

## Digital Inclusion and Awareness

PRIORITY	OUTCOME	EXAMPLE ACTIVITIES
Access to ICT support and training for older people	<ul style="list-style-type: none"> <li>• Older people feel more informed and digitally included (Ageing Well)</li> </ul>	<ul style="list-style-type: none"> <li>• ICT support services for older people, including training/phone-in/drop-in assistance (Ageing Well)</li> <li>• Digital buddying (VCS)</li> </ul>
Children/ young people safety online	<ul style="list-style-type: none"> <li>• Children/young people and families are aware of potential dangers online and implement suitable prevention measures</li> </ul>	<ul style="list-style-type: none"> <li>• Children/young people and families taught how to be safe online</li> </ul>
Digital skill development for children and young people	<ul style="list-style-type: none"> <li>• Increased awareness of careers in the digital sector</li> <li>• Children and young people have the opportunity to develop the skills for the digital sector</li> </ul>	<ul style="list-style-type: none"> <li>• Partnership working with schools</li> <li>• ‘Hackathon’ events</li> </ul>
Improving health and wellbeing facilitated through digital platforms	<ul style="list-style-type: none"> <li>• Increase in self-management/self-reliance/ confidence/ health literacy (Public Health)</li> </ul>	<ul style="list-style-type: none"> <li>• Activities to support community groups to become digitally enabled (Public Health/VCS)</li> <li>• Development and access to digital platforms supporting improved health and wellbeing (Public Health)</li> </ul>