



TRAINING 4 SKILLS IN THE DIGITAL ENVIRONMENT

Managing digital skills for VET teachers according to DigCompEdu

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KA2 - Partnerships for Digital Education Readiness in Vocational Education and Training



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Outline

- **What about?** Delivery of digital competences for VET teachers
- **In which context?** European Framework for the Digital Competence of Educators (DigCompEdu) is a framework describing what it means for educators to be digitally competent

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• What is DigCompEdu?

- It is a tool with a set of recommended digital competences in which:
 - helps stakeholders to measure the level of digital competence in the common framework
 - could be used as self-evaluation form in digital competences or
 - As a framework to set learning goals in ICT training opportunities

• Structure of DigCompEdu

- The DigCompEdu has 4

dimensions :

- Dimension 1: Competence Areas (CA) identified to be part of digital Competence
- Dimension 2: Competence descriptors and titles that are pertinent to each area (Descriptors)
- Dimension 3: Proficiency levels for each Competence (Proficiency levels)
- Dimension 4: Knowledge, skills and attitudes applicable to each Competence

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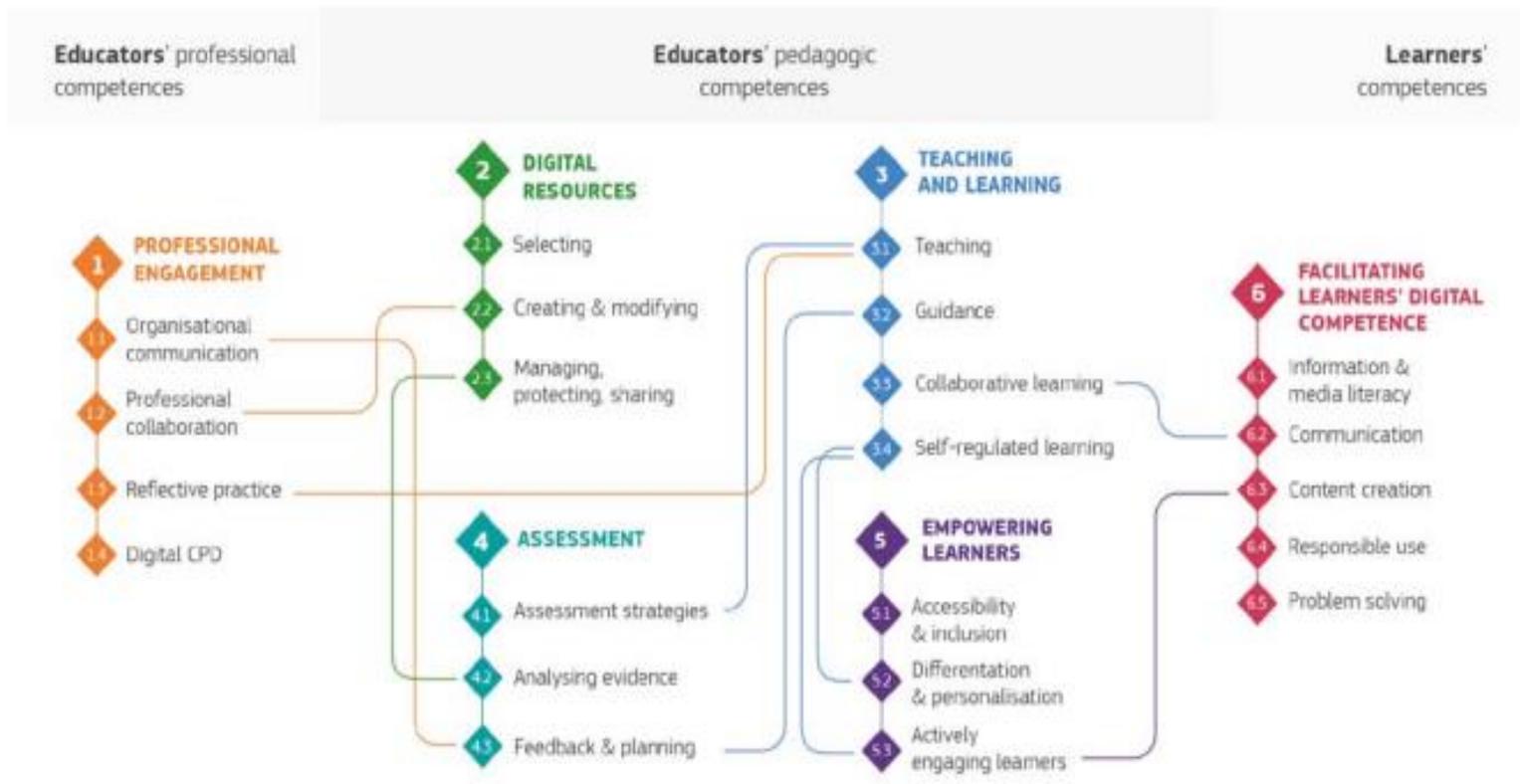


