

Digital skills and tools



What is digital competence?

Respond to this question on PollEv.com (Poll Everywhere)!

- Use the following link to insert your answers for the word cloud:
[PollEv.com/katharinasiegl301](https://pollev.com/katharinasiegl301)

What is digital competence?

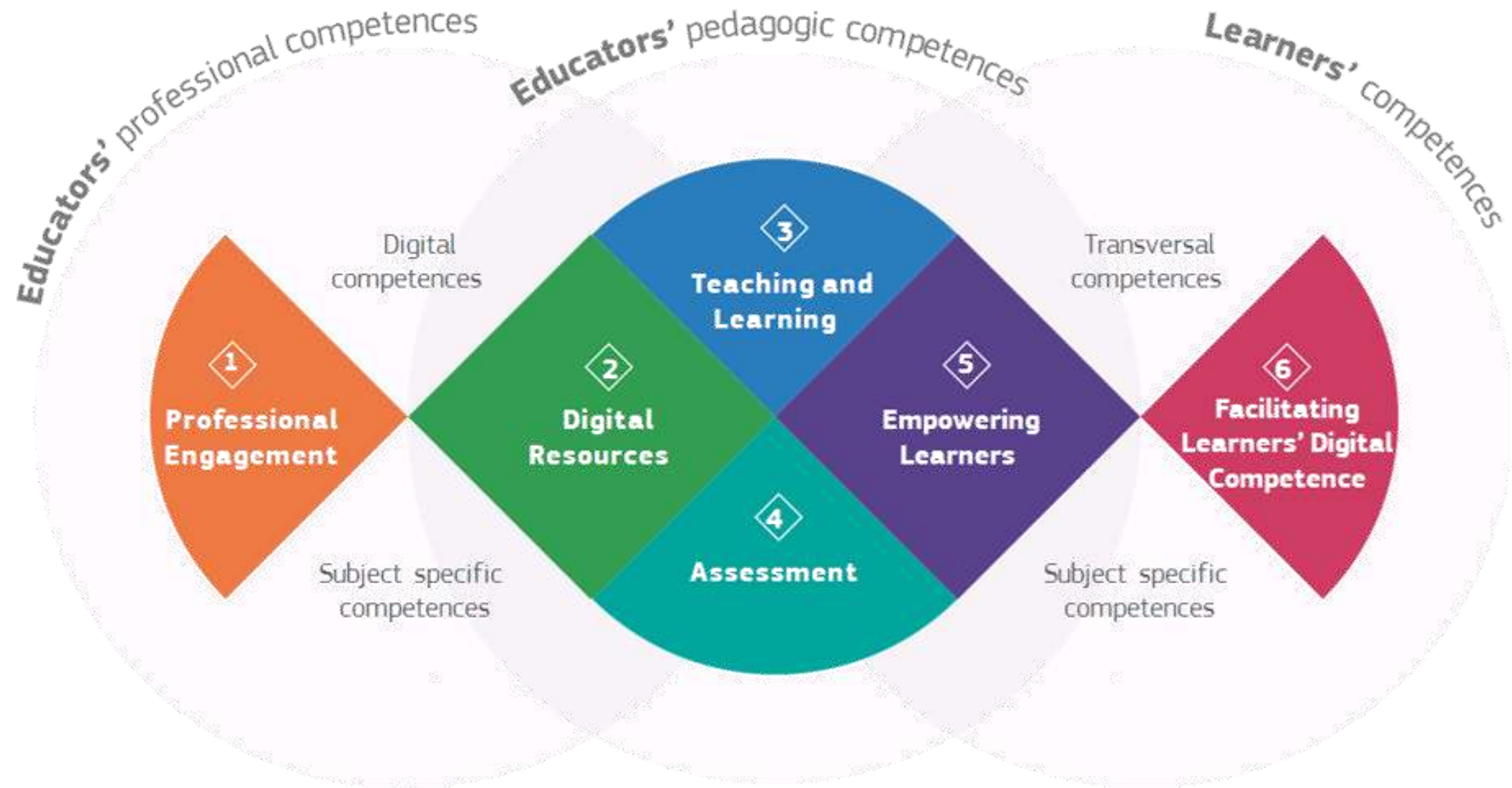
Complexity called for framework

- Digital competence is complex and involves various elements and aspects.
- In DigComp, digital competence involves the "confident, critical and responsible use of, and engagement with, digital technologies for learning, at work, and for participation in society. It is defined as a combination of knowledge, skills and attitudes." ([Council Recommendation on Key Competences for Lifelong Learning](#), 2018).
- Given this complexity, a framework was needed to standardise the area to ensure consistency.
- Moreover, the teaching professions face rapidly changing demands, which require a new, broader and more sophisticated set of competences than before.

