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The European Frameworks DigComp2.0 & DigCompEdu: Digital Competences for Active Citizens

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Ambassadors for Europe - Training 2019



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Digital identity

e-presence

Digital footprints

Digital security

Digital rights

Digital health



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CONTENT

- Framework of Digital Competences DigCompEdu
- Framework of Digital Competences DigComp2.0
- Digital Competences for Active Citizen
- Framework of Digital Competences- Council of Europe
- DQ Digital Intelligence - DQI, OECD 2030

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Frameworks of Digital Competences - JRC-EU

- DigComp → Citizens
- DigCompEdu → Teachers
- SELFIE → Schools
- DigCompOrg → Organizations
- EntreComp → Entrepreneurship



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DigCompEdu



European Commission

DigCompEdu

The European Framework
for the Digital Competence
of Educators



Educators' professional competences

- 1 PROFESSIONAL ENGAGEMENT
 - 1.1 Organisational communication
 - 1.2 Professional collaboration
 - 1.3 Reflective practice
 - 1.4 Digital CPD

Educators' pedagogic competences

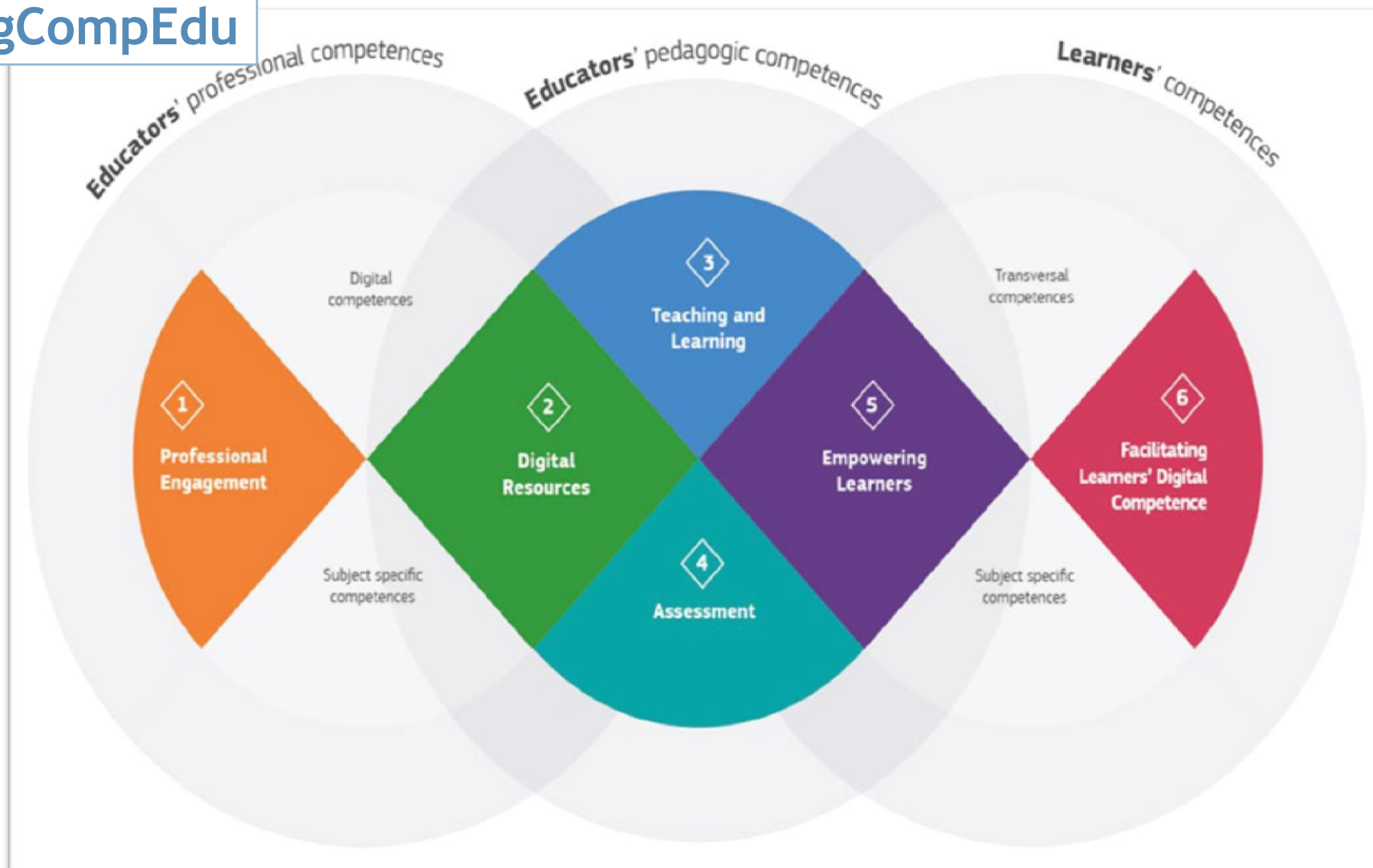
- 2 DIGITAL RESOURCES
 - 2.1 Selecting
 - 2.2 Creating & modifying
 - 2.3 Managing, protecting, sharing
- 4 ASSESSMENT
 - 4.1 Assessment strategies
 - 4.2 Analysing evidence
 - 4.3 Feedback & planning

Learners' competences

- 3 TEACHING AND LEARNING
 - 3.1 Teaching
 - 3.2 Guidance
 - 3.3 Collaborative learning
 - 3.4 Self-regulated learning
- 5 EMPOWERING LEARNERS
 - 5.1 Accessibility & inclusion
 - 5.2 Differentiation & personalisation
 - 5.3 Actively engaging learners
- 6 FACILITATING LEARNERS' DIGITAL COMPETENCE
 - 6.1 Information & media literacy
 - 6.2 Communication
 - 6.3 Content creation
 - 6.4 Responsible use
 - 6.5 Problem solving

