



## 21. MOTIVATION

How to tackle negative attitudes towards digital tools

### CONTEXT

The general context is the use of digital tools in adult education. Digital tools are now widely used in every field of working and social life. The elderly, who have difficulty adjusting to the rapid change in communication systems, often react with negative attitudes to these changes. What strategies could be suitable for overcoming resistance and prejudice?

### THEORETICAL BASIS

Knowledge-sharing culture adopted in classrooms can contribute towards overcoming the negative attitudes of teachers and learners towards using digital tools. For instance, if some participants are good at using informal language learning applications, they can teach others how to use them. When all participants share their knowledge on using applications, tools, and good practices, it increases everyone's knowledge, decreases anxiety, and improves motivation to engage in activities.

### ACTIVITY IN A NUTSHELL

To be able to deal with the negative attitudes towards digital tools often associated with older people, personal interests must be leveraged. The proposition is a cooperative and creative activity, linked to artistic and cultural heritage, which allows people to know and use different research and communication tools with satisfaction.

## Activity/Solutions

### CONTACT TYPE

Online/hybrid/contact

### TIME NEEDED

1h - 1h 30 minutes

### NUMBER OF PARTICIPANTS

8-12

### ACTIVITY TYPE

Group/pairs work

### TARGET GROUP

- Adult learners
- Senior learners

### VARIATION OF THE ACTIVITY

This activity can be adapted to other target groups: artisans and traditional craftspeople, professionals in the cultural area.

#### Similar activities:

- Creation of a virtual exhibition using a specific tool (e.g. ArtSteps)
- Creation of an art lesson using multimedia presentation tools

### Goal

- To make adults more confident about digital tools through cultural activities of interest to them, which can help them understand how digital technologies can ease the accessibility and dissemination of intellectual content.

### How to prepare

- Prepare a survey about the necessary digital resources and skills: basics on the use of smartphones, tablets, and PCs; access to the Internet; use of online communication software (Skype, Zoom, Meet).
- Based on the results of the survey, personalise face-to-face meetings and prepare a basic tutorial for the acquisition of basic skills (how to connect to the Internet, how to use online communication software, how to download and install applications). Using remote desktop software (AnyDesk, TeamViewer), arrange support for those who have difficulties with online activities.

### Activity step by step

1. Illustrate the activity: "We did this" [creation of a QR code associated with a site/monument of interest in one's own city].
2. Brainstorm with the participants, and choose the sites/monuments to illustrate (for paired work).
3. Assign pairs, or tell the participants to pair up.
4. Urge the participants to search the web for basic information about the chosen site/monument.
5. Instruct the participants to elaborate illustrative texts (maximum 100-120 words) and send them to you (via WhatsApp).
6. Present the programme to generate the QR codes (e.g. QR Code Generator), and invite the participants to download the application on their devices (you can also work together via interactive Whiteboard and link via Zoom, Skype, etc.).
7. Create a folder to collect the texts.
8. Guide the pairs in creating and saving the generated QR codes.

#### Field verification of the activity

If possible, organise a visit to the sites/monuments (even by inviting someone "outside" the group) to experience the functioning of the QR codes created.