Digital Competence Framework for Educators (DigCompEdu)

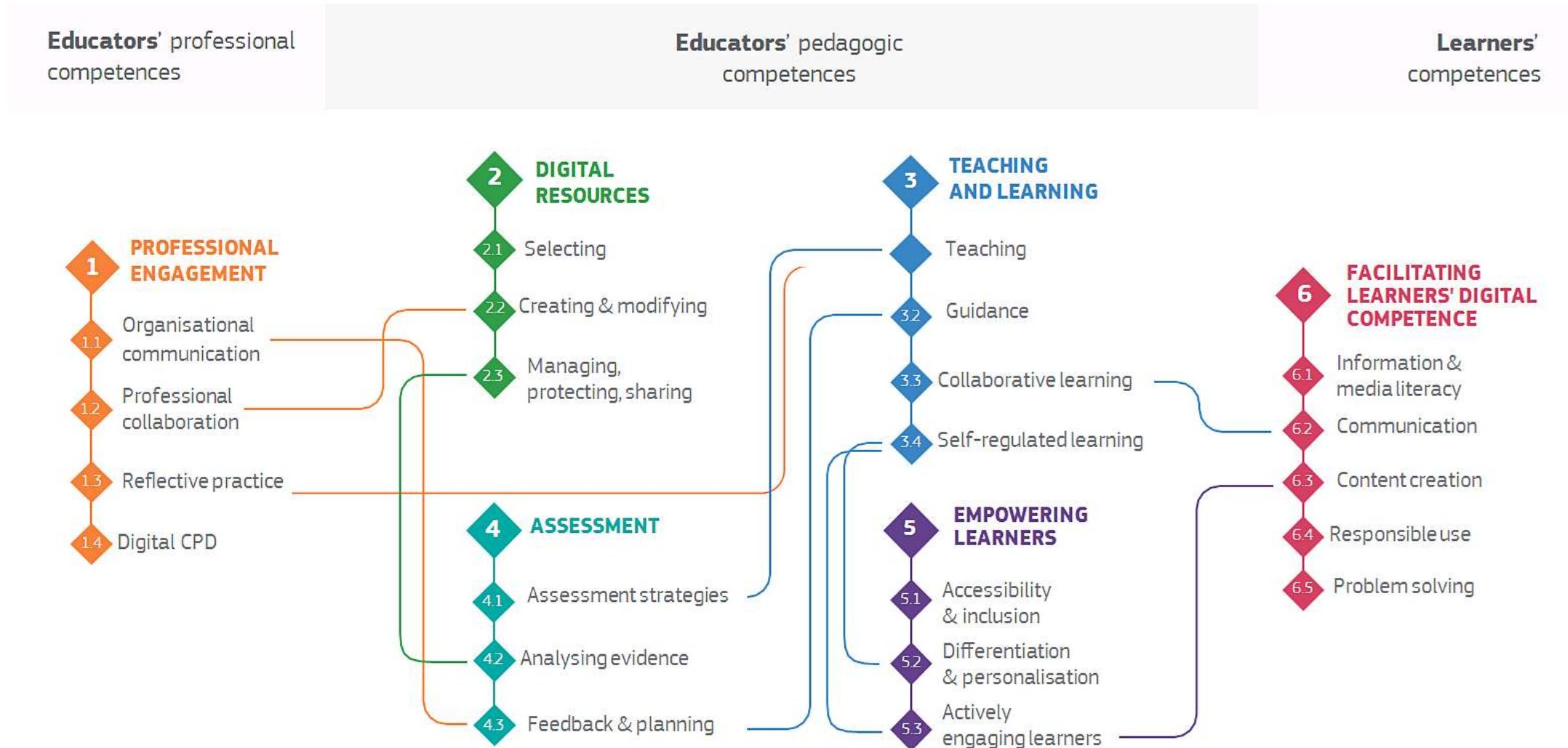
- The European Framework for the Digital Competence of Educators (DigCompEdu) is a scientifically sound framework describing what it means for educators to be digitally competent. It provides a general reference frame to support the development of educator-specific digital competences in Europe. DigCompEdu is directed towards educators at all levels of education, from early childhood to higher and adult education, including general and vocational education and training, special needs education, and non-formal learning contexts.

