



## Learning Literacy Programmes

### Transforming literacy and readership in schools

**Focused on multiple literacies, our suite of programmes have been designed to be in line with curriculum learning outcomes. Each programme has specific objectives and integrates 21st century skills such as collaboration, critical thinking, information finding. Delivered by Civica trainers, these programmes can be conducted in small or large groups, depending on the needs of the school.**

### Why Choose Civica?

Civica has been a leading library solutions provider in Singapore and the region with customers including Ministry of Education and National Library Board. As part of the solutions, Civica has been providing reading and literacy programmes including book talks, workshops and courses on media literacy, digital citizenship, research skills, to students, parents and the general public. Over 400 programmes have been designed and developed for different target audience. Our trainers are from a range of backgrounds and have trained thousands of students in both primary and secondary schools. Our team of developers have experience in course design and development with an understanding of pedagogies and learning styles.



### Digital information literacy

Students will learn how to think critically, source, recognise, evaluate and use information effectively.

#### Learning outcomes:

- Identify different information sources
- Organise and synthesise information from various sources.

**Duration:** 12 hours



### Digital citizenship

This programme will enable students to be responsible users of digital resources.

#### Learning outcomes:

- Recognise issues related to responsible behaviour
- Discuss safety and security issues including use of personal information, hacking and online stalking.

**Duration:** 4 hours



### Research skills

This workshop introduces students to the skills of time management and strategies to approach a research project. The module also highlights the issues of plagiarism and copyright.

#### Learning outcomes:

- Apply effective search strategies
- Explain copyright and plagiarism in the use of information

**Duration:** 3 hours



### Media literacy

This programme introduces students to concepts such as the use of logos and slogans, photography techniques and social responsibility in media.

#### Learning outcomes:

- Identify and analyse techniques used in media messages
- Use ICT skills to create media messages

**Duration:** 6 hours



### Digital Storytelling

Students will learn to create common story telling plots along with the five literary elements, the basics of digital storytelling and digital story telling tools.

#### Learning outcomes:

- Recognise storytelling techniques
- Apply collaborative skills to create an online story

**Duration:** 6 hours



### Talkin' bout books

Students will be introduced to a variety of books based on specific themes. Students will use their collaborative and critical thinking skills to complete activities.

#### Learning outcomes:

- Identify book titles based on a theme
- Appreciate lessons embedded in stories

**Duration:** 1 hour