


Digital Education

Action Plan

2021-2027

Resetting education and
training for the digital age



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DIGITAL EDUCATION IN EUROPE: STATE OF PLAY

The COVID-19 pandemic – as a catalyst

- Large scale shift to distance and online learning during COVID-19 outbreak has been far from simple:
 - 1.6 billion learners in more than 190 countries were out of school;
 - 100 million learning staff were impacted by the sudden closure of learning institutions;
 - Mass unprecedented use of technology for learning revealed many opportunities for students and educators;
 - Yet, also significant challenges in terms of equity and quality as well as new divides.
- For 90% of the respondents of our Open Public Consultation, the pandemic was a turning point for the use of technologies in education.

But also...

- Only 54% of the Europeans have at least basic digital skills;
- Every third 8-grader is underachieving in computer and information literacy;
- 16% of teachers report a strong need for professional development in the area of digital competences;
- While 90% of the jobs around the world already require at least some digital component.

WHAT IS THE DIGITAL EDUCATION ACTION PLAN DOING?

ADDRESSING EU PRIORITY



Digital Education as a **strategic priority at EU level**

BUILDING ON SHORT AND LONG TERM



Addressing the implications of the COVID-19 crisis for education and training, while outlining a **long-term vision for high-quality and inclusive education and training** in the digital age

SHAPING A COMMON APPROACH



Integrated and comprehensive approach towards digital education

DEFINING A WORKING PATH



Common understanding and vision around high quality and inclusive digital education supported by cooperation, good practice exchange, evidence, peer learning and research. **Higher education institutions** are central in leading the digital transformation of education

OFFERING ACTIONABLE OPPORTUNITIES



Leveraging different EU funding opportunities:
Erasmus+, Horizon Europe, Digital Europe Programme, Recovery and Resilience Facility, Connecting Europe Facility, etc.

HOW DOES THE DIGITAL EDUCATION ACTION PLAN WORK?



1 GOAL

High-quality and inclusive digital education

2 STRATEGIC PRIORITIES

- Fostering the development of a **high-performing digital education ecosystem**
- **Enhancing digital skills** and competences for the digital transformation

1 HORIZONTAL PRIORITY

Boosting cooperation and exchange

13 ACTIONS + The European Digital Education Hub

14 ACTIONS ACROSS ...

P1

PRIORITY 1

Fostering the development of a high-performing digital education ecosystem

P2

PRIORITY 2

Enhancing digital skills and competences for the digital transformation



Boosting cooperation and exchange via **the Digital Education Hub**

PRIORITY 1

Fostering the development of a
high-performing digital education ecosystem



Structured Dialogue with Member States on digital education and skills



Council Recommendation on blended learning approaches for high-quality and inclusive primary and secondary education



European Digital Education Content Framework



Connectivity and digital equipment for education



Digital transformation plans for education and training institutions



Artificial intelligence and data use in education and training

PRIORITY 2



Enhancing digital skills and competences for the digital transformation



Guidelines for teachers and educators to foster digital literacy and tackle disinformation through education and training



Update the **European Digital Competence Framework**



European Digital Skills Certificate



Council recommendation on improving the provision of digital skills in education and training



Cross-national collection of data and an EU-level target on student digital skills



Digital Opportunity Traineeships



Women's participation in STEM studies and careers



The EU Digital Education Hub

The Digital Education Hub
is set to achieve the EU vision
for effective and high-quality
digital education



Structured Dialogue with Member States on digital education and skills

Objective

Support Member States in the digital transformation of their education and training systems in an integrated, coherent and more ambitious approach

Format: Bringing together **different sectors of government**, as well as the private sector, social partners and civil society, through bilateral and multilateral exchanges

When: by the end of 2022





Proposal for Council recommendation on enabling factors for digital education

Objective

Articulate the vision for universal access to inclusive and high quality digital education and training for all.

