#### DIGITAL SKILLS IN THE Z GENERATION: KEY QUESTIONS FOR A CURRICULAR INTRODUCTION IN PRIMARY SCHOOL

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# INTRODUCTION



**Generation Z,** for as long as they can remember, they have been surrounded by electronic tools that have shaped their vision of life and the world



Generation Z students, conceive themselves as experts and competent in ICT, attributing very high expectations towards technology, where learning tends to be independent or self-taught



Digital competence, is the one that involves the creative, critical and safe use of ICT to achieve the objectives related to work, employability, learning, use of free time, inclusion and participation in society

### **METHODOLOGY AND RESULTS**

The objective of this study is to carry out a diagnostic assessment of the digital competencies of students at this stage, which corresponds to Generation Z, from 2nd to 6th grade of Primary Education (students from 7 to 12 years old).

Convenience samplin	g	8 schools in Castile and Leon, both rural and urban, 678 students	, Questionnaire of closed questions
Laptops are the l used technologica at all levels	_	Children are increasingly accessing the Internet at a younger age	
The most common		The minority	

I he most common ICT activity is playing games The minority percentages are at the advanced level



## CONCLUSIONS



Students in lower grades (2nd Primary) use ICTs and spend more time using them than students in the last year of the stage



A new type of digital divide among those born with the technologies, not because of use or access to them but because of lack of competence



If this competence is not well developed and addressed in the school context, there is a risk of fostering inequalities in the promotion of digital competence



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