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DigCompEdu



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Progression of Proficiency levels

- A1. Newcomer
- A2. Explorer
- B1. Integrator
- B2. Expert
- C1. Leader
- C2. Pioneer



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SELFIE

(Self-reflection on Effective Learning
by Fostering the use of
Innovative Educational Technologies)

https://ec.europa.eu/education/schools-go-digital_el





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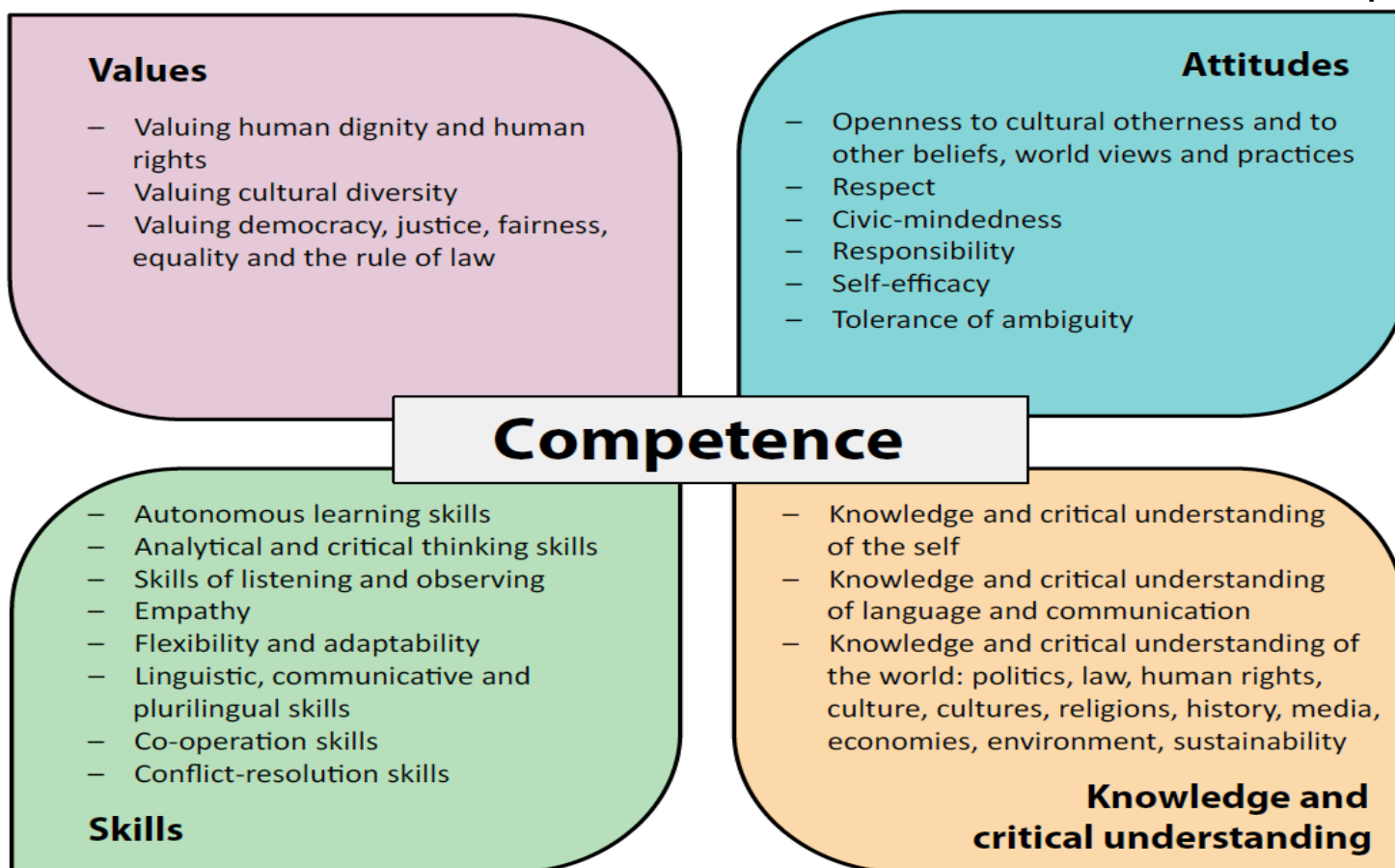
DigComp 2.0 Competence areas & Competences



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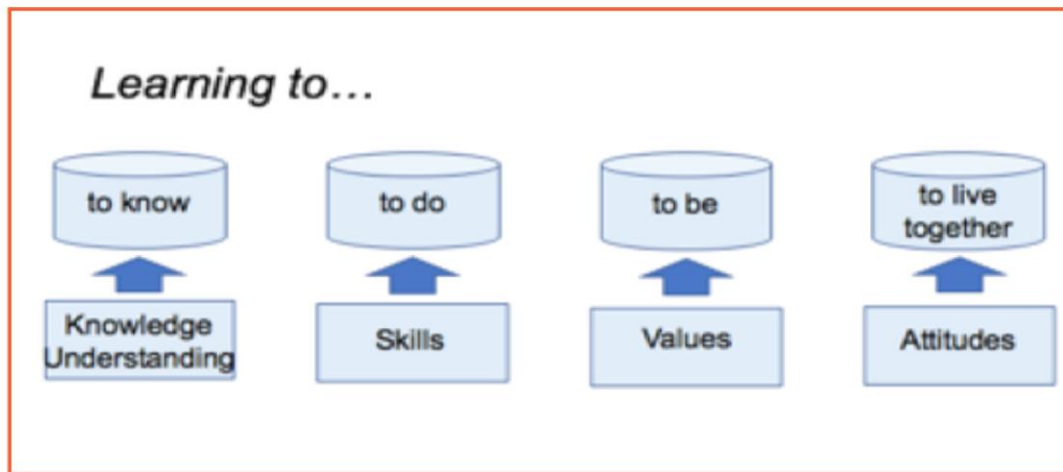
Figure 1: The 20 competences for democratic culture

