



# Digital Education Action Plan 2021-2027

*Resetting Education and Training for the Digital Age*

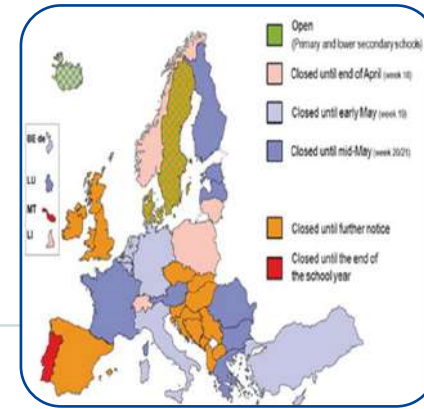
*Georgi Dimitrov,  
Acting Head of Unit 'Innovation and EIT'  
DG Education, Youth, Sport and Culture  
European Commission*

# 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)

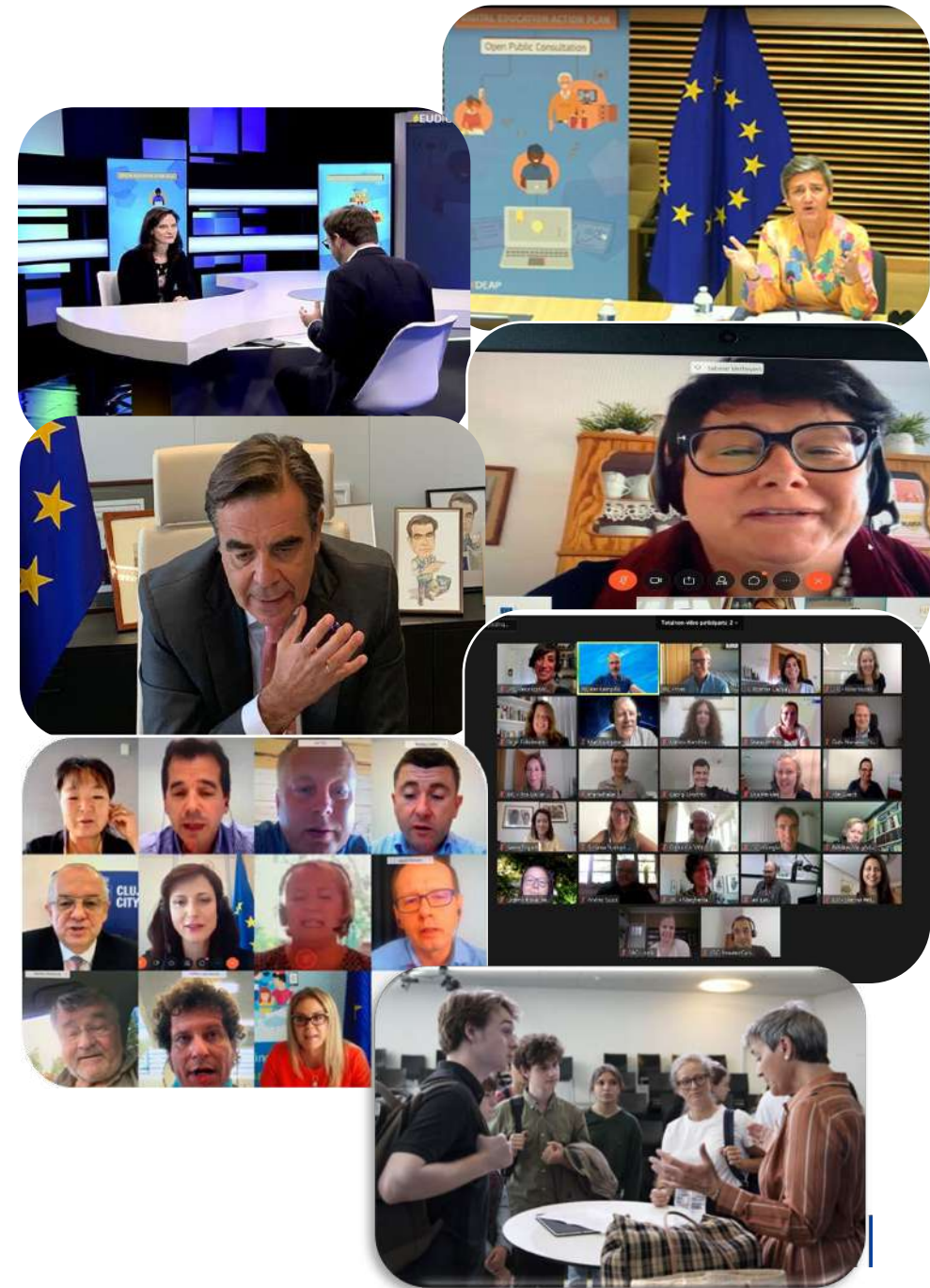
COVID-19 pandemic and upsurge in distance and online learning

