

Policy for artificial intelligence development from 2020

POLICY DEVELOPMENT

STRATEGY/ACTION PLAN

 POLAND

Timeline

2021 Implementation

2022 Implementation

2023 Implementation

2024 Implementation

ID number 42292

Background

Artificial intelligence (AI) will increasingly influence life, work, learning and leisure. Global trends and threats, such as the COVID-19 pandemic, will speed up digitalisation in many areas of life. AI will also have a key influence on the power industry, climate and environment. The new solutions and services of the data economy (algorithmic economy) are just being developed and implemented, providing Polish society with the opportunity not only to be consumers, but also the creators of such solutions.

The policy is in line with the policies and guidelines of international institutions, such as the EU and OECD.

Objectives

The main objective of the policy is to support society, companies, the academic world and public administration in taking advantage of artificial intelligence development.

Description

The policy document describes actions and goals in the short, mid and long-term perspective that will serve the development of Polish society, economy and science in the area of artificial intelligence (AI). It is organised into 6 policy areas, one of which is education, including VET. The actions in this area will include updating curricula and supplementing teaching programmes with AI information and solutions, increasing access to education tools (including online tools) for AI and providing grants for developing teaching and learning resources for AI.

The policy document was introduced by Resolution No 196 of the Council of Ministers of 28 December 2020 on the establishment of the policy for artificial intelligence development in Poland from 2020. The implementation of the policy will be supported by a special task force that will recommend action plans, priority projects and timetables. All the ministers will present annual implementation plans.

The EU co-funded project AI4Youth, conducted by a consortium comprising a scientific institute and IT training provider for the Minister for Development and Technology, is implementing the policy's goals. The project aims to develop and test solutions in AI competence training in secondary schools. The programme includes teacher and pupil training, development of an AI project and a competition for the best project. The project budget is over EUR 400 000.

The minister responsible for digitalisation has also created an AI web portal (*Portal sztucznej inteligencji*), which is a repository of knowledge and good practice in AI. It contains on-line training workshops, webinars, publications, implementation programmes and implementation financing mechanisms.

2022 Implementation

The EU co-funded project AI4Youth, conducted by a consortium comprising a scientific institute and IT training provider for the Minister for Development and Technology, implemented the policy's goals. The project aimed to develop and test solutions in AI competence training in secondary schools, also VET schools. The project, which started in 2021, included teacher and pupil training, development of an AI project and a competition for the best project. In total, 60 schools from six cities in three regions, 120 teachers and 1 800 learners took part in the project.

The AI web portal (*Portal sztucznej inteligencji*), which is a repository of knowledge and good practice in AI was supplemented with publications dedicated to education and the use of AI in that field.

2023 Implementation

The AI web portal has been updated and new publications and e-courses have been made available. New publications for teachers on AI in education have been made available on the Integrated Education Platform, teacher trainings on AI started to be implemented by the education ministry. Science festivals and experts debates on AI in education have also been held.

2024 Implementation

The digitisation ministry worked on a new version of the policy, planning to have a draft of the revised document by December 2024 and start the legislative process related to its adoption in 2025.

Bodies responsible

- Ministry of Digital Affairs

Target group

Learners

Young people (15-29 years old)
Adult learners

Education professionals

Teachers
Trainers
School leaders
Adult educators

Entities providing VET

VET providers (all kinds)

Thematic categories

Modernising VET offer and delivery

Developing and updating learning resources and materials
Integrating digital skills and competences in VET curricula and programmes

Teachers, trainers and school leaders competences

Supporting teachers and trainers for and through digital

Supporting lifelong learning culture and increasing participation

Ensuring equal opportunities and inclusiveness in education and training

Subsystem

IVET CVET

Further reading

[Resolution No 196 of the Council of Ministers of 28 December 2020 on the establishment of the policy for artificial intelligence development in Poland from 2020](#)

[The project AI4Youth webpage](#)

[AI web portal \[Portal sztucznej inteligencji\]](#)

[Teachers' guide GPT chat at school. Opportunities and threats \[Chat GPT w szkole. Szanse i zagrożenia\]](#)

[What AI is not good for. A guide for teachers \[Do czego AI nie służy. Przewodnik dla nauczycieli\]](#)

“ … ” Cite as

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<https://www.cedefop.europa.eu/en/tools/timeline-vet-policies-europe/search/42292>