

Building digital literacy in Estonia through play

BECID

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In recent years, game-based learning has increasingly established itself in Estonia and many other parts of the world as an effective method for teaching media literacy to younger age groups. It consistently demonstrates how games and role playing in physical spaces can engage children, empower peer learning, and close gaps in digital media literacy.

Inger Klesment, our media literacy specialist, wrote about the topic in the latest ILA's digital magazine *Literacy Today*. Read the whole magazine **[here](#)**.

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