

STEP 3

Smart Training Education Platform

Description

The STEP 3 Competence Matrix (OER – Open educational resources) is in accordance with the DigiComp2 Framework. DigComp 2.0 identifies the key components of digital competence in five areas, which can be summarised as below:

1. **Information and data literacy:** To articulate information needs, to locate and retrieve digital data, information, and content. To judge the relevance of the source and its content. To store, manage, and organise digital data, information, and content.
2. **Communication and collaboration:** To interact, communicate and collaborate through digital technologies while being aware of cultural and generational diversity. To participate in society through public and private digital services and participatory citizenship. To manage one's digital identity and reputation.
3. **Digital content creation:** To create and edit digital content. To improve and integrate information and content into an existing body of knowledge while understanding how copyright and licences are to be applied. To know how to give understandable instructions for a computer system.
4. **Safety:** To protect devices, content, personal data, and privacy in digital environments. To protect physical and psychological health, and to be aware of digital technologies for social well-being and social inclusion. To be aware of the environmental impact of digital technologies and their use.
5. **Problem solving:** To identify needs and problems, and to resolve conceptual problems and problem situations in digital environments. To use digital tools to innovate processes and products. To keep up to date with the digital evolution.

The OER offers a wide range of resources that are accessible to everyone and can be used to develop digital skills. The platform is a valuable resource for both teachers and learners, offering a variety of useful e-tools and applications in the format of video instruction.

Beneficiaries



VET students (school-based learning)



VET students (work-based learning)

Beneficiaries include VET learners, who are going to have a better learning experience in an e-environment.

The target group includes:

- VET providers - who are going to have access to state of the art and tailored e-training modules, which they would otherwise not be able to develop.
- VET teachers and trainers - who are going to acquire better digital competences.
- VET tutors and career counsellors - who will have access to ready-to-use software and e-modules in the form of OER.

Countries

 Belgium

 Cyprus





 Germany

 Greece

 Italy

 Portugal

Education level and sector

-  Lower secondary vocational education and training (school-based)
-  Lower secondary vocational education and training (work-based learning)
-  Upper secondary vocational education and training (school-based)
-  Upper secondary vocational education and training (work-based learning)

Vocational education and training (general)

Type of policy/initiative

-  Prevention  Intervention

The STEP3 OER is focused on the Digital Competence Framework (DigComp Framework) which 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).

Level of implementation / Scope

-  Provider level  National level  European level

2021-2023.

Aims of policy/initiative

The STEP3 project, through the creation of the STEP3 OER (open educational resources) Platform aims to:

- reinforce the ability of VET providers to provide high quality, inclusive digital education;
- provide new upskilling OER (30 in total) for VET teachers and trainers;
- building capacity to VET providers to implement online, blended and distance teaching and learning;
- develop high quality digital content, promoting innovative methods and tools for e-teaching and e-learning for the members of the two VET Umbrella Organisations and available to all;
- promote and deliver networking opportunities among VET providers, achieved through the participation of the two largest VET Umbrella Organisations that team up (EVBB and EVTA);
- development of tailor-made solutions adaptable at regional/local level.

Features and types of activities implemented

Key features:

- The course is built in accordance with the DigiComp2 Framework.
- OER: Open Educational Resource: The course is an open educational resource that may be used to enhance digital skills according to current needs and demands and is available to everyone.
- The course provides a number of helpful e-tools and apps in video format, making it a great resource for both teachers and students.
- The course stresses keeping up-to-date with the digital development to guarantee that teachers and students are informed of the most recent technology advancements and in turn are able to get involved and participate in the societies.

Key Activities:

- Learners are instructed on how to gain these skills and how to use the suggested tools.
- Videos and discussion forums are used to enhance the learning experience.

The course focuses on enhancing students' abilities to engage, communicate, and cooperate using digital technologies, while remaining cognizant of cultural and generational difference. It also focuses on how to produce and modify digital material, integrate information and content into an existing body of knowledge while learning how to apply copyright and licensing, and provide intelligible instructions for a computer system, highlights the significance of safeguarding devices, content, personal data, and privacy in digital contexts, as well as physical and mental health. Learners are instructed in identifying requirements and difficulties, resolving conceptual problems and problem scenarios in digital settings, and utilising digital technologies to develop processes and products.

Resources

This project has been funded with support from the European Commission under the Erasmus+ call (KA2 - Cooperation for innovation and the exchange of good practices - KA226 - Partnerships for Digital Education Readiness). The total grant is EUR 181 245.

Evaluation of the measure

Participants of a three-day learning activity in Brussels reviewed the STEP 3 Competence Matrix course and platform after its introduction. During the activity, participants were presented with learning resources and the platform, as well as interactive exercises that helped them improve their digital skills and get a deeper understanding of the significance of the DigComp Framework. Participants had the chance to evaluate the platform and offer feedback and remarks on its usefulness in enhancing their digital abilities at the conclusion of the learning session. Overall, the evaluation revealed that the STEP 3 Competence Matrix course and platform were extremely effective in assisting learners in the development of their digital skills, and the practical implementation of the suggested tools. The interactive activities and the learning material were proved to be especially valuable. The participant remarks were utilised to enhance and modify the course and platform to ensure that it continues to fulfil the needs of learners and successfully facilitates the development of their digital skills.

Evidence of effectiveness of the measure

The STEP 3 Competence Matrix course has had a positive impact on the participants. The course has enhanced the confidence and motivation of learners to engage in education and

training by equipping them with the skills and knowledge required to navigate the digital environment. The course is also based on the DigComp2 Framework, which is meant to promote lifelong learning and the development of digital competences. By concentrating on important components of digital competence in five domains, including information and data literacy, communication and collaboration, digital content production, safety, and problem solving, the course equips students with the core skills necessary for success in the digital age. The STEP 3 Competence Matrix course will also have a beneficial impact on reducing early school dropout rates by educating students with the digital skills they need to succeed in today's fast evolving environment.

Success factors

Several significant unique components of the STEP 3 Competence Matrix course have contributed to its effectiveness in creating digital skills among participants. First, the course is built on the DigComp2 Framework, a comprehensive and internationally acknowledged digital competences framework. This guarantees that the course covers all essential elements of digital competence.

Additionally, the course has been developed as an open educational resource (OER), making it freely accessible to anybody. This makes it widely accessible and guarantees that all learners, regardless of location or socioeconomic level, can enhance their digital skills. The course provides learners with a number of e-tools and apps, as well as the chance to connect with other learners and exchange ideas. This fosters a sense of community and assistance among learners.

Finally, the STEP 3 Competence Matrix course is very flexible, with a variety of resources and tools accessible to teachers and students for customizing the course to their particular requirements and goals. This adaptability allows the course to be used in a variety of educational settings and by learners of different ages and backgrounds.

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Downloads



Project info

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