CLICKF1

EMPOWERING THE FUTURE

Practical digital literacy in closed and vulnerable settings

Webinar | 21 October 2026

Co-funded by the
European Union

What is Click F1?

We are an education foundation

Our aim is always to improve skills of the target group that help with (digital) self-reliance.

A small but dynamic organisation with a broad network.

WE WORK IN

- Mainstream education
- Specialised education
- Juvenile detention
- Adult detention

6 people in total

- Social workers
- Artists
- Teachers
- Developers

Co-funded by the European Union

For today

MediaWise

A digital information platform for young people in juvenile prisons

DigiPad

Short, flexible lessons on digital literacy in secured settings

Room with a View

An artistic interpretation of digital literacy

Co-funded by the European Union

MediaWise

Our goal: young people feel they are still part of society, even while outside of it

Since 2014

Up and running

Only

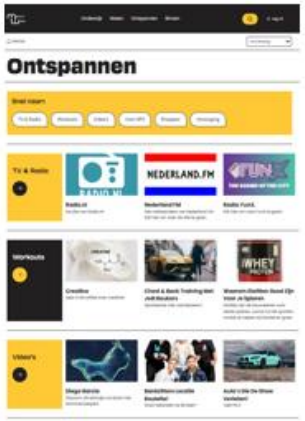
digital youth platform active in all Dutch juvenile prisons

