Digital Competence and Digital Training

education estonia

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Digital competence and digital training
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Top-down support

Education Strategy 2021-2035

GENERAL OBJECTIVE:

To equip the population of Estonia with the knowledge, skills and attitudes that prepare people to fulfil their potential in personal, occupational and social life and contribute to promoting the quality of life in Estonia as well as global sustainable development.

+ Estonian education strategy 2021-2035
+ Professional Standards for Teachers (renewed 2019-2020)
+ The Digital Competence Framework for Citizens (DigComp 2.1, 2017)
+ European Framework for the Digital Competence of Educators (DigCompEdu, 2017, 2022)
+ Digital Education Action Plan 2021-2027

In Estonia, the digital competence
is a general competence
throughout all the subjects
in national curricula

since 2014

Students' digital framework

1. INFORMATION AND DATA LITERACY

2. COMMUNICATION AND COLLABORATION

3. DIGITAL CONTENT CREATION

4. DIGITAL SAFETY

5. PROBLEM SOLVING

Assessment criteria

+ Each competence area has its own assessment criteria
    + Each criteria has four key stages of general education:
        + kindergarten; grades 3; 6; 9/12
+ Criterias help teachers
    + to assess progress
    + to plan further learning for students

Teachers' digital framework

1. PROFESSIONAL ENGAGEMENT

2. DIGITAL RESOURCES
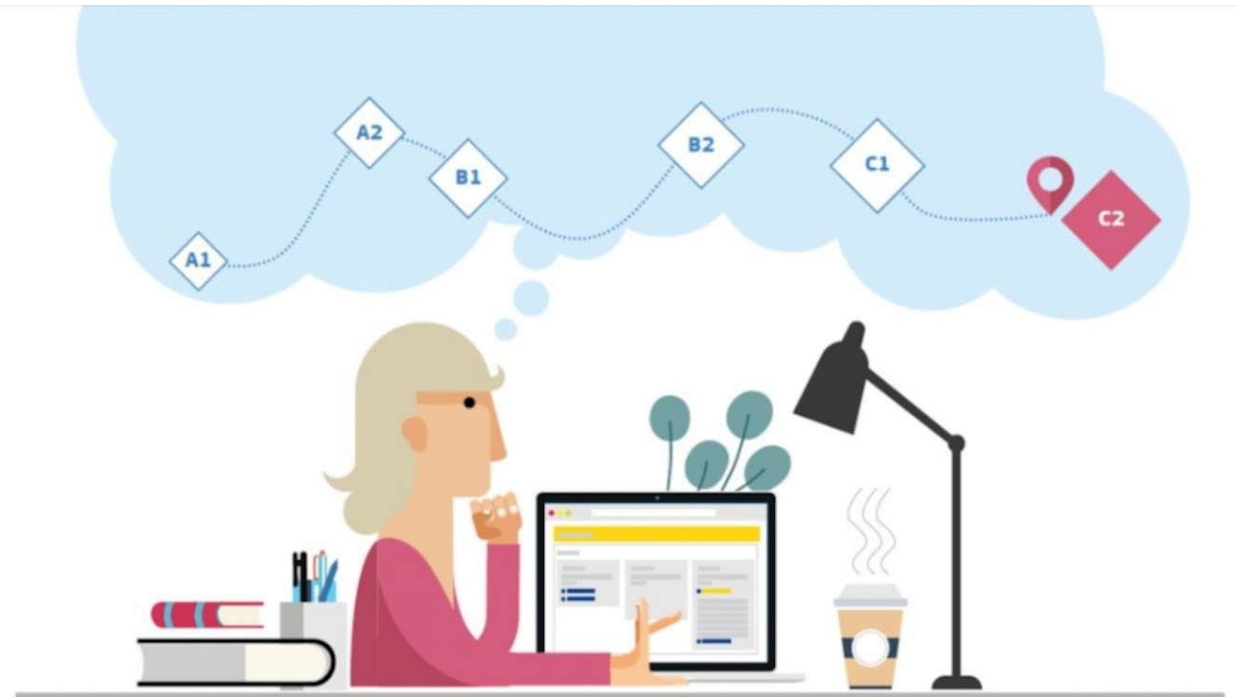

3. TEACHING AND LEARNING

4. ASSESSMENT

5. EMPOWERING LEARNERS

6. FACILITATING LEARNERS' DIGITAL COMPETENCE

Self-assessment questionnaires

+ For teachers and students
+ Teachers and students can use criteria to set their own learning targets
+ In different formats
+ Selfie for Teachers

A1 · A2 · B1 · B2 · C1 · C2

SELFIE for Teachers

Different approaches to the development of learners' digital competence in Estonia

Version 1

+ Compulsory computer lessons and/or informatics classes.