Scope

Address formal education and training, focusing on investment, capacity building and successful use of digital technologies to enhance teaching and learning

Key areas

- Investments in digital education, such as in connectivity & equipment, digital content provision
- Involvement of stakeholders in forward looking policy development, implementation, and evaluation
- Monitoring and evaluation of digital education policies
- Supporting education and training institutions and staff, including institution leaders and teachers in implementing digital education

When Q2 2023



Council Recommendation on blended learning approaches for high-quality and inclusive primary and secondary education

Objective

Support Member States to address the consequences of the pandemic on learners, teachers, trainers and schools and identify a shared understanding at the European Union (EU) level to blended learning, as a way to adopt more than one approach to learning process.

How

- **5 August 2021**- Commission proposal of the Council Recommendation
- **29 November 2021** - Council adoption of the Council Recommendation





European Digital Education Content Framework

Objective

Identify the areas in which EU action would bring added value to face the challenges of the digital transition and to work closely with stakeholders to find the most effective solutions.

How

- **Develop a European Framework for Digital Education Content**, informed by an intensive stakeholder dialogue process including bilateral meetings and a community of practice and a dedicated study;
- **Create a European Exchange Platform for Higher Education Content and Educational data** to support deeper transnational cooperation between higher education institutions.





Connectivity and digital equipment for education

Objective

Help reduce disparities and to address the uneven deployment of high-speed internet access in schools

How

- **Support gigabit and 5G connectivity for socio-economic drivers**, such as schools or universities through the Connecting Europe Facility;
- **Promote connectivity best practices** driven by the requirements of specific use cases in local communities





Digital transformation plans for education and training institutions

Objective

- Boost the digital readiness and planning of education and training institutions.
- Promote teacher training in digital education.

How

- **Erasmus+ Partnerships for Cooperation** for institutions at all levels of education and training (KA2) - annual calls
- **SELFIE self-reflection tool** – 4 million users
- **SELFIE for TEACHERS tool** – launched in October 2021- more than 100 000 users
- **Erasmus+ Teacher Academies** with a strong digital component



PRIORITY 1



Ethical guidelines on the use of artificial intelligence (AI) and data in teaching and learning for educators

Objective

Help understand the potential that the applications of AI and data usage have in education and raise awareness of the possible risks

How

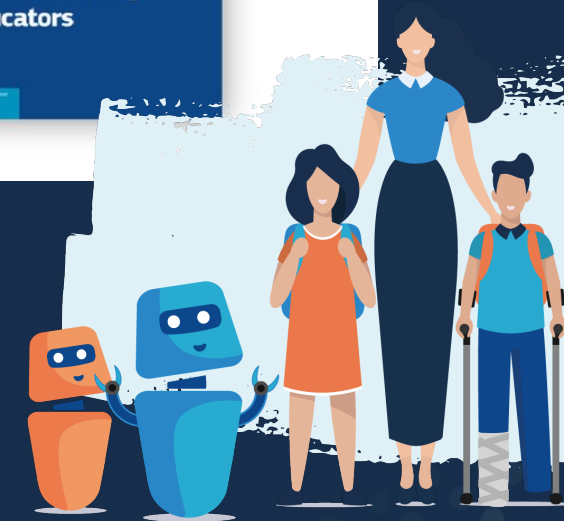
- Provide **hands-on guidance and support**: examples of AI and data use in education; ethical considerations and requirements, guiding questions, emerging competences, glossary and etc.
- Developed by a dedicated **Expert Group**

Target group

- **Teachers and educational staff in formal education**, mainly in primary and secondary levels of education, with some or no prior experience on using AI and data in teaching and learning
- The guidelines can inform the broader **education community** (students and parents, policymakers), as well as all the stakeholders involved in digital education

When

- Launched on 25 October 2022. Available in all EU official languages.





PRIORITY 2

Enhancing digital skills and competences
for the digital transformation



Guidelines for teachers and educators to promote digital literacy and tackle disinformation through education and training

Objective

Strengthen the role of education and training in **developing digital literacy and skills related to tackling disinformation among young people.**

How

- Provide **hands-on guidance, activity plans, tips, cautionary notes for teachers**
- Developed by a **dedicated Expert Group**

Target group

- **Teachers in primary and secondary education** with some or no prior experience in digital education
- School leaders, policymakers, civil society, parents

When

- Launched on 11 October 2022. Available in all EU official languages.

