

Digital Engagement and Education

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The National Library of Wales is the biggest library in Wales and its collection includes millions of books and newspapers, photographs, works of art, maps, film, manuscripts, video and archives. For almost twenty years the Library has been digitising items from its collection and making these available online.



This presentation will provide an outline of the programme introduced by the Library's Education Service to make the millions of electronic items from its collection accessible to teachers, school children and students in Wales. It will focus on:

- Digital learning materials that are published on [Hwb](#), the Welsh Government's national repository of over 100,000 bilingual and quality assured educational resources.
- Learning resources for schools to commemorate the centenary of the First World War in Wales that were produced in partnership with Amgueddfa

Cymru-National Museum Wales as part of the First World War Education Project.

- Digital games that the Library has commissioned and those that have been produced by Library staff.
- How the Library has used existing technology such as Minecraft as learning resources.
- Digital learning materials that have been produced by primary school pupils as part of projects led by the Library.
- Individual initiatives such as the Library's Clipart Project to provide resources for teachers and develop digital literacy for pupils.

The presentation will also look at how the Library ensures that its digital learning resources meet the requirements of the curriculum in Wales as regards content and skills, the editing process for ensuring age appropriate language, tasks and content, strategies to develop literacy, numeracy, and digital literacy, and what resources were used to produce the materials.

[Hwb: National Library of Wales](#)