FIGURE 1: THE DIGCOMPEDU FRAMEWORK

Redecker, 2017

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How it works?

Dimension 1: Competence Area 2: *Digital Recourses*

Dimension 2: Competences: *Selecting digital resources, Creating and modifying digital resources, Managing, protecting and sharing digital resources*

Dimension 3: Proficiency levels: *Newcomer (A1) to Pioneer (C2)*

Dimension 4: Knowledge, skills and attitudes applicable to each Competence:

- 1. Selecting digital resources: To identify, assess and select digital resources for teaching and learning.*
- 2. Creating and modifying digital resources: To modify and build on existing openly-licensed resources and other resources where this is permitted*
- 3. Managing, protecting and sharing digital resources: To organise digital content and make it available to learners, parents and other educators*

Example 1

Competence Area 2: Digital Recourses	
Competence:	Selecting digital resources
Proficiency Lvl:	Newcomer (A1)
Generic Skills:	I only rarely, if at all, use the internet to find resources for teaching and learning
Proficiency Lvl:	Explorer (A2)
Generic Skills:	I use simple internet search strategies to identify digital content relevant for teaching and learning. I am aware of common educational platforms which provide educational resources
Proficiency Lvl:	Integrator (B1)
Generic Skills:	I filter results to find suitable resources, using appropriate criteria
Proficiency Lvl:	Expert (B2)
Generic Skills:	I adapt my search strategies to identify resources which I can modify and adapt, e.g. searching and filtering by license, filename extension, date, user feedback etc
Proficiency Lvl:	Leader (C1)
Generic Skills:	In addition to search engines, I use a variety of other sources, e.g. collaborative platforms, official repositories, etc
Proficiency Lvl:	Pioneer (C2)
Generic Skills:	I provide guidance to colleagues on effective search strategies and suitable repositories and resources

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Example 2

Competence Area 6: Facilitating Learners' Digital Competence	
Competence:	Digital content creation
Proficiency Lvl:	<i>Newcomer (A1)</i>
Generic Skills:	I do not or only very rarely consider how to foster digital content creation by learners.
Proficiency Lvl:	<i>Explorer (A2)</i>
Generic Skills:	I encourage learners to express themselves using digital technologies, e.g., by producing texts, images, videos.
Proficiency Lvl:	<i>Integrator (B1)</i>
Generic Skills:	I implement learning activities in which learners use digital technologies to produce digital content, e.g. in the form of text, photos, other images, videos, etc
Proficiency Lvl:	<i>Expert (B2)</i>
Generic Skills:	I use a range of different pedagogic strategies to enable learners to express themselves digitally, e.g. by contributing to wikis or blogs, by using ePortfolios for their digital creations
Proficiency Lvl:	<i>Leader (C1)</i>
Generic Skills:	I detect and counteract plagiarism, e.g. by using digital technologies and I critically reflect in fostering learners' creative digital expression
Proficiency Lvl:	<i>Pioneer (C2)</i>
Generic Skills:	I guide learners in designing, publishing and licensing complex digital products, e.g. creating websites, blogs, games or apps

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(Ka-business.gr, 2017)

Thank you!

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References: *Redecker, C. European Framework for the Digital Competence of Educators: DigCompEdu. Punie, Y. (ed). EUR 28775 EN. Publications Office of the European Union, Luxembourg, 2017, ISBN 978-92-79-73494-6, doi:10.2760/159770, JRC107466*

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