Council of Europe, 2016

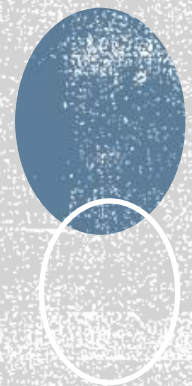


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Figure 7: Four pillars of education underpinned by digital citizenship competence model



Council of Europe



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The Digital Competence Framework for Citizens

DigComp 2.0

Information & data literacy

- 1.1 Browsing, searching and filtering data, information and digital content
- 1.2 Evaluating data, information and digital content
- 1.3 Managing data, information and digital content

Communication & collaboration

- 2.1 Interacting through digital technologies
- 2.2 Sharing through digital technologies
- 2.3 Engaging in citizenship through digital technologies
- 2.4 Collaborating through digital technologies
- 2.5 Netiquette
- 2.6 Managing digital identity

Digital content creation

- 3.1 Developing digital content
- 3.2 Integrating and re-elaborating digital content
- 3.3 Copyright and licenses
- 3.4 Programming



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The Digital Competence Framework for Citizens

Safety



DigComp 2.0

- 4.1 Protecting devices
- 4.2 Protecting personal data and privacy
- 4.3 Protecting health and well-being
- 4.4 Protecting the environment

Problem solving



- 5.1 Solving technical problems
- 5.2 Identifying needs and technological responses
- 5.3 Creatively using digital technologies
- 5.4 Identifying digital competence gaps



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1. Information & data literacy

1.1 Browsing, searching and filtering data, information and digital content

(Search Engines, Reliable resources/ Data bases/ Web sites)

1.2 Evaluating data, information and digital content

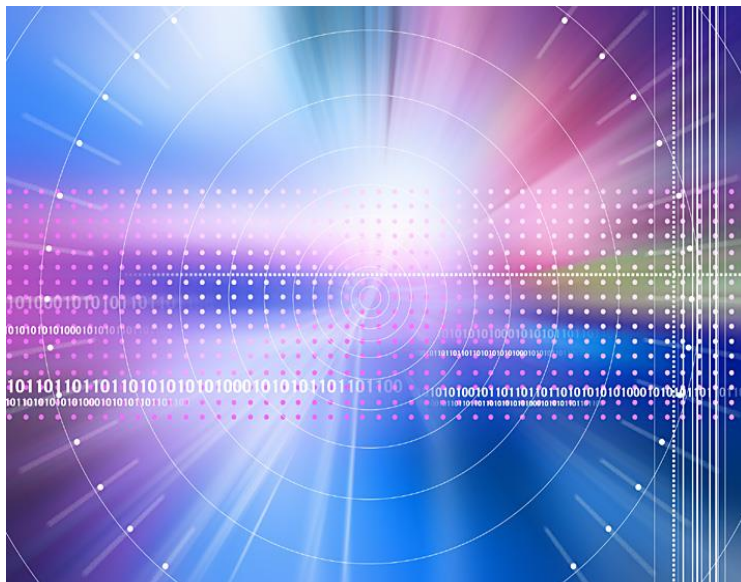
(Critical approach, Reliability, Validity, Information disorder)

1.3 Managing data, information and digital content

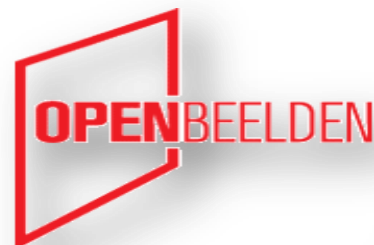
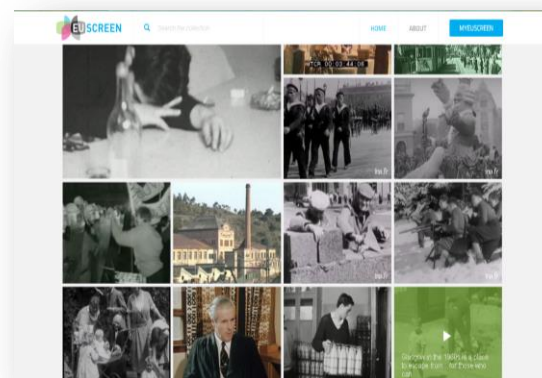
(Saving and Organizing Locally/Cloud, Big data/Data mining/Data analysis, Structured Data)



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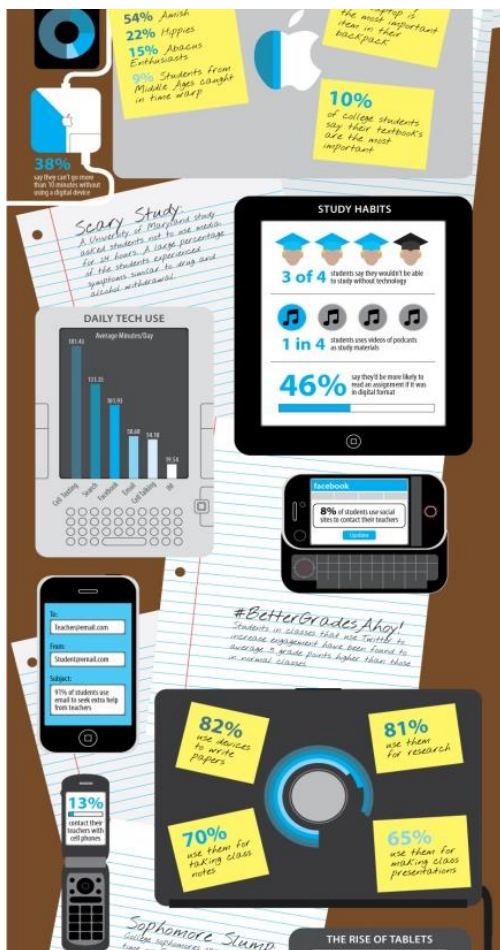


- World bank
- United Nations
- Open Data
- Content Providers (on demand)
- Web pages



- Retrieval
- Access
- Openness
- Analysis (Excel, SPSS-iBM, Python, R, SQL)
- Visualisation

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Conscious consumers

1.2 Critical approach



- Authenticity of the news
- Information from various sources
- Positive and trustworthy content
- Detecting fake news
- Real / biased / fake news?
- Fact or fiction?