Version 2

+ Digital competence integrated into all subjects

Version 3

+ Digital competence is integrated into all subjects combined with separate lessons

E-course for schools

30 h Moodle course

Topics:
+ Solving digital problems
+ E-government
+ My phone
+ Copyright and Open Content Licenses
+ Creating a poster
+ Information search
+ Hunt for lies
+ Social media
+ Research
+ Creating a presentation
+ Video

Open access and covers most of the 9th grade assessment criteria

Teaching and learning framework

Guidelines for teachers aiming to help both prepare and conduct the learning process.

+ Effective learning and motivation
+ Mental health
+ Physical health
+ Digital competence
+ Copyright and GDPR

https://digipadevus.ee/framework

TEACHING AND LEARNING FRAMEWORK
Guidelines for teacher aiming to help both prepare and conduct the learning process.

EFFECTIVE LEARNING AND MOTIVATION

Learning is a complex process, and supporting it is one of the primary duties of every teacher. In order for real learning to take place, ie for the student's brain to go through permanent change and to internalise the subject, it is necessary to implement methods and strategies that support effective learning and student motivation.

MENTAL HEALTH

In order to learn, one needs to feel safe and well. Relationships with teachers and peers, as well as classroom climate, are important factors for a caring, understanding and supportive environment that promotes learning.

PHYSICAL HEALTH

Children who are physically active and in good shape tend to do better in school. Exercise breaks during the day are necessary for students of all ages.

DIGITAL COMPETENCE

An integral part of modern learning is the meaningful and purposeful use of digital technology where digital tools are not a goal in themselves. Developing digital competence is part of the learning process.

COPYRIGHT ACT AND GDPR

Teachers create educational materials, use the works of other creators in teaching and work with data, so it is essential to handle them properly – to know the Copyright Act and the General Data Protection Regulation (GDPR).

eTwinning

Co-funded by the European Union

https://digipadevus.ee/framework

Digital technology terminology and online dictionary

The common language needed
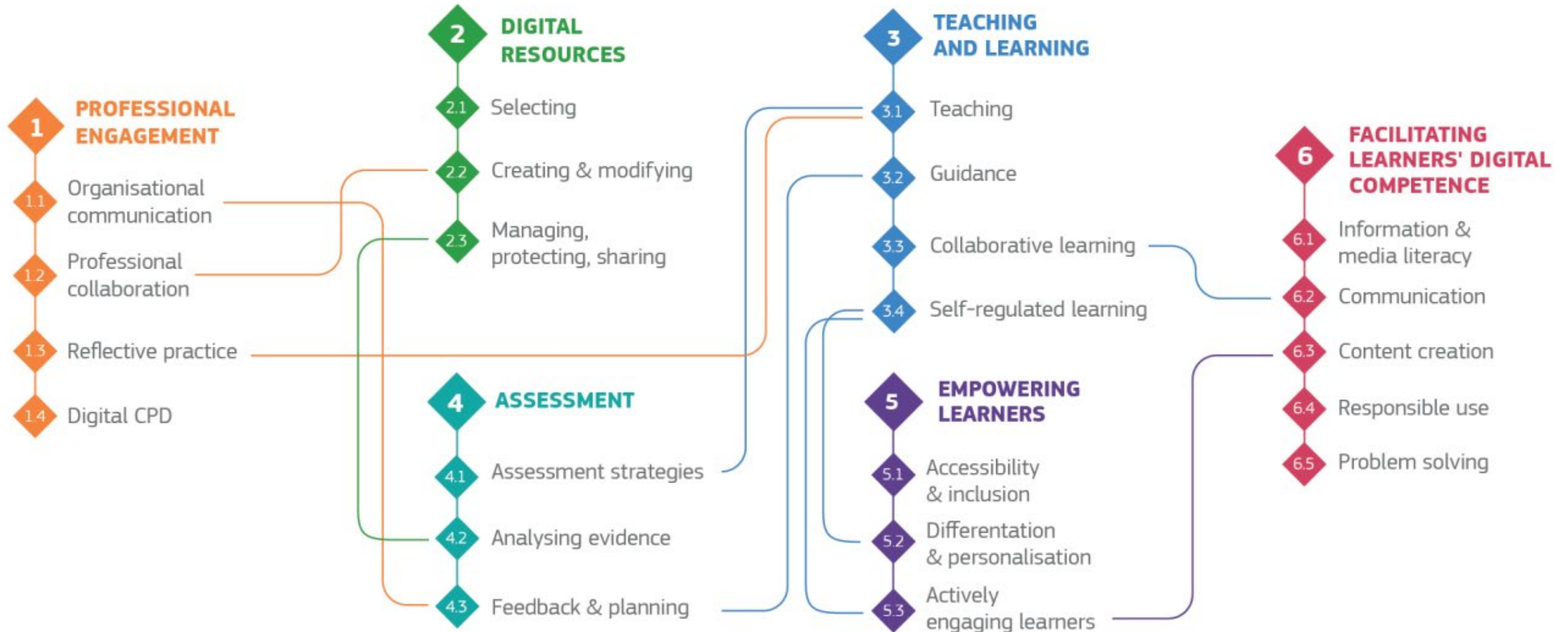to discuss digital teaching and learning

