# Ganymed

## GERAGOGY AND YOUNG MEDIA

Project number: 2020-1-DE01-KA226-HE-005745

**Consortium of partners**

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## What is an educational philosophy statement?

An educational philosophy statement is a brief description of the key values, goals, and beliefs regarding both teaching and learning. It should serve to inspire and direct educational planning, programs and processes in any given setting.

## The main goal of the project- Mission statement

This document is written in order to answer three basic questions: What we do, how we do it and why we do it?

The GANYMED project aims at enabling the 70+ generation to participate in digital communication and to empower them to overcome digital obstacles from participation in society. Since the digital world is increasingly becoming a requirement for social participation. For this goal, multipliers will be trained.

## Purpose of digital education in geragogy

The purpose of geragogy and lifelong learning is to invite elderly people to participate in society. Basic knowledge of digital media is an important prerequisite for participation in modern societies. It makes sense for older people to engage in learning about technologies only if their individual interests and motivation are touched, and the very personal meaning of life is included.

The demand for inclusion of older learners in adult education is driven by the knowledge of the integrative power of educational processes on the one hand and the growing danger of social exclusion at an older age on the other hand.

## Key values

Human dignity, freedom, democracy, equality, the rule of law, and respect for human rights, including the rights of persons belonging to minorities, are values, which are shared by the EU Member States. They form the fabric of our Union that binds countries, communities,

and people together, as outlined in Article 2 of the Treaty of Lisbon. (See: https://ec.europa.eu/education)

Inclusive education and training, at all levels, as well as the European dimension of teaching, are paramount for creating and maintaining a cohesive European society.

## Key competences for older people

Key competencies include knowledge, skills, and attitudes needed by all for personal fulfillment and development, volunteering, employability, social inclusion, and active citizenship.

Digitalization promises inclusion and a higher quality of life in old age. Older people's interest in new technologies is rising. At the same time, many elderly experience involuntary pressure to get oriented in digital communication. Through new technologies, older people's capacity to take an active role is increasingly strengthened and they are given more autonomy and self-determination in their own homes. Furthermore, digitalization also provides solutions for structural problems in rural areas and immobility. Digital literacy has become more important than ever for participation in society.

## Training of multipliers in the field of digital education for older people

Multipliers in the field of digital education with older people need comprehensive training, as they must constantly adapt their knowledge to new technological developments. In addition to the relevant expertise, trainers also need didactic skills as well as openness and empathy toward older people. Respect, patience, reflection on one's own role, listening skills, perspective-taking, and a positive image of one's own age are essential prerequisites for conveying content successfully and sustainably.

## Concept of the empowerment didactics

Empowerment didactics is considered the current geragogical guiding concept. This didactic direction has shifted the focus of interest from the teachers to the learners. The question is therefore not what elderly people should learn, but what they want to learn, or at least what some of them cannot avoid learning in order to participate in society.

With this didactic conception, it is important to provide conditions that enable learners to make their own decisions about the goals, content, methods, pace and media of their learning.

The empowerment didactics also include the results of neurodidactics, which uses the results of brain research for the design of teaching and learning processes:

- People in a no-fear atmosphere learn better.

- People recognize patterns if they can be linked to existing experiences.

- Older people learn most effectively when the learning makes sense, i.e. its value can be seen.

- It is beneficial for learning when different sensory channels and both hemispheres of the brain are addressed and stimulated.

- What has been learned must be practiced and applied.

# The 5 pillars of the Educational Philosophy

**Education Philosophy**
**(Mission Statement)**

### Purpose of digital education in Geragogy

- Social Participation
- Individual needs
- Access to society
- Meaning of life

### Key values

- Article 2 Treaty of Lisbon

Inclusive education

Cohesive European society

### Key competences for older people

- Participation in society with support of digital literacy

### Key competences for multipliars

- Adapt knowledge to new technological developments
- Didactic skills
- Soft skills

### Concept of empowerment didactics

- Focus of interest on the needs of learners
- Results of Neurodidactics