

IT talent development programme for 2019-29

POLICY DEVELOPMENT

STRATEGY/ACTION PLAN

 POLAND

Timeline

2021 Implementation 2022 Implementation 2023 Implementation
2024 Implementation 2025 Implementation

ID number 42284

Background

The Polish education system lacks a specific system to support IT talent. Therefore, the IT Talent Development programme, led by the minister responsible for digitalisation, will supplement measures on IT competences implemented by the Minister for Education.

Objectives

The main aim of the programme is to support the development of competences in mathematics and IT, including computer game design, among talented pupils and students. It is mainly targeted at secondary school pupils and HEI students to activate and develop advanced IT skills, such as algorithmic problem solving or computer game design and programming. The programme also implements the priorities of the Europe 2020 strategy in raising the quality of learning and training and connecting it with the idea of equity.

Description

The programme includes the creation of a motivation system for talented pupils and students to develop their competences, and a system for non-formal advanced digital competence building. This will be achieved by organising intensive education trips, team contests, teacher support and motivational actions. It will be implemented through two thematic pathways: championships in algorithmics and programming and championships in computer game development.

Teachers of the teams participating in the championships will receive remuneration, training and mentoring support.

The number of programme participants planned for is: 5 000 pupils, 5 000 HEI students and 1 500 teachers. The financial support for the programme is about EUR 18 million.

The programme has its roots in the international successes of young Polish IT pupils and students – Polish teams are high scorers in the International Olympiad in Informatics and the International Collegiate Programming Contest. Polish students also achieve success in the following competitions: Google Code Jam, Facebook Hacker Cup and Topcoder.

2021 Implementation

In November 2021, a second edition of the championships in computer game development started. The competition included education trips, monthly tasks, online consultations and developing a computer game. The project is operated by the Foundation of Youth Creativity, Education and Animation – Teatrikon (*Fundacja Twórczości, Edukacji i Animacji Młodzieży – Teatrikon*) based in Lublin.

The Foundation for the Development of Information Technology (*Fundacja Rozwoju Informatyki*) is conducting the Championships in algorithmics and programming project for pupils. Project activities include algorithmic programming classes, education trips and camps, contests, access to task databases, master class seminars with prestigious IT contest winners, online mini-training workshops, thematic webinars, online lectures and other training courses. Support for teachers involved in the project includes workshops, mentoring, teaching materials and remuneration.

A similar project for students is conducted by the Wrocław University of Science and Technology and the Manus Foundation. It includes creating e-resources, training in various cities of Poland and contest activities. The project also promotes the integration of the academic teachers' association and improves their IT skills.

2022 Implementation

The programme implementation included organising championships in computer game development and algorithmics and programming. The contest activities include classes, education trips and camps, contests, access to task databases, master class seminars with prestigious IT contest winners, online mini-training workshops, thematic webinars, online lectures and other training courses. Support for teachers involved in the project includes workshops, mentoring, teaching materials and remuneration.

A similar project is conducted for university students. It included creating e-resources, trainings in various cities of Poland and contest activities. The project also promoted the integration of the academic teachers' association and the improvement of their IT skills.

2023 Implementation

The actions from 2022 continued.

2024 Implementation

In mid-year, the ministry responsible for digitisation announced four open competitions for organising the championships under two thematic paths: the Championship in Algorithmics and programming (one competition for students and one for higher education students) and the Championship in Computer game development (one competition for students and one for higher education students). The actions within the championships cover support for students and teachers.

As part of the procurement process, three competition organisers were selected (the Algorithmics and programming championship for students was cancelled due to the lack of offers). The entities selected received over EUR 1.5 million.

2025 Implementation

Two selection procedures were implemented for the organisers of programming and computer game development championships. Due to a lack of interest, only one institution was awarded the contract until October. It was a contract for organising the championship in computer game design for higher education students.

Bodies responsible

- Ministry of Digital Affairs

Target group

Learners

Young people (15-29 years old)

Education professionals

Teachers

Trainers

Thematic categories

Modernising VET offer and delivery

Developing and updating learning resources and materials

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

Further reading

[Resolution No 43 of the Council of Ministers of 19 June 2019 on the establishment of the IT Talent Development programme for 2019-29](#)

[Web page: Championships in computer game development for pupils](#)

[Web page: Championships in computer game development for students](#)

[Webpage: Championships in algorithmics and programming for pupils](#)

[YouTube channel: Championships in algorithmics and programming for pupils](#)

Related policy developments

2025 Approved/Agreed

Developing ICT infrastructure of schools

Between 2017 and 2024, Poland implemented the Active Blackboard programme to enhance digital infrastructure in schools, beginning with Resolution 108/2017. The initial phase (2017–2019) showed positive outcomes for pupils and teachers, though schools still lacked modern ICT equipment.

 POLAND

Type of development

Strategy/Action
plan

Subsystem

IVET

“ … ” Cite as

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