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Informed citizens

1.2 Critical approach

- Documentation
- Reliability
- Objectivity
- Cross checking
- Impartiality

- Freedom of speech
- Censorship
- State control
- Ethics

- Commercial practices
- Financing
- Advertising

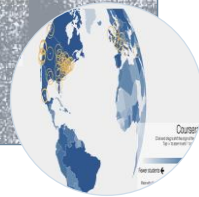
Resources



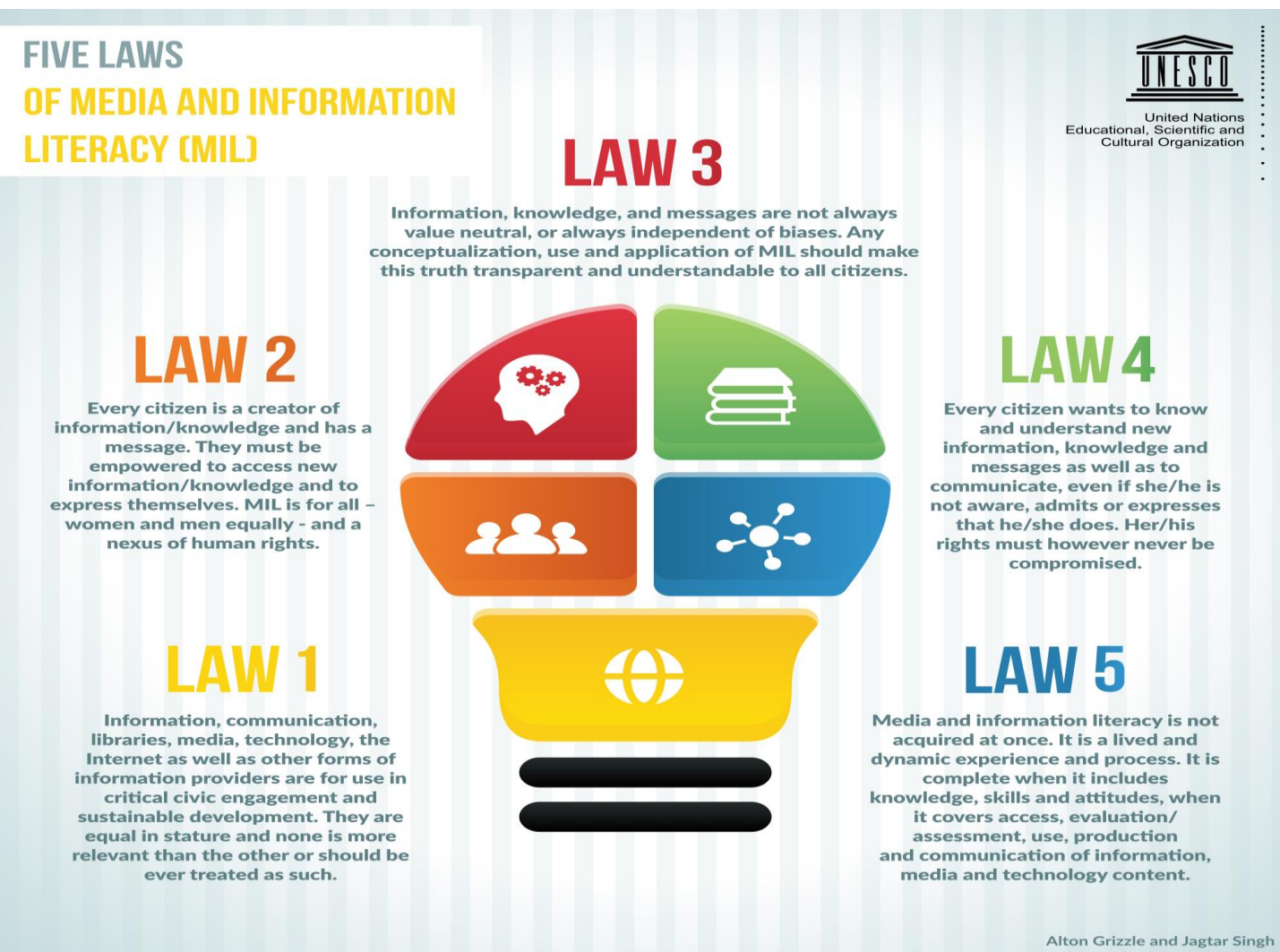
Self-regulation and control



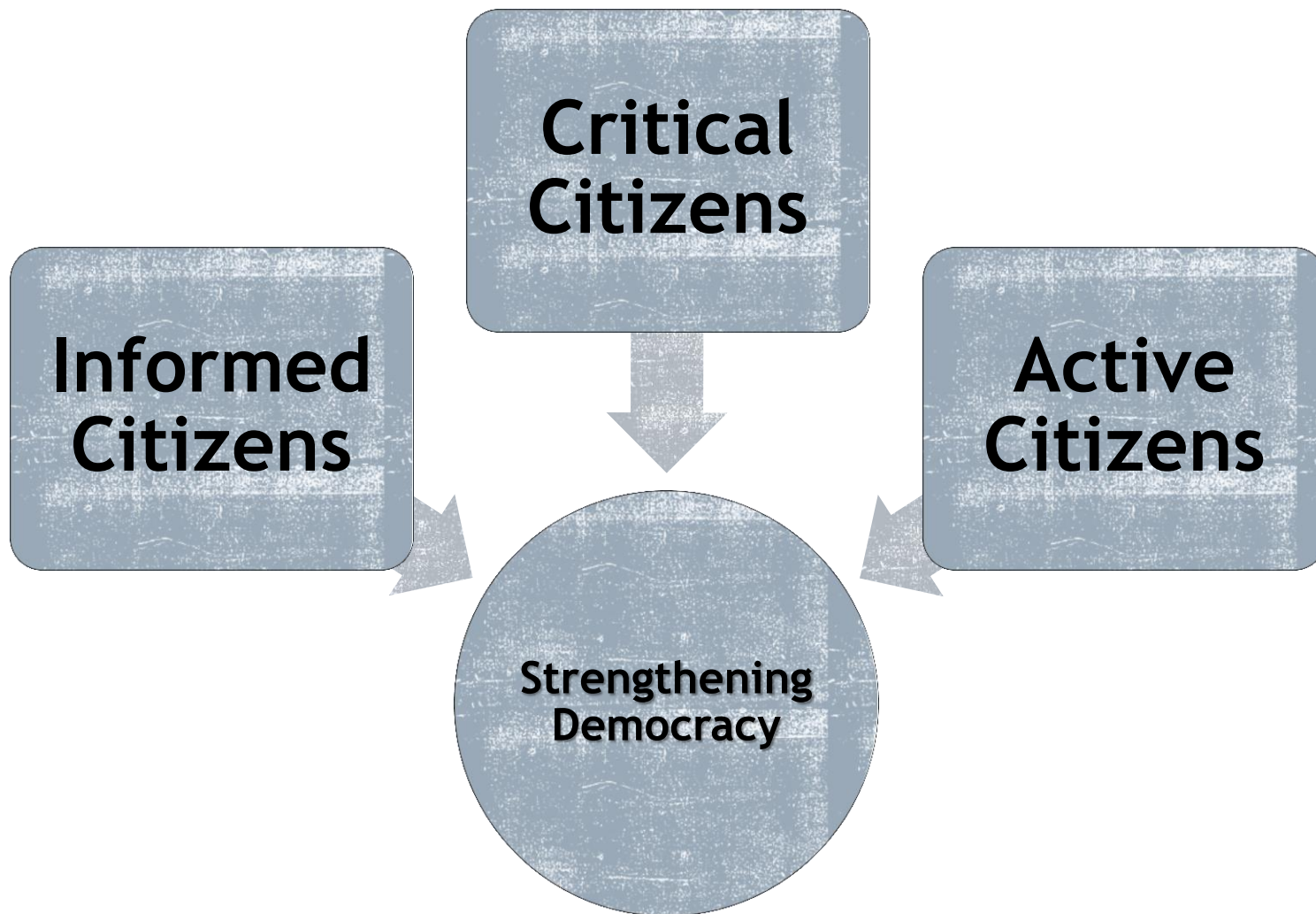
Economic factors



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e-estonia

home solutions visit us

we have built a digital society and so can you

Named ‘the most advanced digital society in the world’ by Wired, ingenious Estonians are pathfinders, who have built an efficient, secure and transparent ecosystem that saves time and money. e-Estonia invites you to follow the digital journey.

