# DigiLIT - Designing Engaging Digital Literacy Programs at Your Library

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**Digital Literacy:** "The ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills"

## Start with evaluating your community

Use tools provided by the resources listed on the back of this handout to gather statistics and opinions of your patrons.

## Create goals & outcomes

What *specifically* do you want your patrons to get out of digital literacy programming? What should they expect from **you**?

## Build a program

Start constructing! How often should the classes be? Will you or another staff member be instructing? Will you have guest speakers, volunteers, etc...?

## Evaluate

Collect feedback from patrons (I use ACRL's Project Outcome tool) and consider how asynchronous material might benefit your patrons as well.

# Resources to utilize

## Digital Inclusion Toolkit

New York State Library - https://www.nysl.nysed.gov

- -> Search "Digital Inclusion"
- -> Click on 2022 PDF

Includes different tools / forms you can use to evaluate the digital divide in your community.

## DigitalLearn Training

Digitallearn.org

- Free digital literacy courses
- Option to create your own tutorial(s)

## Digital Literacy Workbook

www.ala.org/pla/initiatives/digitallead/digital-lit-instruction-playbook

Bookmark this page - you won't want to forget it.

- Test your tech knowledge
- Evaluate community tech needs
- Training for patrons and librarians

## Digital Skills LibGuide

- Includes self paced courses for library staff
- Provides examples of other library digital literacy programs
- Great for librarian's reference