TARGETED SUPPORT FOR TEACHERS



Guidelines for teachers and educators on tackling disinformation and promoting digital literacy through education and training

AN INITIATIVE OF THE
Digital Education
Action Plan 2021-2027
#DIGITALEducation #EUP

DOWNLOAD TODAY!





Update the European Digital Competence Framework to include AI and data-related skills

Objective

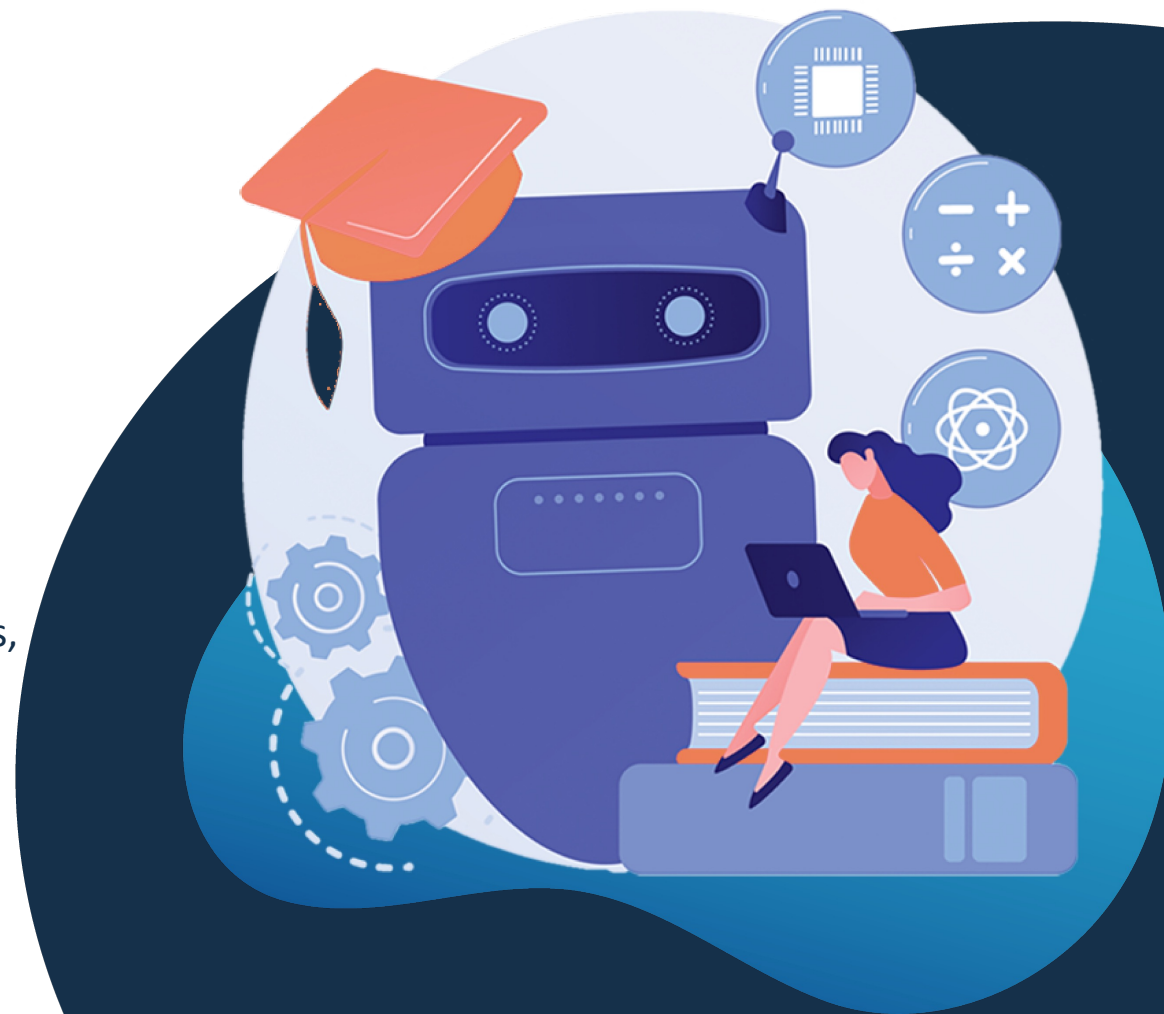
- Empower all citizens to become confident, critical and responsible users of digital technologies driven by AI systems
- Improve citizens' understanding of AI, its potential and limitations to help autonomous decision-making