Balance

between education, re-integration and relaxation



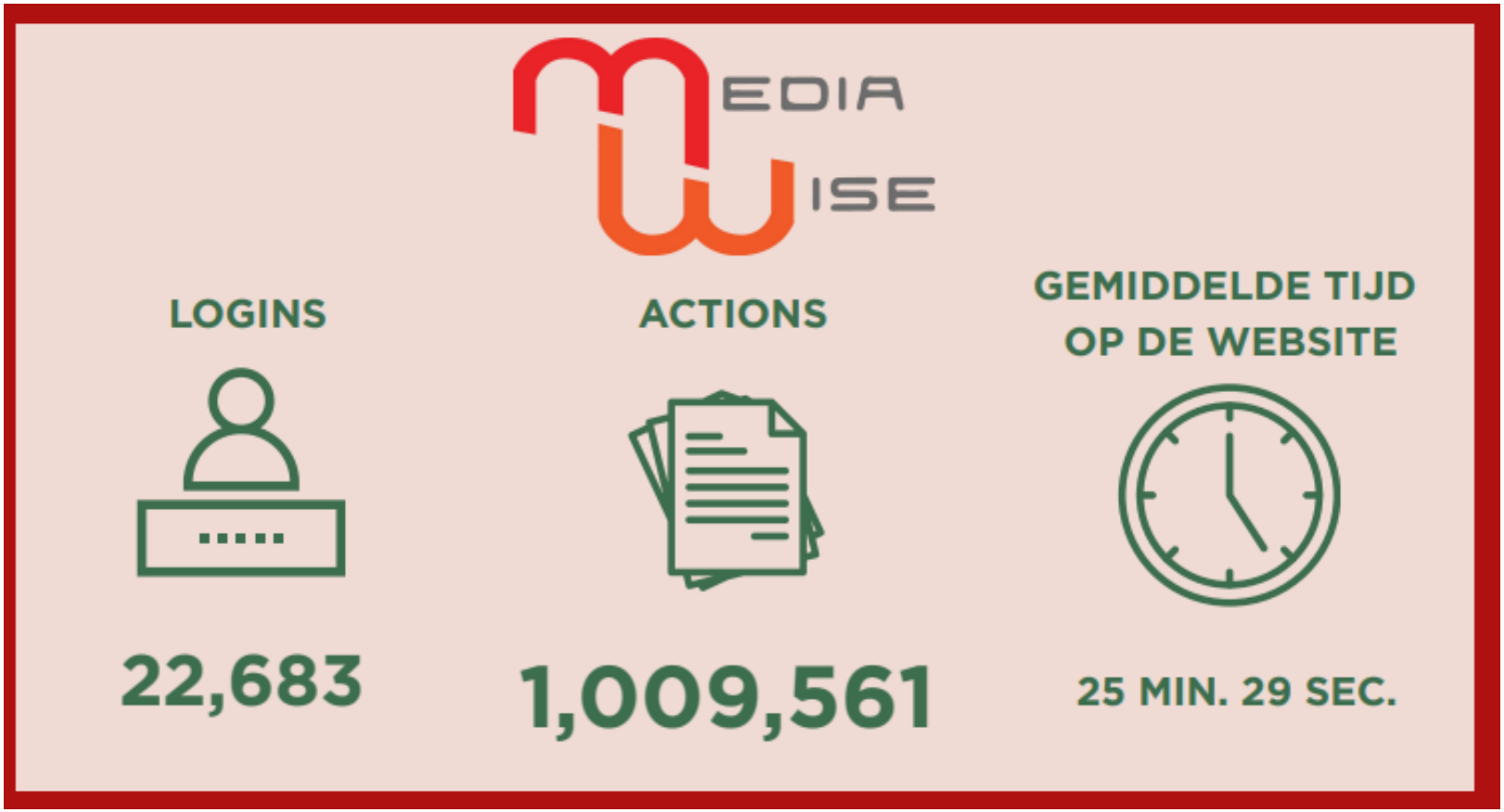






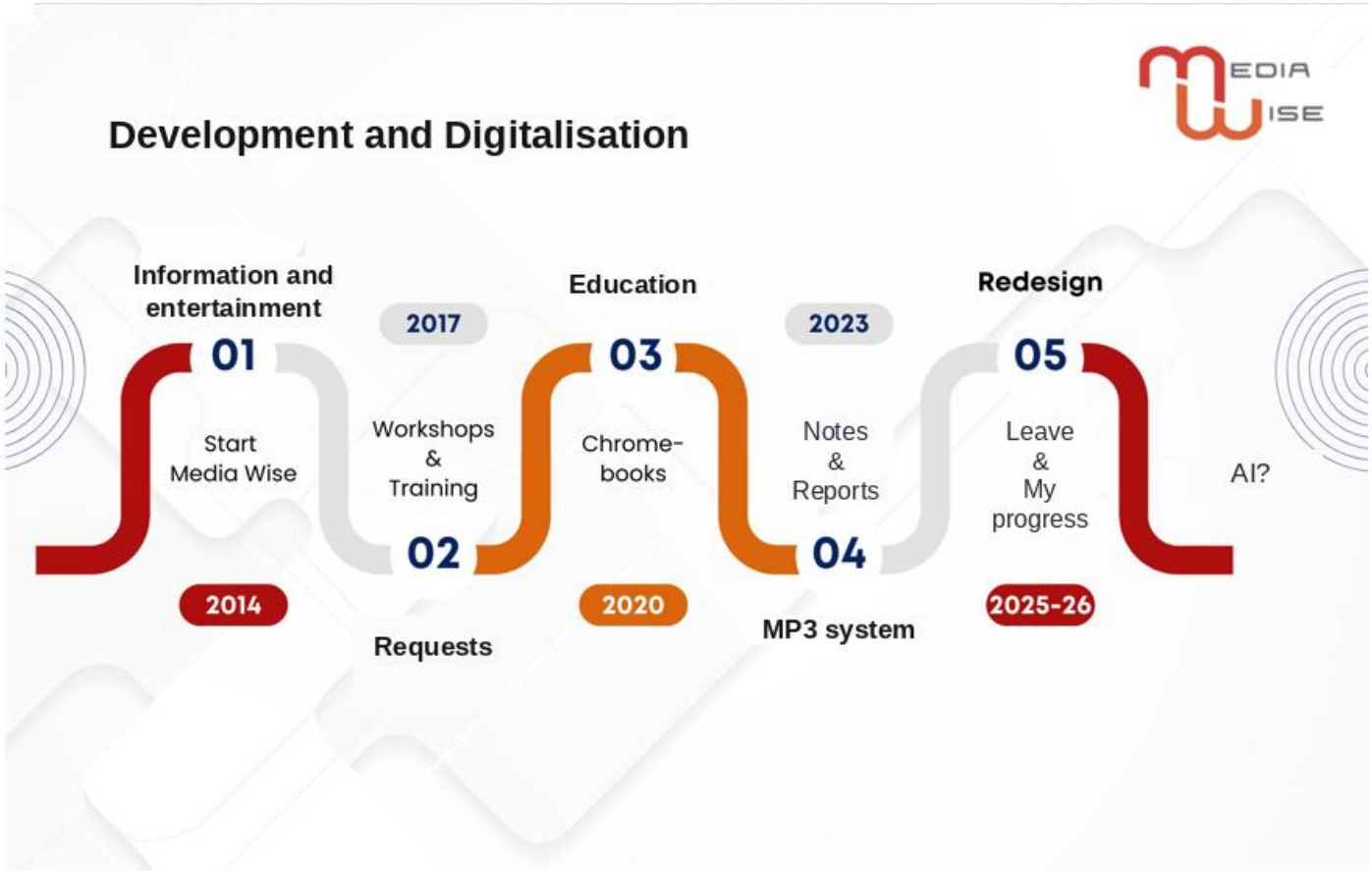
Co-funded by the European Union

MediaWise in 2025



Co-funded by the European Union

Development of MediaWise



Co-funded by the European Union

Digital literacy in a closed setting

All Dutch schools are now expected to work on digital literacy. The core goals cover three domains:



Practical knowledge and skills

The student uses digital technology and digital media

A Digital systems
B Digital media and information
C Data
D Artificial Intelligence (AI)