Next Generation EU

➤ Key enabler for **European Education Area** and the new **Skills Agenda**

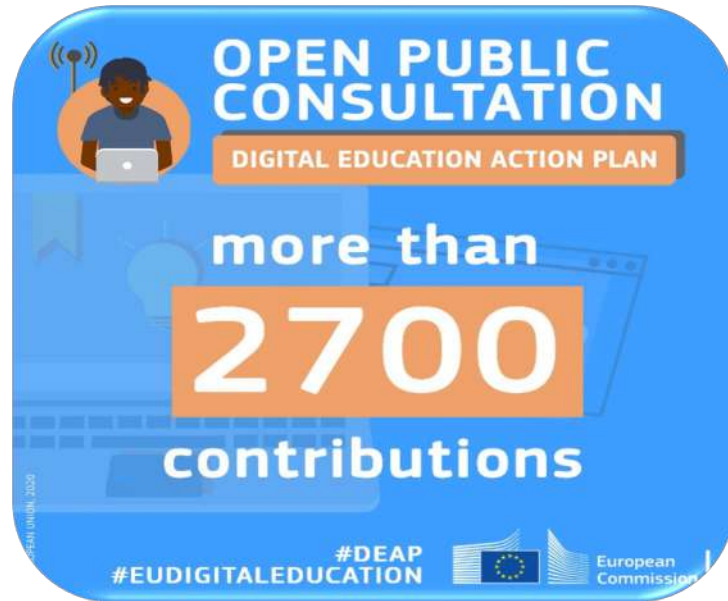
# Stakeholder consultations

- **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**.



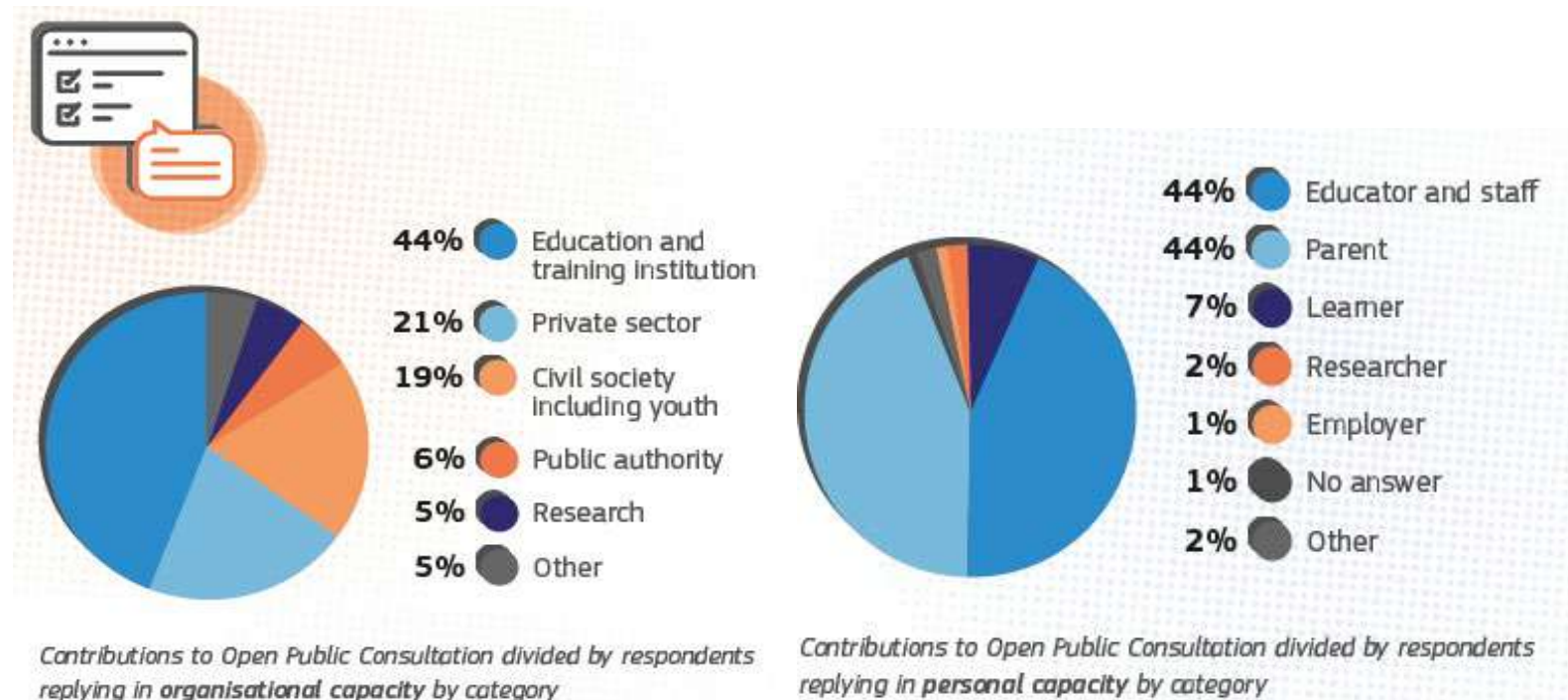


# Open Public Consultation



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

60 countries



# 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.



*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



*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 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.



**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!



[Georgi.DIMITROV@ec.europa.eu](mailto:Georgi.DIMITROV@ec.europa.eu)

#EUDigitalEducation

@EUDigitalEdu