LEARN HOW

46.7%

Estonians use internet voting

98%

Estonians have ID-card

99%

services are online

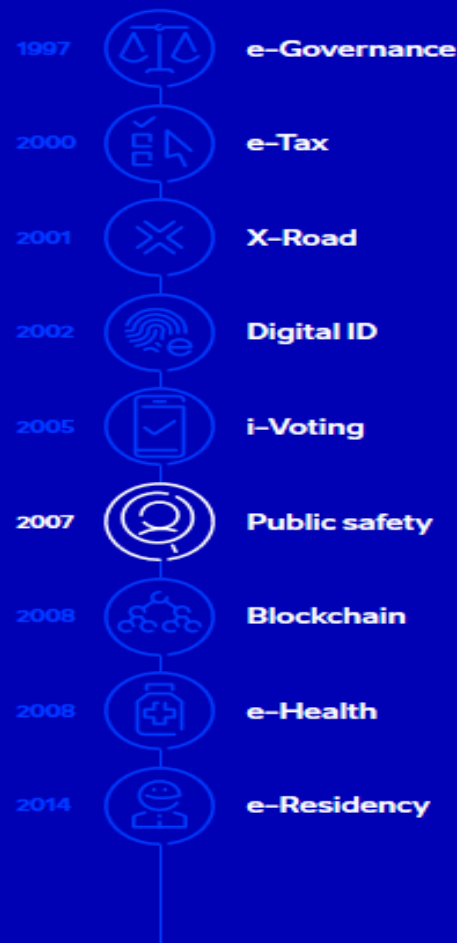
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success stories

When Estonia started building our information society about two decades ago, there was no digital data being collected about our citizens. The general population did not have the internet or even devices with which to use it. It took great courage to invest in IT solutions and take the information technology route.

Here are some of our best e-solutions that have led to Estonia becoming one of the world’s most developed digital societies.



