Digital Education Action Plan
2021-2027

Resetting Education and Training for the Digital Age

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Context

- Political guidelines of the President von der Leyen
- A Europe fit for the Digital Age
- Digital Education Action Plan (2018-2020)
- COVID-19 pandemic and upsurge in distance and online learning
- Next Generation EU

➢ Key enabler for European Education Area and the new Skills Agenda
Stakeholder consultations

- **Extensive targeted stakeholder consultations** (March-September);

- **Outreach events** with participation at highest political level;

- **Open Public Consultation** on the lessons learnt from the COVID-19 crisis (18 June - 4 September) targeting **all parts of the society**.
Open Public Consultation

- 60 countries
- 85% & 15%
- More than 2700 contributions
- + 136 position papers
- + 59 replies to the Roadmap

Contributions to Open Public Consultation divided by respondents replying in organisational capacity by category:
- 44% Education and training institution
- 21% Private sector
- 19% Civil society including youth
- 6% Public authority
- 5% Research
- 5% Other

Contributions to Open Public Consultation divided by respondents replying in personal capacity by category:
- 44% Educator and staff
- 44% Parent
- 7% Learner
- 2% Researcher
- 1% Employer
- 1% No answer
- 2% Other
Main findings

- The **COVID-19 crisis** led to the **first experience of distance and online learning** for many educators, education and training staff and learners;

- **Digital capacity as a key element**, leading to faster and better responses among education institutions;

- **Different perception between education and training staff and parents and learners**;

- The **COVID-19 crisis as a turning point** for the use of technology in education (90%);

- **Deepening socioeconomic inequalities** and **creating new divides** as a main concern;

- More **effective and coherent approach** to digital education at EU level is needed. Reinforced **cooperation** and **stakeholder engagement** will be key in the process.
Key aspects of Action Plan

- Digital education as a **strategic priority** for a Europe fit for the digital age;
- An **integrated approach** for technology use in education and improving digital skills;
- Scope beyond formal education, including **lifelong learning**;
- Duration of **seven years**, aligned with the programming period of the EU;
- Strong focus on quality and inclusion;
- Transforming education for the digital age is a **task for the whole of society**;
Focus

Two strategic priorities:

**Strategic priority 1**: Fostering the development of a high-performing digital education ecosystem

**Strategic priority 2**: Enhancing digital skills and competences for the digital transformation

Stronger coordination and cooperation— the launch of a European Digital Education Hub.
Priority 1: Developing a high performing digital education ecosystem

- **Robust infrastructure** (including for remote learning) and **digital equipment**;
- Updated **teaching and learning practices** and **new approaches to assessment**;
- **Teacher** professional development;
- High-quality **digital education content, user-friendly tools** and **secure platforms**, respecting privacy and ethics.
Priority 1: Developing a high performing digital education ecosystem

Actions:

- **A European Digital Education Content Framework** and check feasibility of a European exchange platform;

- Support digital transformation through **Erasmus Cooperation projects for all levels of education**. Enhance pedagogy and expertise in the use of digital tools for teachers, through **Erasmus Teacher Academies** and launch an online self-assessment tool for teachers, **SELFIE for Teachers**.

- **Ethical guidelines on artificial intelligence and data usage** in teaching and learning and related research & innovation activities through Horizon Europe.
Priority 2: Enhancing digital competences for the digital transformation

- **Sound understanding of the digital world**, including digital literacy and knowledge on new and emerging technologies, such as artificial intelligence;
- **Basic and advanced digital skills**;
- **Gender gaps** in digital and STEM studies and careers;
- **Cross-national** data on student digital skills;
- **Certification of digital skills**.
Priority 2: Enhancing digital skills and competences for the digital transformation

**Actions:**

- Common guidelines for teachers and educational staff to foster digital literacy and tackle disinformation through education and training;

- Updated European Digital Competence Framework to include AI and data-related skills and support the development of AI learning resources for education and training;

- Incentivised advanced digital skills development through targeted measures including scaling up the Digital Opportunity traineeships.

- Encouraged women’s participation in STEM in cooperation with the European Institute of Innovation and Technology and support the EU STEM Coalition to develop new higher education curricula for engineering and information and communications technology based on the STEAM approach and to be more attractive for women.
European Digital Education Hub

➢ **Continue** and **boost the multi-stakeholder discussion**;

➢ **Link** national and regional digital-education initiatives and strategies and stakeholders;

➢ **Network of national advisory services** to exchange experience and good practice;

➢ **Share good practices** by contributing to research experimentation and systematic collection and analysis of empirical evidence;

➢ **Cross-sector collaboration** and **new models for the exchange** of digital learning content, including common standards for digital education;

➢ Agile development of policy and practice in digital education, being a **think-and-do-tank**.

➢ User-driven innovation through the **Digital Education Hackathon**
Digital Education Hackathon

- DigiEduHack is an European Institute of Innovation and Technology’s (EIT) initiative under the European Commission’s Digital Education Action Plan, led by EIT Climate-KIC and coordinated by Aalto University.

- It continues under the Digital Education Action Plan 2021-2027 as a driver for grass-roots innovation and co-creation in digital education.

- A contest to identify key challenges for education in the digital age and co-create solutions across disciplines and organisations.

- Grass-roots initiative, open to everyone!

- Three best teams receive 5 000 euros each and become DigiEduHack Global Ambassadors.
SELFIE for schools

- Self-reflection tool for schools to see where they stand in their use of digital tools;
- Includes question on online and distance learning in view of COVID-19
- More than 650,000 teachers, students and school leaders globally;
- Used by almost 25,000 users in the region.
EU Code Week

- Grass-roots initiative promoting coding and creativity since 2013.
- More than 70,000 events globally in 2020.
- More than 1,000 events in the region.
- Continues in 2021 between 9 and 24 October
International cooperation

- The Digital Education Action Plan 2021-2027 envisages strong international dimension—Eastern neighbouring region among the priority regions.

- Exchange of good practices, knowledge and fostering cooperation and collaboration, including through the EU Digital Education Hub.
Thank you!

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