Digital training for teachers

20%

of general education teachers take part at Harno digital training every year

Competences

Digital training for Estonian schools

0. non-user

1. beginner (knows basic terminology, needs support in implementation)

2. coper (copes with typical, simple tasks)

3. independent (handles variety of tasks without support)

4. expert (reflects, analyses and shares the advanced practices)

5. pioneer (leader, innovator, coach, mentor)

Digital competence areas and subtopics (DigCompEDU)	1. Professional engagement				2. Digital resources			3. Teaching and learning				4. Assessment			5. Empowering learners			6. Facilitating learners' digital competence				
Digital trainings	1.1	1.2	1.3	1.4	2.1	2.2	2.3	3.1	3.2	3.3	3.4	4.1	4.2	4.3	5.1	5.2	5.3	6.1	6.2	6.3	6.4	6.5
beginners (school leaders)	3	3	3																			
beginners (school teams)	2-3	2-3	2-3	3	2-3	2-3	2-3	2-3	2-3	2	2-3	2-3	2	2-3	2-3	2-4	2-3	2	2-3	2-3	2-3	2
beginners (teachers)	2-3	2-3	2-3	2-3	2-3	3	2-3	2-3	2-3	2-3	3	3		3	3	3	2-3	2-3	3	2-3	2-3	
advanced (subject teachers)	3	3	3	3	3	3	3	3	3	3		3						3	3	3	3	3
advanced (school teams)		3	3	2-3	3		3	3					3		3						2-3	3
advanced (vocational teachers, school teams)	4	4			4-5	4-5	4-5	4	4	4-5	5	4-5	4	4-5	4	4	4	5	5	5	5	5
advanced (teachers)	2-3	3-4	2/4		2-4	2-4	2/4		4	2-3	4	3-4	3	2-4	3	2-4	2-3	2	2-4	2-3	2-4	2-4
educators and educational technologists	5	5	3/5		3/5	4-5	5	3/5	3	5							4					

Digital Accelerator

6 month programme for school teams

DIGI-KIIRENDI

+ Digital training for teachers, 30 h
+ Leadership training, 39 h
+ Educational technology mentoring, 35-80 h
+ Digital practice assessment before and
  after the programme

Digital integration

31 h programme

+ Focus:
  integration between subjects

+ Requirement:
  cooperation of two school teams

+ Result:
  examples of best practice
  that can be used by all teachers

A safe school environment in the information society

39 h programme for school management

+ Digital safety, cybersecurity, GDPR
+ Each team will put together a set of rules
  to ensure digital safety in school environment

Digital ABC &
Digital Safety ABC

26 h train-the-trainer programme
for schools & kindergartens

+ Skills to support colleagues
+ Focus in 2021: distance learning
+ 40 different modules

Courses on digital tools

+ Simple drawing tools, 26 h
+ How to activate students in distance learning, 26 h
+ Simple visualization tools for the teacher, 13 h
+ Learning platforms:
    + Moodle, 31 h
    + Google Classroom, 26 h
    + MS Teams, 24 h

Webinars

Learning from distance

+ At least 1 per week

+ 1-1,5 hours

+ Hot topics in education

+ Educational technology coaching

+ Recordings available in Youtube

How do we do digital training?

+ Staff: 3-4 project managers on digital training
+ Educators:
  up to 75 in-service teachers, educational
  technologists, school leaders, scientists etc
+ Focus: methodology
+ Open courses and custom training
+ Flexibility: online, face-to-face and combined format
+ Dissemination: newsletters, Facebook group, network

90%
European Social Fund

10%
Government funding

Thank you!

Useful materials in English:

+ [Digital Competence: Empowering teachers and students](#)
+ [Digital competence](#)
+ [Teachers improve their digital competence in Digital Accelerator](#)
+ [How it all began? From Tiger Leap to digital society](#)
+ [Pre-school, basic and secondary education](#)