PRESENTATIONS FROM MINISTRIES OF EDUCATION
DIGITAL CITIZENSHIP IN DENMARK

JAKOB HARDER, DEPUTY DIRECTOR
DANISH NATIONAL AGENCY FOR IT AND LEARNING
DIGITAL LEARNING

Use of ICT, data and technology contributes to all students reaching their full potential

Students obtains competencies and digital citizenship to become co-creators of the future digital society

Digital citizenship  Digital didactics  Learning analytics
DIGITAL CITIZENSHIP

Knowledge

Competencies

Digital citizenship

Skills

Moral, ethics and values

Critical user

Creative producer

Responsible citizen
FOCUS AREAS

Infrastructure and learning resources

Competency development

Research and knowledge

Practice development and demonstration

Leadership, strategy, organization and culture

Goals, content and evaluation in subjects and curriculum

Available and usable data
KEY ACTIONS

- Digital competencies and digital citizenship in curriculum (day care and upper secondary school).
- Informatics as a subject (compulsory school and upper secondary school).
- Toolcamp and 21st century skills (compulsory school).
- Digital citizenship initiatives – campaigns, learning resources ...(all levels).
- Social media campaign targeting students in upper secondary school and vocational training.
- Data on students progress and learning from various digital learning resources (compulsory school).
- Implementation and use of digital learning platforms and learning resources (compulsory school).
- Easier access to digital learning resources and learning process through the development of common standards (compulsory school).
- ICT skills development through capacity building (compulsory school).
LESSONS LEARNED / AREAS OF IMPROVEMENT

- A broad perspective on digital citizenship is needed.
- The accelerating technological development will continue to change the demands for new competencies, and the education system must develop to support this.
- Students, who uses ICT in the learning process, develops more 21st century skills that students, who doesn’t use ICT.
- We need more focus on digital didactics, capacity building and school leadership to support the development of digital citizenship.
- There are a lot of good practices in individual schools and important research results, but we have a challenge in knowledge sharing and spreading of these results.
TOWARDS AN ONLINE PORTFOLIO OF TEACHERS’ DIGITAL COMPETENCE

Mª JESÚS GARCÍA SAN MARTÍN - INTEF
PORTFOLIO OF TEACHERS’ DIGITAL COMPETENCE
PORTFOLIO’S ORGANIZATION

- **Biography:** timeline of experiences and teachers’ self-assessment of their level of digital competence.

- **Dossier:** online folder to showcase and prove the level that the teachers have self-assessed.

- **Passport:** the level achieved through the self-assessment tool and the teacher’s dossier yield this online and printable passport.
¿En qué consiste la Biografía de la Competencia Digital Docente?


### Historial
- Realice un panorama cronológico de Lorem ipsum et dolor sit amet.
- Última actualización 22/08/2016

### Autoevaluación
- Autoevalúa tus lorem ipsum dolor sit amet.
- Última actualización 22/08/2016
### Datos del historial

Realice un panorama cronológico de *Lorem ipsum et dolor sit amet.*

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SELF-ASSESSMENT (6 COMPETENCE LEVELS PER AREA: A1 – C2)
Sube las evidencias que ayuden y avalen tus resultados

TIPOS DE EVIDENCIAS

RECURSOS (7)
- EXPERIENCIAS (0)
- PROYECTOS (1)
- INSIGNIAS (2)
- CERTIFICADOS (1)
- PREMIOS (1)
- PUBLICACIONES (2)

NOMBRE DEL RECURSO NÚMERO 1
NOMBRE DEL RECURSO NÚMERO 2
NOMBRE DEL RECURSO NÚMERO 3

NOMBRE DEL RECURSO NÚMERO 4 con un título más largo
NOMBRE DEL RECURSO NÚMERO 5
NOMBRE DEL RECURSO NÚMERO 6

NOMBRE DEL RECURSO NÚMERO 7
Pasaporte de la Competencia Digital Docente

Tu pasaporte tiene validez internacional, el portfolio te ayudará a complementar tus candidaturas:

¡Enhorabuena!
Tienes un nivel A1.

- Deseo obtener una URL y hacer públicos estos resultados.

Explicación nivel C2
The monkey-rope is found in all whalers; but it was only in the Pequod that the monkey and his holder were ever tied together.
Alba Sánchez Pérez

NIVEL DE ESTUDIOS: Licenciada
CENTRO DE ESTUDIOS: Facultad de Matemáticas. Universidad de Sevilla
CUERPO DOCENTE: Enseñanza secundaria
ESPECIALIDAD: Matemáticas
FUNCIÓN EDUCATIVA: Mis funciones
CIUDAD DE RESIDENCIA: Sevilla

Información

1.1. Navegación, Búsqueda y Filtrado de Información

Nivel A

Sabe que la red es una fuente de recursos para la docencia y recurre a ella para buscar información.