How

Update the Digital Competence Framework (DigComp) to include AI and data-related statements of skills, knowledge and attitudes

When

Launched on 22 March 2022



ACTION 09
European Digital Skills Certificate (EDSC)

Objective

- Enhance the **transparency and mutual recognition** of digital skills certifications by governments, employers and other stakeholders across Europe.
- Help citizens **indicate their level of digital competence corresponding to the DigComp proficiency** levels and encourage individuals to acquire new digital skills.

How

A **feasibility study** will explore scenarios for the European Digital Skills Certificate. It will map existing digital skills certification schemes in Europe and carry out a gap analysis to understand the role and value of an EDSC and how it could support recognition of digital skills in Europe.



PRIORITY 2



Proposal for Council recommendation on improving the provision of digital skills in education and training

Objective

Support Member States in facing **common challenges related to the level of digital skills of different segments** of the population and the ability of their education and training systems to support their provision

Scope

- Basic, advanced and specialised digital skills
- Responsibility of formal education and training, but civil society and private sector can contribute significantly.

Three interdependent areas of provision of skills

- **Teachers and teacher competences**
- **Curriculum**- the wide range of programmes and courses that are used to develop digital competences in each level of education and training. Teaching and assessing digital skills as a specific subject (informatics).
- **Assessment** – during the learning process and at its end

When Q2 2023





Cross-national collection of data on student digital skills and an EU target for student digital competence

Objective

Support the collection and analysis of comparable data on the digital skills of young people across Europe

How

- **Financially support** the participation of EU Member States and third countries associated to the Erasmus+ programme in ICILS 2023;
- **Monitor progress** towards the EU-level target on students' digital skills (the reduction of low-achieving eighth-graders in computer and information literacy to below 15% by 2030) using data from ICILS

→ **Annual reporting on digital skills** in the Education and Training Monitor

When:

- 2023 – Main collection period
- 2024- Publication of results



ACTION 12 Digital Opportunity
Traineeships

Objective

Enhance and encourage the **training of learners and teachers for the digital transition**

How

Upscale of the **Digital Opportunity Traineeships (DOT)** scheme to give higher education students, VET apprentices, teachers and academic staff from all education levels, hands-on professional experience in digital fields demanded by the labour market



ACTION 13
Women's participation in STEM

Objective

→ Encourage girls and women's participation in STEM studies and careers and to ensure enhanced inclusion of women in the digital economy

