

KEY COMPETENCES: DIGITAL LITERACY

ELEMENTARY LEVEL (as up to the 4th grade)	FUNCTIONAL LEVEL (at the end of the 10th grade)	ADVANCED LEVEL (at the end of the 12th grade)
<p>- The adequate use of some functions and easy- to-use applications of the digital devices, in the immediate surroundings, with the adults' guidance, assistance and support;</p>	<p>- The use of specific methods and searching techniques, the selection, collection and organization of the informational and educational resources, of the digital applications in Romanian language and in at least another modern language available on the Internet.</p>	<p>-The responsible use of some devices and digital applications to develop personal virtual content (blog, online learning portfolio, web pages, personal audio-video products, to develop content in groups (wiki, social networks etc.), community and larger social aspects</p>
<p>- To respect some basic rules and some aspects of the daily routine concerning the safe usage of the devices, applications and digital content</p>	<p>- Respect for the rules of online interaction and communication;</p>	<p>-Respect for the rules and norms when creating and posting virtual content (copyright, privacy and specific legislation)</p>
<p>- The intuitive and spontaneous expression of the emotions experienced when using the digital applications and devices.</p>	<p>- The efficient management of emotions, conflicts or problematic situations of the personal daily use of the technology</p>	<p>- The autonomous and responsible management of the communication and participation in social networks and virtual communities. - The autonomous and responsible administration of the personal virtual profile used to have access to different applications and online resources</p>

<p>- To acknowledge on an intuitive level the risks and benefits on the individual health and general well being when using the devices, applications and digital contents. - to (m.n. be able to) formulate on an intuitive level the personal preferences, motivations and interests when using the devices, applications and digital contents.</p>	<p>- The critical evaluation of the relevance and utility of the devices, applications and digital contents when used to learn, for personal and future professional development.</p>	<p>-The critical and reflexive evaluation of the impact of the Information and Communication Technologies on the processes of creation, expression and personal awareness of virtual identity, on the private life, environment and society, in general.</p>
<p>-</p>	<p>-</p>	<p>-The active participation in virtual communities and networks to support, promote and develop some cultural and social causes and knowledge.</p>
<p>-The intuitive and spontaneous identification of original ways to use devices, applications and digital contents in audio or video format to solve simple and familiar issues -The use of simple functions of the devices, applications and digital contents to express in a personal and original way emotions, feelings, real life situations, phenomena in familiar contexts.</p>	<p>- The use of the devices, applications and digital contents in order to create educational projects to solve some complex issues or develop a personal product, to present or explain phenomena, social complex situations or express emotions, feelings.</p>	<p>-The innovative use of some complex functions of the devices, applications and digital contents to explain and present complex phenomena, personal and social situations or to express emotions, feelings.</p>