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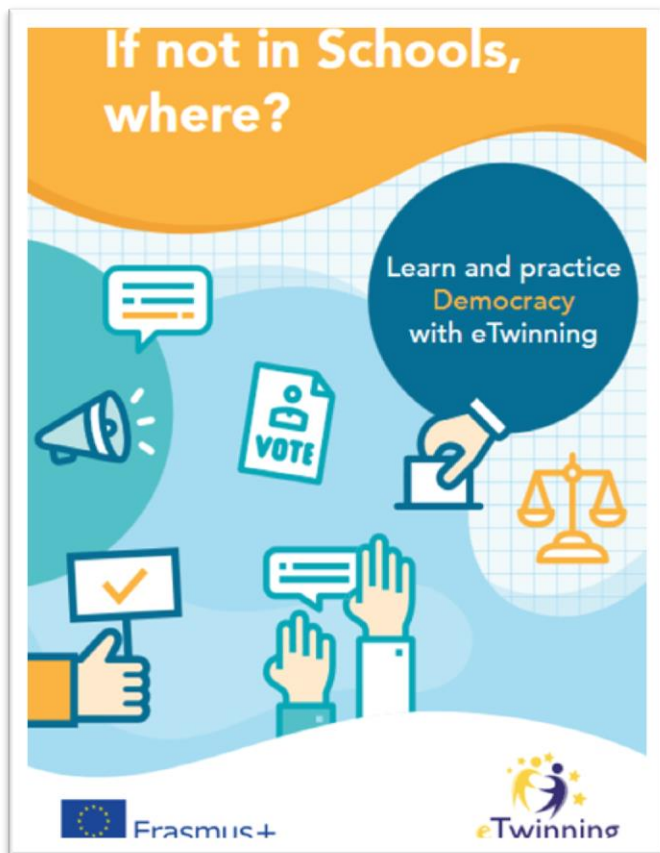
ambitious future

Successful countries need to be ready to experiment. Building e-Estonia as one of the most advanced e-societies in the world has involved continuous experimentation and learning from our mistakes. Estonia sees the natural next step in the evolution of the e-state as moving basic services into a fully digital mode. This means that things can be done for citizens automatically and in that sense invisibly.

In order to remain an innovative, effective and successful Northern country that leads by example, we need to continue executing our vision of becoming a safe e-state with automatic e-services available 24/7.



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Schools as Democracy Labs



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TELECONFERENCE



www.shutterstock.com - 589691520



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2. Communication & collaboration

2.1, 2.2 Interaction, Sharing

2.4, 2.5 Collaboration

2. 6 Digital Identity Management

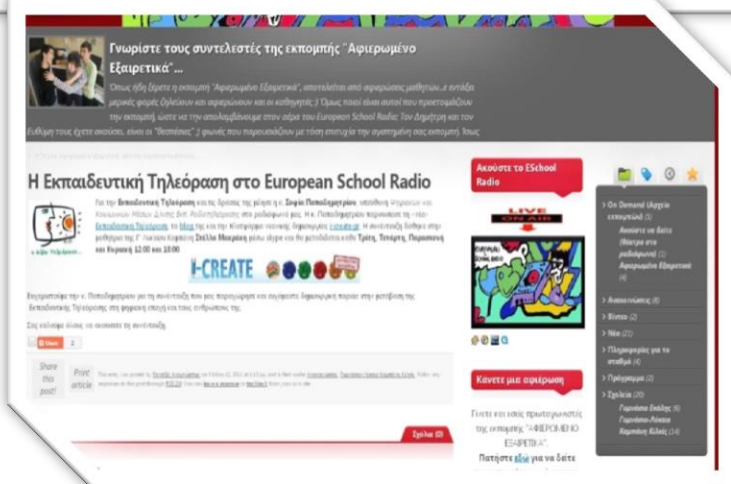
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2.1 2.2 2.5 Effective Communication

- Speech and behavior difference -
- online / offline
- Netiquette
- Internet rights
- Freedom of speech
- Hate speech

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- Digital Footprint
- Digital Communities
- Ethics on the Internet
- Privacy Policy (GDPR)






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3. Digital content creation




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Contextualized Resource Based Learning

OpenScienceResources


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The Open Science Resources (OSR) portal enables you to access the finest digital collections in European science centres and museums, to follow educational pathways connecting objects tagged with semantic metadata and to enrich the contents provided with social tags of your own choice.

Explore OSR: The **OSR Repository** includes numerous educational materials (images of exhibits and scientific instruments, animations, videos, lesson plans, student projects and educational pathways with guidelines for interactive museum visit experiences)

Share your content: The **OSR Tool-Box** will provide you with all the necessary tools to prepare your content for the **OSR Repository**. The OSR tools offering a unique **authoring environment** to design and share your own educational pathways.




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Producers + Consumers= Pro-sumers