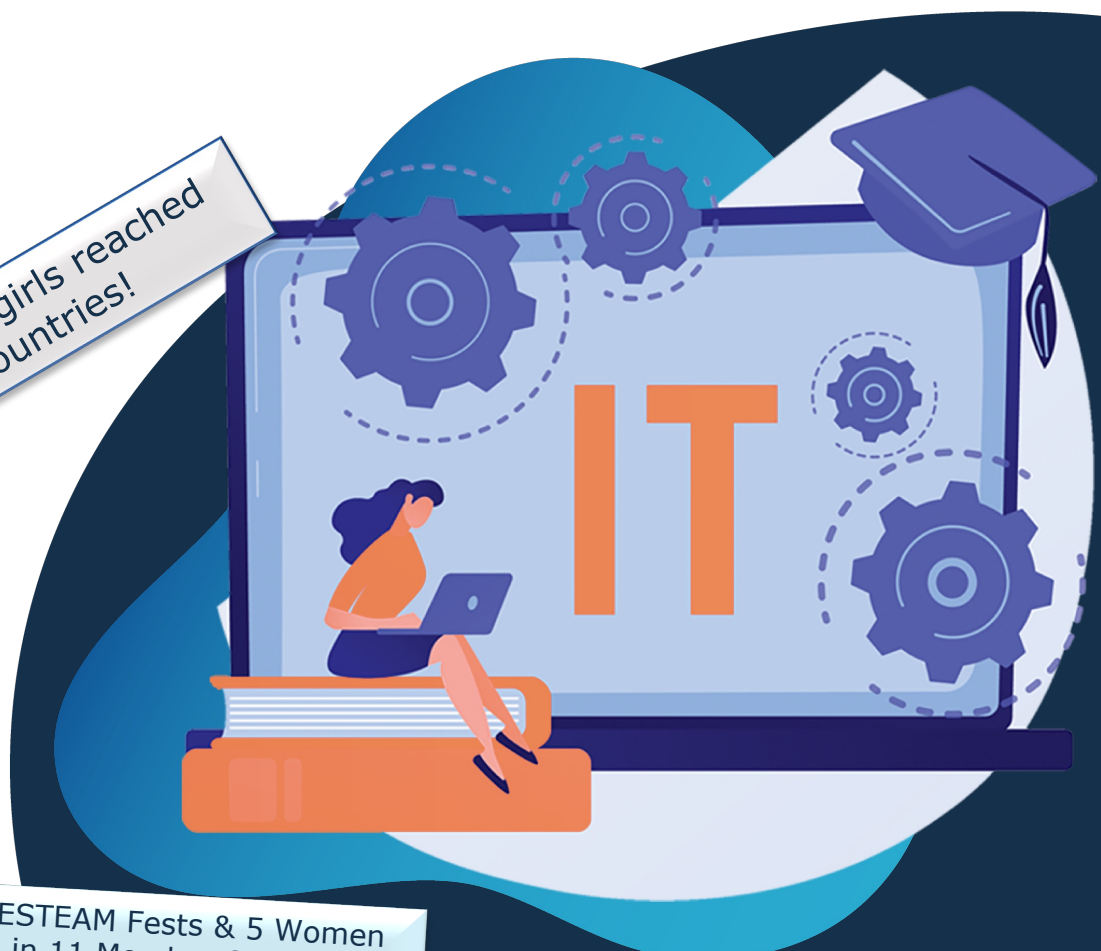
How

→ Roll-out **Girls Go Circular**, an initiative to support schoolgirls develop their digital and leadership skills while learning about the circular economy and finding solutions for a sustainable future
→ Set to upscale to all 27 EU countries by 2024

→ **ESTEAM** fests for Women and Girls across Europe = safe spaces for girls and women to improve your digital and entrepreneurial competences.

Over **20,000** girls reached in 15 countries!

5 Girls ESTEAM Fests & 5 Women ESTEAM in 11 Member States with 200 participants by 2024



THE EUROPEAN DIGITAL EDUCATION HUB

Objective

→ **Improve cooperation on digital education at the EU level** and promote cross-sectoral cooperation and new models for the seamless exchange of digital learning content addressing issues, such as interoperability, quality assurance and environmental sustainability

How

- **Set up and develop a community of practice** for cooperation to support cross-sector collaboration, and the agile development of policy. More than 1700 members!
- **Set up a network of National Advisory Services (NAS)** to stimulate dialogue between the private and public sectors
- **Collect examples of best practices** through the work of the new Support, Advanced Learning and Training Opportunities (SALTO) resource centre for digital education



WHAT IS COMING NEXT?

Highlights for 2023....

- Adoption of the Council Recommendation on key enabling factors in digital education
- Adoption of the Council Recommendation on improving the provision of digital skills through education
- Upscale of the Girls Go Circular online learning programme to 8 additional countries and reaching 10,000 additional girls.
- At least 4 ESTEAM Fests
- Launch of 4th edition of the Digital Education Hackathon
- Finalisation of the study contributing to the preparation of the European Digital Education Content Framework

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- Finalisation of the study contributing to the preparation of the European Digital Education Content Framework



Interested to know more?

Get in touch by email:

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Find out more on our webpage

Digital Education Action Plan (2021-2027) | European Education Area (europa.eu)

Stay tuned

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