Digital Competence Framework for Educators (DigCompEdu)



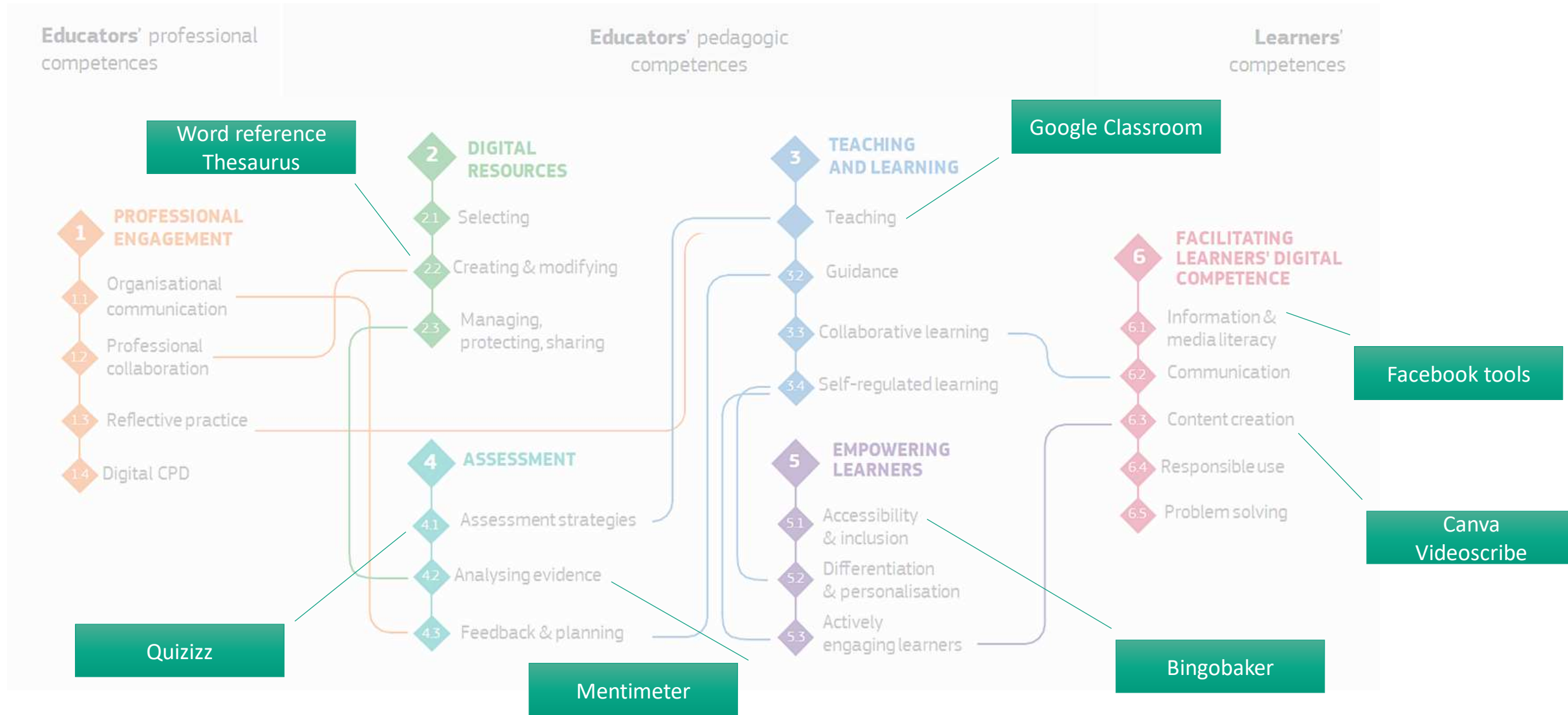
Digital Competence Framework for Educators (DigCompEdu)

22 Digital Competences for educators



Digital tools for adult educators and trainers

9 digital tools that make adult educators' life easier!