Production

In Groups or
Individual

A gradual and structured
approach utilizing
educational techniques

from text analysis;
exploratory contact with
technology

Small-scale
projects to more
complex

Evaluation and
reflection

Video

Poster, Magazine

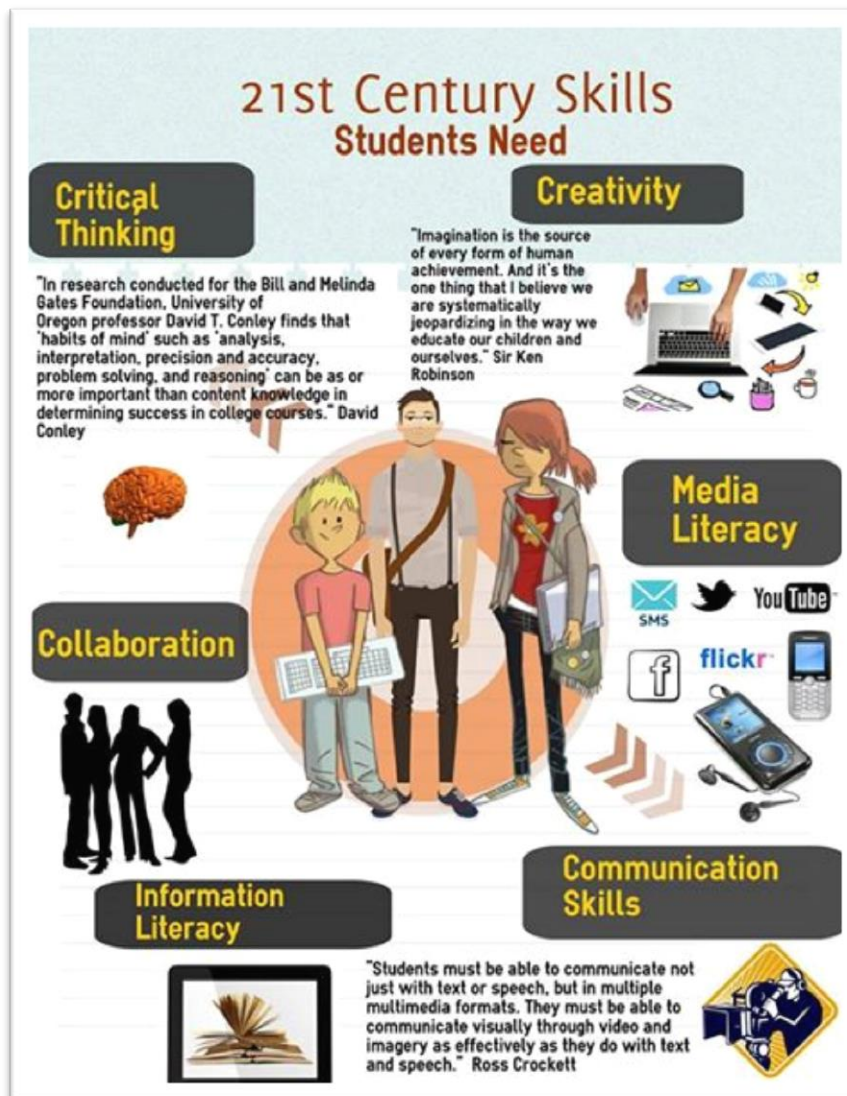
Newspaper, Press
Releases

Ads, Covers Blogs/Wikis

PodCasts/VideoCasts

Web2.0 tools

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5. Problem solving



5.1 Solving technical problems

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Council of Europe Framework

- 1: Access and inclusion
- 2: Learning and creativity
- 3: Media and information literacy

SECTION 1 BEING ONLINE



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Council of Europe Framework

- 4: Ethics and empathy
- 5: Health and well-being
- 6: e-Presence and communications

SECTION 2 WELL-BEING ONLINE



Ambassadors for Europe - Training 2019



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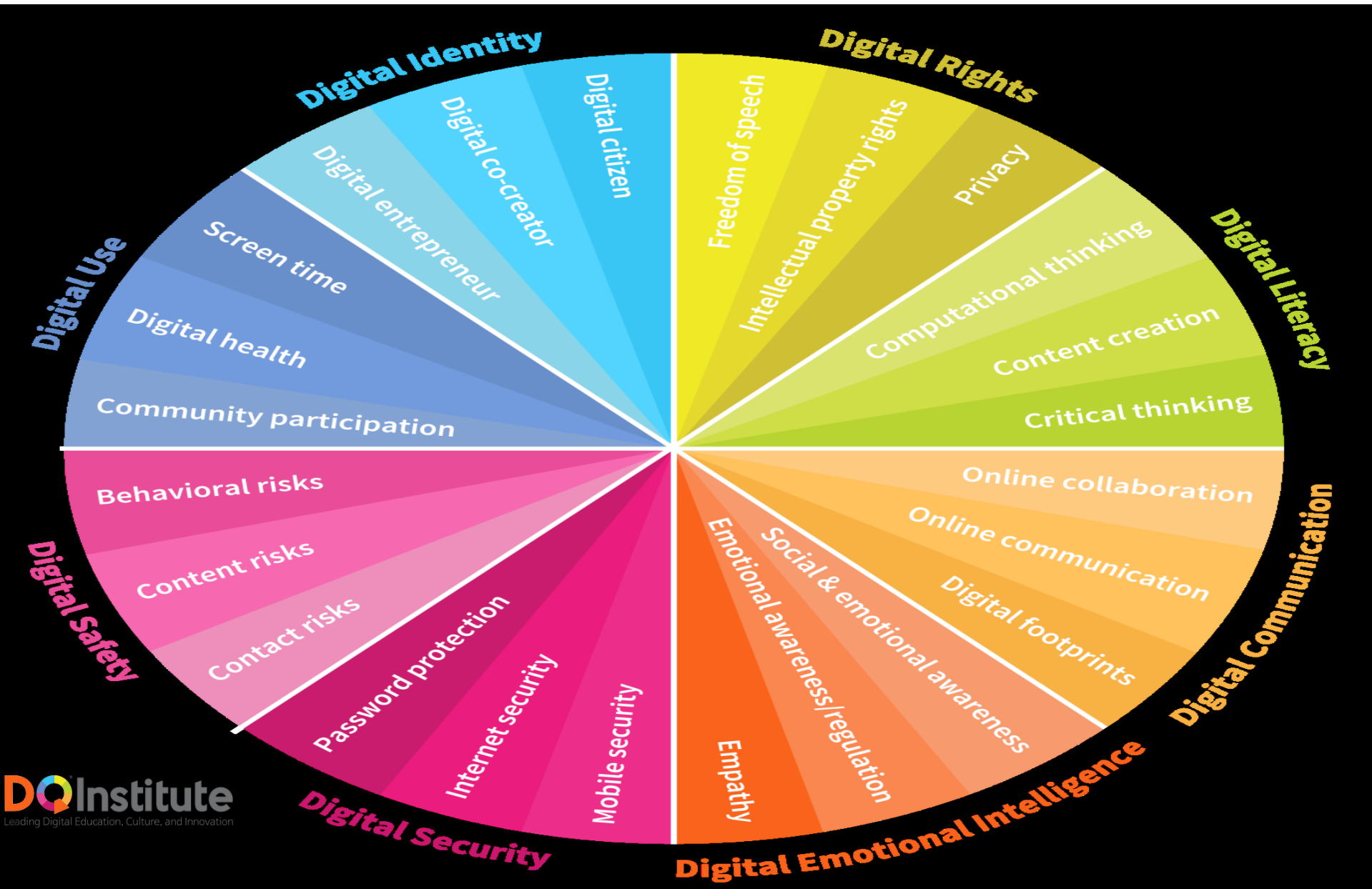
Council of Europe Framework

