



fundraising.scouts.org.uk/ nominet

Digital enablers

Exploring how to create real-world connections using digital technology*

Suitable for Cubs, Scouts and Explorers

igital technology can increase collaboration between us. This activity will get young people thinking about different uses for digital tech that can connect them with others in their local community or around the world. It will also help them make more informed choices, increasing the quality of their experiences.



Instructions

Download the pages that contain 10 different names of apps or websites.

Challenge your young people to think of some apps or websites that facilitate positive interaction. Ask them to think of the different uses, who would use them, and when, where and why they would use them. For example, History Pin connects people with their local history.

Explain that they will be playing a racing game to match the names of apps and platforms with their uses.

Place the 10 sheets of paper with the names of the apps/websites



Nominet partners the Digital Citizen Staged Activity Badge

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Outcomes

Young people will learn about apps, websites and other digital platforms that can help them to communicate with others, learn something new and deepen their understanding and engagement with the world around them in a considered way.

More information

For more badge resources, activity sheets and safety guidance visit: fundraising.scouts.org.uk/nominet.

around the room of your meeting place. Call out the descriptions one at a time and ask the young people to race around looking for the app/website they think matches the description, until everyone has chosen. Repeat for each one.

Come back together at the end to talk about the apps/websites, what they would be used for, if they would use them and why/why not.