Teaching

Google Classroom

This competence refers to designing, planning and implementing the use of digital technologies in the different stages of the learning process.

- To plan for and implement digital devices and resources in the teaching process, so as to enhance the effectiveness of teaching interventions.
- To appropriately manage and orchestrate digital teaching strategies.
- To experiment with and develop new formats and pedagogical methods for instruction.



Creating and modifying digital resources

Word reference, Thesaurus

One of the key competences any educator needs to develop is to come to terms with this variety, to effectively identify resources that best fit their learning objectives, learner group and teaching style, to structure the wealth of materials, establish connections and to modify, add on to and develop themselves digital resources to support their teaching.

- To modify and build on existing openly-licensed resources and other resources where this is permitted.
- To create or co-create new digital educational resources.
- To consider the specific learning objective, context, pedagogical approach, and learner group, when designing digital resources and planning their use.



Assessment strategies

Quizizz

Assessment can be a facilitator or bottleneck to innovation in education. When integrating digital technologies into learning and teaching, we must consider how digital technologies can enhance existing assessment strategies.

- To use digital technologies for formative and summative assessment.
- To enhance the diversity and suitability of assessment formats and approach



Analysing evidence

Mentimeter

Analysing and interpreting this data and using it to help make decisions is becoming more and more important – complemented by the analysis of conventional evidence on learner behaviour

- To generate, select, critically analyse and interpret digital evidence on learner activity, performance and progress, in order to inform teaching and learning.



Accessibility and inclusion

Bingobaker

Digital technologies can furthermore contribute to supporting classroom differentiation and personalised education by offering learning activities adapted to each individual learner's level of competence, interests and learning needs. At the same time, however, care must be taken not to exacerbate existing inequalities (e.g. in access to digital technologies or digital skills) and to ensure accessibility for all learners, including those with special educational needs.

- To ensure accessibility to learning resources and activities, for all learners, including those with special needs.
- To consider and respond to learners' (digital) expectations, abilities, uses and misconceptions, as well as contextual, physical or cognitive constraints to their use of digital technologies.



Information and media literacy

Facebook tools

Digital competence is one of the transversal competences educators need to instil in learners. Whereas fostering other transversal competences is only part of educators' digital competence in as far as digital technologies are used to do so, the ability to facilitate learners' digital competence is an integral part of educators' digital competence.

- To incorporate learning activities, assignments and assessments which require learners to articulate information needs
- to find information and resources in digital environments; to organise, process, analyse and interpret information
- to compare and critically evaluate the credibility and reliability of information and its sources.



Digital content creation

Canva

Digital competence is one of the transversal competences educators need to instil in learners. Whereas fostering other transversal competences is only part of educators' digital competence in as far as digital technologies are used to do so, the ability to facilitate learners' digital competence is an integral part of educators' digital competence.

- To incorporate learning activities, assignments and assessments which require learners to express themselves through digital means
- to modify and create digital content in different formats
- To teach learners how copyright and licenses apply to digital content, how to reference and attribute licenses



Kahoot! quiz

Join at www.kahoot.it
or with the **Kahoot!** app

Game PIN:

117 2513



One tool

List of recommended tools

Name one tool that you use or can recommend to others to use!



What are the six areas of the DigCompEdu?

Professional Engagement

Digital Resources

Teaching and Learning

Assessment

Empowering Learners

Facilitating Learner's Digital Competence

Upskilling

Learning Management System

Pedagogical Theories



- In DigComp, digital competence involves the "confident, critical and responsible use of, and engagement with, digital technologies for learning, at work, and for participation in society. It is defined as a combination of knowledge, skills and attitudes."



The 6 areas of the DigCompEdu detail:

22 competences

25 technical skills

19 learning methods

What can be used for digital content creation?

- Canva
- Mentimeter
- Thesaurus