

THINK TANK

CREATING CAPTIVATING

TEACHING STRATEGIES

FOR VULNERABLE LEARNERS



CYPRUS CASE STUDY Nº 2 PAPER C

# SYNTHESISER COUNTRY

**BELGIUM** 



## MAIN IDEAS DEVELOPED

The round table discussion showed that most countries believe that the lack of motivation of aged persons for using a computer and Internet stems partly from their ignorance of their practical usefulnesses for themselves. Also from fear of making mistakes when dealing with money matters such as online banking. The expense factor is often put forward as an obstacle but can be overcome if appropriate cost-effective strategies are used.

## **POSSIBLE OPTIONS**

The following schemes and suggestions given by the participants were put forward to convince or encourage the potential learners of becoming computer literate and using Internet.

- \* Creating "Internet groups or workshops" that can include people belonging to different generations helping each other, even for existing local social circles or families. This cooperative approach can be a way of bringing down the cost related to buying computers and Internet connections.
- \* Demonstrating to a group (in Internet cafés) that using computers and surfing on Internet are not boring activities limited to serious matters but can be both an entertaining and useful tool that can bring people together, using Skype or exchanging emails about any subject including the sending of photos, music information, etc.
- \* The organised presentations should also show through amusing activities the very practical aspects of computing that are beneficial in a modern society such as shopping online, enquiring about the weather forecast, staying in contact with families abroad, drawing money from a self-bank machine, researching lost friends, creating photobooks, sending and receiving jokes, etc.

### CONCLUSIONS

The case presented by Cyprus is a challenging one. All partners believed that although certain barriers such as lack of money and motivation constitute obstacles for isolated aged persons for becoming computer literate these can be overcome by involving these target groups in playful activities shared in a stimulating social context.

## **ILLUSTRATION**