- 7: Active participation
- 8: Rights and responsibilities
- 9: Privacy and security
- 10: Consumer awareness

SECTION 3 RIGHTS ONLINE



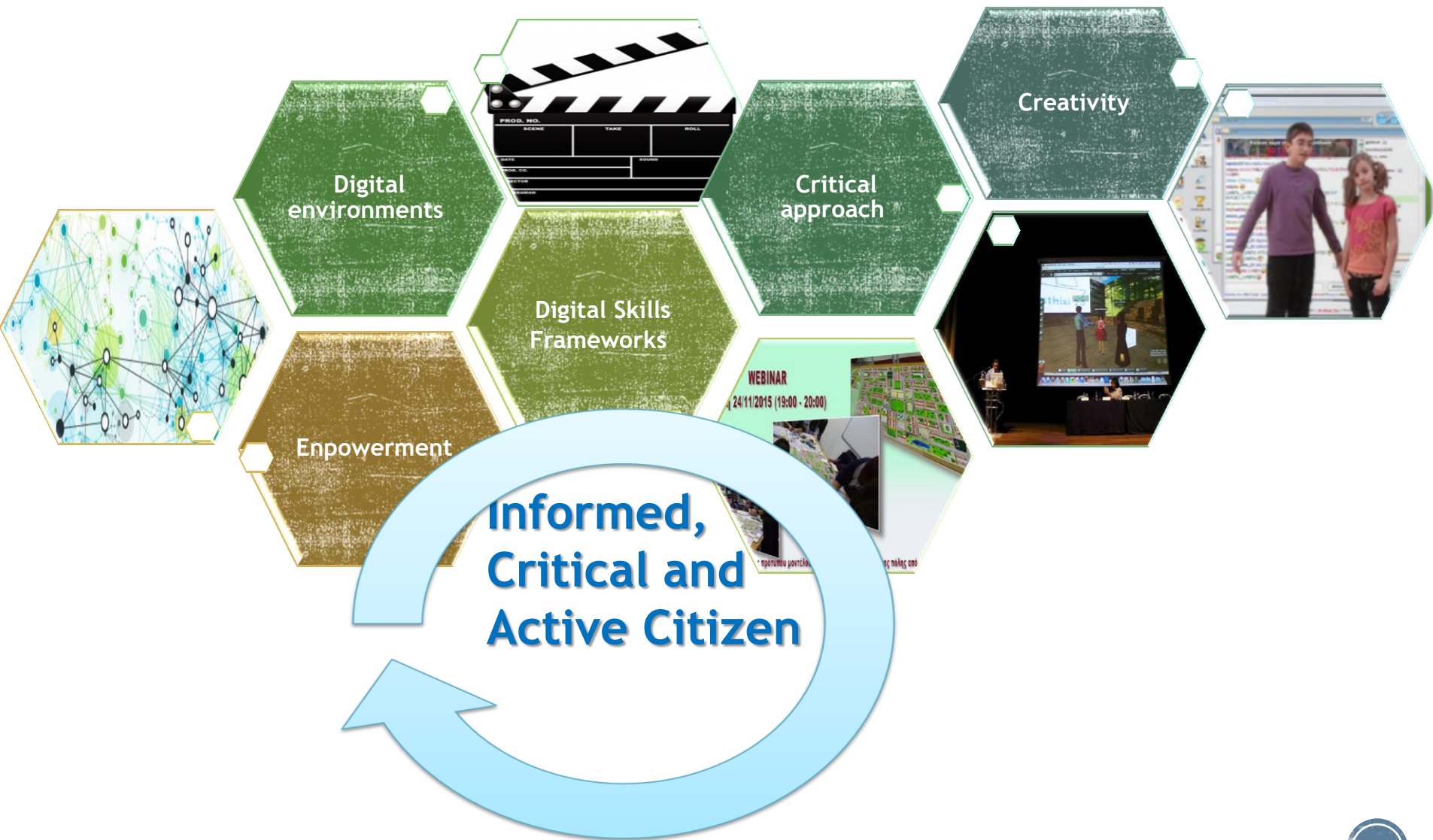
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	Digital Identity	Digital Use	Digital Safety	Digital Security	Digital Emotional Intelligence	Digital Communication	Digital Literacy	Digital Rights
Digital Citizenship	1 Digital Citizen Identity	2 Balanced Use of Technology	3 Behavioural Cyber-Risk Management	4 Personal Cyber Security Management	5 Digital Empathy	6 Digital Footprint Management	7 Media and Information Literacy	8 Privacy Management
Digital Creativity	9 Digital Co-Creator Identity	10 Healthy Use of Technology	11 Content Cyber-Risk Management	12 Network Security Management	13 Self-Awareness and Management	14 Online Communication and Collaboration	15 Content Creation and Computational Literacy	16 Intellectual Property Rights Management
Digital Competitiveness	17 Digital Changemaker Identity	18 Civic Use of Technology	19 Commercial and Community Cyber-Risk Management	20 Organisational Cyber Security Management	21 Relationship Management	22 Public and Mass Communication	23 Data and AI Literacy	24 Participatory Rights Management

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