods

The learner can fully concentrate on understanding the concept

Varied content improves retention – studies have shown that animation helps learners retain information more easily

It inspires conversation, as it can be used for post-viewing discussions.

## METHODOLOGY

Animation refers to a simulated motion picture depicting the movement of drawn or simulated objects able to visually represent conceptual changes, processes and dynamics. Its use in education is gaining status and momentum day by day, to the point where most educational designs and instructional courses are incomplete without it. In addition, the use of animation is not just limited to the young audience to attract them with bright visuals, shapes, and colours, but it is also used as a learning tool just as widespread on a higher studies level with highly competent and skilled teachers and instructors.

The use of animations has been strongly encouraged as an innovative, constructivist and students-centred alternative to the traditional learning approaches. Studies from many countries have demonstrated the positive effects of using different and innovative methodologies and visualisation technologies on students’ understanding of concepts from various fields.

### What are the benefits of educational animation videos?

- Animation makes learning more accessible – visual aids help understand abstract and invisible processes, as they illustrate phenomena or concepts that might be difficult to visualise
- Animation is clear - the visual illustrations make it possible to prevent the formation of students’ misconceptions and to guide them to the new knowledge
- Animation is engaging – listening to a lecture with visual aid keeps learners engaged. In fact, 90% of the information absorbed by the brain is visual

- Animation increases motivation - studies have pointed out that using animation during lessons affects learning motivation and increases the desire to learn
- Animation is flexible – compared to plain old textual material, animation covers visuals, audio and motion spheres, offering a uniquely flexible approach to learning. The learning materials can be adapted for many categories of learners.

## **Benefits to learning**

Animation can help students and learners of all ages immensely since the standard 2D animation videos rely more on visual and audio teaching methods than textual phrases. This saves them plenty of time, effort, and mental strain.

In the case of low-performing youth, research reported that the use of animation for learning tackles distraction, which is more likely to take over when the tasks are tedious or extremely difficult. The inclusion of captions adds additional visual stimuli that may help hold a person's attention to the content at hand.

## **Tool 4 – The basics of cyber security**

### ***Aim & Objectives***

- To introduce the concept of online security and related risks to avoid while navigating
- To gain insights into preventing fraud, identity theft and cyber confidentiality attacks
- To implement successful actions to avoid breaches in the digital environment

### ***Time***

45 minutes

### ***Materials Needed***

Electronic devices (PC, tablet, smartphone) and Internet connection to support the animation and related learning activities (online quizzes, multiple-choice, questionnaires, etc.).

### ***Methodology and Techniques***

The mix of animation-based and experiential learning will facilitate adult/senior learners to comprehend the topic better and stimulate their participation in the communities, both face-to-face and online.

The techniques used by the facilitator/ trainer/ mentor will be focused on providing basic notions and information about cyber security or the practice of protecting systems, networks, and programs from digital attacks.

### ***Preparation***

1. Prior Learning: How much do you already know about this topic?

Learn more about cyber attacks by browsing these websites:

- EU cyber security policies:

<https://digital-strategy.ec.europa.eu/en/policies/cybersecurity-policies>

- ENISA – the EU cyber security agency: <https://www.enisa.europa.eu/>
- The EU cyber security act:

<https://digital-strategy.ec.europa.eu/en/policies/cybersecurity-act>

2. Illustrate the key concepts of cyber security, related risks, and good practices to protect personal data.
3. Make the participants interact with the content through individual (simulations, research, case studies and other problem-solving activities) and collaborative activities (discussions, cooperative games). Use the web-based learning tools.
4. Prepare self-assessment activities: quizzes, multiple choice, fill in the blanks and the like.

### ***Instructions & schedule of the session***

1. Ask the participants if they have an antivirus installed on their pc, have ever received phishing emails, or have ever been under cyber attack. Sharing experiences is key to starting a deeper connection with the topic. Furthermore, cyber security is a central issue for everyone, and the EU put in place different strategies to tackle this problem.
2. Illustrate and explain the types of digital threats they may encounter, how to eliminate them, and which are the best practices (dos and dont's) when navigating the internet. You can also use the education animation prepared for Adulation.
3. Ask participants to carry out the exercise or activity foreseen. This activity can be alternated during this session depending on the part of the video the facilitator is explaining.
4. Carry out a short debriefing session and ask participants to take the self-assessment quiz.

## ***Debriefing***

To debrief, ask the following questions:

- What does cyber security mean and what are the cyber security habits we should develop?
- How many types of digital threats are there online? Can you list the most famous/common ones?
- Your email account is under cyberattack. How can you detect it? What are the main actions to implement? Who should you turn to?

## ***Expected Outcomes***

### ***Knowledge***

- List the digital threats you can find online
- Sequence the steps to follow when undergoing a cyber attack/ after one
- Describe the leading cyber security measures to implement every day

### ***Skills***

- Explain what cyber security is and its main threats in our everyday life
- Identify the main procedures of data protection (strong password, avoid pop-ups, antivirus, spot fake emails/forms)
- Evaluate the level of risks/damage a cyber attack can have and act accordingly

### ***Attitudes***

- Differentiate the main digital threats in terms of type, dangerousness, and solutions.
- Practice smart cyber security habits.
- Be responsible for the personal data you upload online and manage to protect them effectively, even when attacked

## ***Tips for Facilitators/ Trainers/ Mentors***

- Integrate Their Experience.
- Let Them Explore On Their Own.
- Always Open for Feedback.

## ***Further Reading***

*Cyber First Aid.* (n.d.). Retrieved August 2, 2022, from EUROPEAN CYBER SECURITY MONTH:  
<https://cybersecuritymonth.eu/cyber-first-aid>

*Cybersecurity: how the EU tackles cyber threats.* (n.d.). Retrieved August 2, 2022, from European Council - Council of the European Union: <https://www.consilium.europa.eu/en/policies/cybersecurity/>

*Data Protection.* (n.d.). Retrieved August 2, 2022, from EUROPEAN UNION AGENCY FOR CYBERSECURITY:  
<https://www.enisa.europa.eu/about-enisa/data-protection>

*ENISA Mandate and Regulatory Framework.* (n.d.). Retrieved August 2, 2022, from EUROPEAN UNION AGENCY FOR CYBERSECURITY: <https://www.enisa.europa.eu/about-enisa/regulatory-framework>

*European Cybercrime Centre - EC3: Combating crime in a digital age.* (2022, March 1). Retrieved August 2, 2022, from EUROPOL: <https://www.europol.europa.eu/about-europol/european-cybercrime-centre-ec3>

*Shaping Europe's digital future: The Cybersecurity Strategy.* (n.d.). Retrieved August 2, 2022, from European Commission: <https://digital-strategy.ec.europa.eu/en/policies/cybersecurity-strategy>

*The EU's fight against organised crime.* (n.d.). Retrieved August 2, 2022, from European Council - Council of the European Union: <https://www.consilium.europa.eu/en/policies/eu-fight-against-crime/>