

Digital Education Action Plan 2021-2027

Resetting Education and Training for the Digital Age

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Digital Education Action Plan (2021-2027)





Adoption date: 30 September 2020



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.



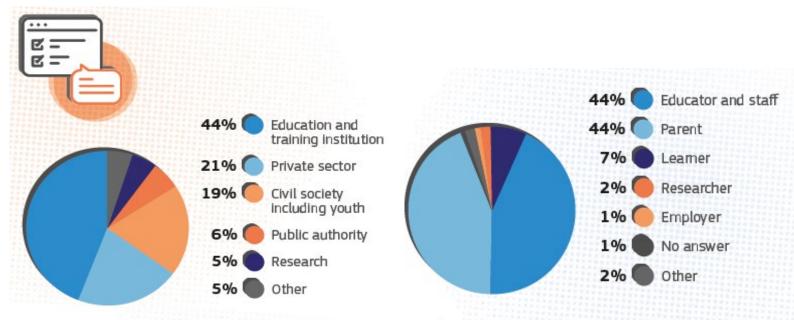
Open Public Consultation



- + 136 position papers
- + 59 replies to the Roadmap

60 countries





Contributions to Open Public Consultation divided by respondents replying in organisational capacity by category

Contributions to Open Public Consultation divided by respondents replying in personal capacity by category

Main findings

- Students have improved their digital skills, and for the most part grew to like online learning. Many said their communication and digital skills had improved in leaps and bounds."
- Teacher
- ➤ 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.

We need to develop better online platforms for learning. The ones we had to use were acceptable but still had massive limitations. We really need to develop better tools."

Student

We live in a digital era and this is a huge advantage. Digital literacy and skills are essential and should no longer be ignored. These skills should be constantly developed hand-in-hand with the digital infrastructure. This is the only way that investment in technology will prove to be efficient."

- Industry representative

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 highperforming 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.





2600 registered participants

55 DigiEduHack events

33 countries

51 Local challenge winners

SELFIE for schools

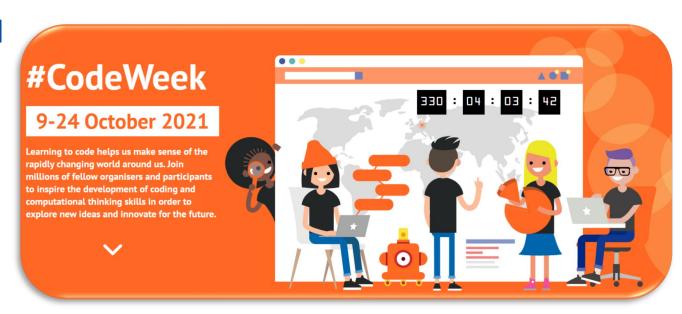
- Self-reflection tool for schools to see where they stand in their use of digital tools;
- ➤ Includes question on online and distance learning in view of COVID-19
- More than 650 000 teachers, students and school leaders globally;
- Used by almost 25 000 users in the region.





EU Code Week

- ➤ Grass-roots initiative promoting coding and creativity since 2013.
- More than 70 000 events globally in 2020.
- More than 1000 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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