Información

1. Localiza información en distintos formatos utilizando palabras clave en buscadores y hace selecciones adecuadas para incluirlas en el diseño de actividades educativas.
2. Sabe realizar una evaluación crítica de una web o recurso antes de utilizarlo en el aula, mediante el análisis del autor, origen, licencias y otros datos.
3. Evalúa la utilidad de los recursos que localiza en Internet para apoyar el aprendizaje en el área, materia o módulo correspondiente.
TEACHERS’ DIGITAL COMPETENCE IMPROVEMENT PLAN

NIVEL A1

Información
1. Localiza información en distintos formatos utilizando palabras clave en buscadores y hace selecciones adecuadas para incluirlas en el diseño de actividades educativas.
2. Sabe realizar una evaluación crítica de una web o recurso antes de utilizarlo en el aula, mediante el análisis del autor, origen, licencias y otros datos.
3. Evalúa la utilidad de los recursos que localiza en Internet para apoyar el aprendizaje en el área, materia o módulo correspondiente.
4. Es capaz de guardar información de utilidad educativa en diferentes formatos (vídeos, imágenes, texto y páginas web) y la clasifica de forma que le permita recuperarla.
5. Realiza copias de seguridad de la información o documentación que considere relevante y sabe utilizar espacios de almacenamiento externo con ese fin.
Bienvenida Alba
Echa un vistazo a los datos que hay actualmente en tu portfolio:

**Datos personales**
Alba Sánchez Pérez

**Historial**
Realice un panorama cronológico de Lorem ipsum et dolor sit amet
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**Autoevaluación**
Autoevalúa tus lorem ipsum dolor sit amet.
Última actualización 22/08/2016

**Porta-evidencias**
Aún no has registrado ninguna evidencia.

Genera tu pasaporte
LINKS

- Bilingual Portfolio at [http://portfolio.educalab.es](http://portfolio.educalab.es)
- Bilingual Open Backpack at EducaLAB Insignias: [http://insignias.educalab.es](http://insignias.educalab.es)

Thank you for your attention!

Contact: [mariajesus.garcias@mecd.es](mailto:mariajesus.garcias@mecd.es)
Twitter handle: @mjgsm
HOW OPEN SOURCE, OPEN CONTENT AND OPEN HARDWARE WILL ENHANCE THE GREEK EDUCATION SYSTEM

THEODOROS KAROUNOS
MINEDU.GOV.GR
REFORMS ON FIVE MAIN AREAS*

a) computing Labs and networking infrastructure,
b) professional development of teachers,
c) educational content and software,
d) development of interoperable information systems and
e) improvements in curriculum and support services

*All these actions are implemented in http://edulabs.minedu.gov.gr/ and are based on open software, open hardware and open standards as a way to facilitate innovation and enhance computational thinking in the education community.
COMPUTING LABS AND NETWORKING INFRASTRUCTURE

Pilot program of development of computer and network infrastructure based on open technologies (ie, Rasberry pi based computer labs, robotic kits based on arduino, bbc micro and other open technologies, 3d printers and scanners etc) https://edulabs.minedu.gov.gr

Further development of the PanHellenic School Network (support of the schools and development of pedagogically oriented services based on open standards), www.sch.gr

Deployment of actions for developing open standards technologies based on the edulabs program concerning all education levels

Establishment of a yearly national makers festival based on Science, Technology, Engineering, Mathematics and Arts for the enhancement of computational and creative thinking
PROFESSIONAL DEVELOPMENT OF TEACHERS

**Teacher training programs** based on open LMS platforms (ie, moodle, opensim, edx etc), [http://b-epipedo2.cti.gr/en/](http://b-epipedo2.cti.gr/en/)

**European projects** for the professional development of teachers, [www.etwinning.gr](http://www.etwinning.gr)

Development of information systems and learning environments focusing on the training of teachers, students and parents on **issues concerning tolerance, active citizenship, Internet safety** etc, ie [http://internet-safety.sch.gr/](http://internet-safety.sch.gr/)
EDUCATIONAL CONTENT AND SOFTWARE

Upgrading of the National Aggregator of Open Content for Primary and Secondary Education. http://photodentro.edu.gr/aggregator/

Educational platform for pupils and teachers implements an integrated digital environment, safe while open, for learning, collaboration, communication, and networking of all members of the school community, https://e-me.edu.gr/

Platforms with pedagogical digital material, for educators of primary and secondary schools to create educational content, to use online collaborative tools and open content, ie http://www.mitida.gr/el
DEVELOPMENT OF INTEROPERABLE SYSTEMS AND ADMINISTRATIVE SERVICES

- Systems for the administration of education services, ie https://myschool.sch.gr/
- Improve the curriculum of primary and secondary education, to facilitate innovation and computational thinking
- Establishment of a new unit in the Ministry for the support of innovation in education and the pedagogical use of ICTs.
- Encourage educators to participate in international, European and national competitions ie http://makerfaire.minedu.gov.gr/, http://codingevents.minedu.gov.gr/ etc

