

Setting up criteria for the
selection of digital resources:

Learners and Context

Leonie Mühlbauer – Helliwood media & education



Learners and context

When selecting existing digital resources for educational purposes, educators should first consider the context in which these resources will be used and by whom.

Depending on who their learners are as well as where and how these resources will be used has a significant impact on how useful they will be to achieve educational goals.



Age

Not all digital resources are appropriate for every age group, both in terms of their content as well as their technical complexity.

Educational videos that are available online, for instance, will usually be aimed at children or adults. Resources provided by news outlets tend to be more appropriate for adults, unless there is a specifically child-friendly version.



Educational level

Certain digital resources will also be more or less suitable depending on how advanced learners are in a specific subject area.

Recording their own podcast episode in a foreign language could be an engaging activity for advanced language learners but could be too demanding for beginners. An online multiple choice test may make more sense for beginners whereas more complex digital assessments tools are more appropriate for experienced learners.

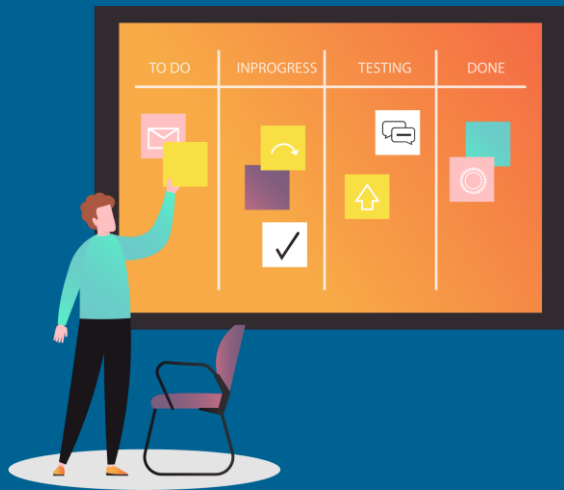


Intended Learning Outcome

Educators should aim to use digital resources that support their intended learning outcome rather than fitting the latter around a digital resource they want to use.

Trying to retroactively fit a digital resource into a lesson plan purely for the sake of including “something” digital can have averse effects on the coherency and accessibility of a lesson. Instead, digital resources should be selected based on how well they support a defined intended learning outcome.





Learners & Context: Questions to ask

- Is this type of digital resource appropriate for my learners' age group?
- Is this type of digital resource appropriate for my learners' educational level?
- Is this type of digital resource appropriate for my intended learning outcome?

The project „Agile2Learn was co-financed with the support of the Erasmus+ Programme of the European Union under the Grant No.: 2021-1-CZ01-KA220-VET-000025558

[Agile2learn.eu](https://agile2learn.eu)