Designing and making

The student creates digital products

A Creating with digital technology
B Programming



The digitalised world

The student participates in the digitalised world

A Safety and privacy
B Digital technology, yourself and others
C Digital technology, society and world

Co-funded by the European Union

Our answer: DigiPad

DIGIPAD

Short lessons

The teacher stays in control

Modular

No fixed order in the lesson package

Integrated, not a subject

Don't teach media as a subject.
Weave it into your other lessons

Plenty of choice in how a lesson is taught

- **Digital** or **Analogue**
- **Group** or **Individual**
- **Independent** or **Collaborating**

Co-funded by the European Union

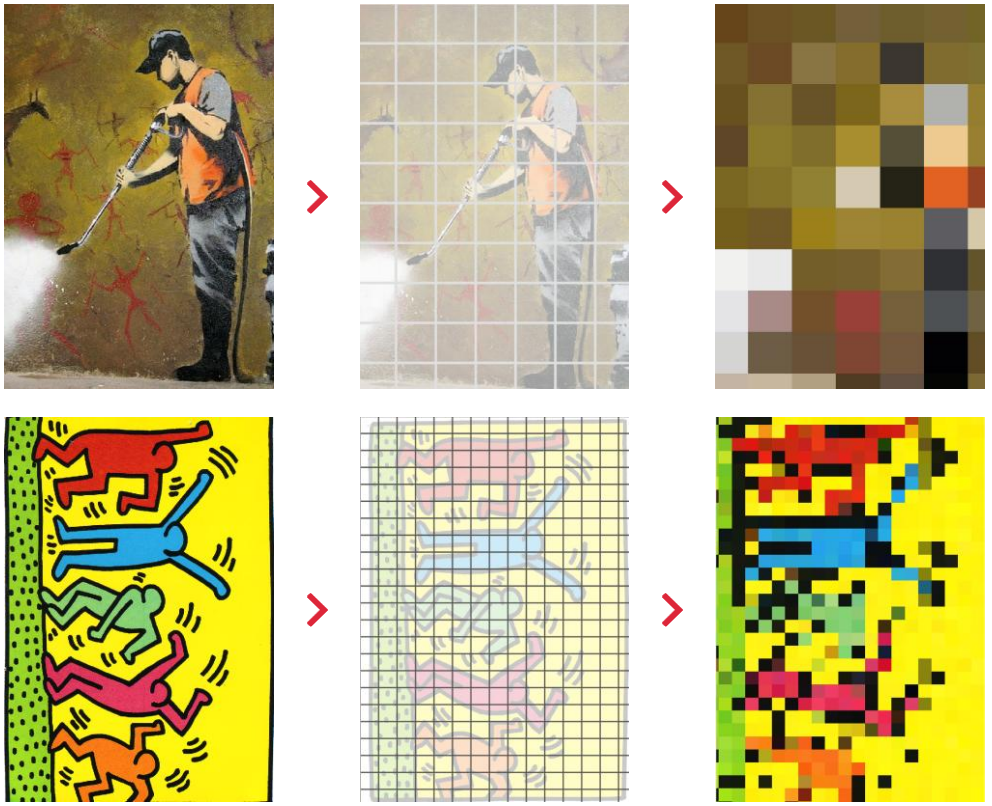
Example lesson 1: The Pixelles

DIGIPAD

IN AN ART LESSON

From picture to pixel art

Image Grid Pixels



Co-funded by the European Union

CLICKF1

Example lesson 2: the data lesson

During a sports class

Player	Shots on goal	Goals	Errors / turnovers	Successful passes
A	4	2	1	5
B	1	0	3	2
C	3	1	0	6
D	5	3	4	3
E	2	0	1	7

Now that we have this data, we can decide who is best on which position

Co-funded by the European Union

Room with a View

An artistic interpretation of digital literacy

- **Creative expression through digital forms**
- **Presenting yourself in different ways**
- **Stimulating problem-solving ability**
- **Assessing information critically**

THE OUTCOME

Self-reliance in the digital landscape

But also
Listening to each other, exchanging thoughts and creating a more empathetic view

Co-funded by the European Union

Room with a View: workshops

- Analogue music
- Songwriting
- Creative writing
- Storytelling
- Digital design
- Graffiti
- Calligraphy
- Podcast
- Greenscreen
- Cooking
- Producing beats

Co-funded by the European Union

The next chapter







Co-funded by the
European Union

Conclusion

1. What is the real goal?
2. What's in it for the target group?
3. Make a real connection with them
4. What is realistic in the environment?



And most of all, try to look for possibilities

Co-funded by the European Union

Get in touch

You can always email me!

 Brainstorm

 Introduction

 Question

 mterbeek@clickf1.nl

 Website: clickf1.nl

Co-funded by the European Union



EMPOWERING THE **FUTURE**