- Collaboration with organizations that promote innovation, use open standards in education, creativity, development of e-skills and computational thinking, ie GFOSS – Open Technologies Alliance, https://gfoss.ellak.gr/
THEODOROS KAROUNOS
KAROUNOS@MINEDU.GOV.GR
OPENGOV.MINEDU.GOV.GR
DIGITAL COMPETENT CITIZENS

PETER KARLBERG, SKOLVERKET
ACCESS

- 93% has access to the Internet
- 91% use it
- 92% has a computer
- 90% broadband at home
- 97% has a mobile phone
  - 77% has a smartphone
- 21 hours on the Internet every week
USE

- 92% of all 3 year olds use Internet
  - 85% watch TV and videos every week
- 58% of all 2 year olds use Internet
  - 54% watch TV and video every week
- 97% of all 10 year olds use Internet
- 100% of 11 - 15 year olds use Internet
IN SCHOOL

- 80% of all students at upper secondary level have a computer or other device provided by the school
- 50% of all students in grade 7 - 9 have a computer or other device provided by the school
- All students in schools should be provided with a suitable device in three years (proposal)
KEY COMPETENCES FOR ALL

- Digital competence
- Media- and information literacy
- Programming
THANKS!

PETER KARLBERG
DIRECTOR OF EDUCATION

PETER.KARLBERG@SKOLVERKET.SE
DIGITAL CITIZENSHIP POLICIES IN TURKEY

MUSTAFA HAKAN BÜCÜK
DEPARTMENT HEAD

Ministry of National Education (MoNE)
Directorate General for Innovation
and Educational Technologies
DIGITAL CITIZENSHIP

- Digital citizenship issues in Turkey generally include following categories:
  - “Digital Access”,
  - “Digital Trade”,
  - “Digital Communication”,
  - “Digital Education”,
  - “Digital Literacy”,
  - “Digital Ethics”,
  - “Digital Laws”,
  - “Digital Rights and Obligations”,
  - “Digital Health” and
  - “Digital Security” issues.
DIGITAL CITIZENSHIP

- Digital Citizenship concept is directly used in «Democracy and Human Rights» Course at 9th, 10th or 11th grades.
- In this curriculum program, Digital Citizenship concept is under «Living Democracy: Active Citizenship» main topic.
- The educational objective: "To use information and communication technologies in line with ethical principles and participate to democratic life effectively.

Democratic Life Skills
- See one’s self as a worthy individual and a capable member of the group
- Express strong emotions in positive ways
- Solve problems ethically and intelligently
- Be understanding of the feelings and viewpoints of others
- Work cooperatively in groups, with acceptance among members
CURRENT DIGITAL CITIZENSHIP POLICIES

  - Ministry of National Education’s responsibility in this Action plan:
    - Revising educational curricula for increasing knowledge, skills and attitudes of individuals toward digital citizenship.
      - MoNE realizes FATIH Project (Providing ICT (Tablet computers and Interactive White Boards and Digital Content (EBA Portal) to students and teachers.

- Laws for digital citizenship
  - “6698 numbered protection of personal data law”,
  - “224. Item of 5237 numbered crimes in the field of informatics law”
  - “5651 numbered Combating with Internet crimes law”
KEY OBJECTIVES OF THE POLICY OR PROGRAMME PRESENTED:

- To improve digital citizenship knowledge, skills and attitudes of all citizens with the “2015-2018 Information Society Strategy Action Plan”
- To apply laws prepared for the purpose of forming digital citizenship.
KEY ACTIONS, SUCCESS STORIES AND/OR OUTCOMES

- Most of the teachers and students in the middle and high schools were provided with information technologies in FATIH Project. Education Information Network (EBA) was designed to provide digital educational content needs of students and teachers in the schools of Turkey. About 300,000 teachers in schools were trained on FATIH Project, EBA and Secure and conscious usage of ICT facilities.

- e-Devlet (e-Government) web portal is in use to provide some services of the government to all the citizens. The educational Projects of MoNE under e-Devlet are:
  - E-Okul (e-School) is a database for all students information in education system.
  - MEBBIS is a database for all educational managers, schools and teachers in Turkey.

- All the laws prepared for the formation of the digital citizenship among citizens are started to be applied.
WEB LINKS

- http://www.bilgitoplumustratejisi.org/en
- https://www.turkiye.gov.tr/
- http://eba.gov.tr
- http://www.mevzuat.gov.tr/MevzuatMetin/1.5.5651.pdf
- https://www.tbmm.gov.tr/kanunlar/k5237.html
#EMINENT2016

#DigitalCitizenship

THE QUEST FOR EUROPEAN Digital Citizenship

17-18 November 2016 > Prague