

# Digital focus programme 2016-22

POLICY DEVELOPMENT

STRATEGY/ACTION PLAN

 ESTONIA

## Timeline



ID number 28175

## Background

Digital focus programme is one of the nine (eight since 2019) programmes implementing the Estonian Lifelong Learning Strategy 2020.

## Objectives

The aim of the programme is to apply modern digital technology in learning and teaching more efficiently and effectively, to improve the digital skills of the entire population and to ensure access to the new generation of digital infrastructure.

## Description

The first digital focus programme was implemented in 2016-18. By 2018, the incorporation of digital culture into education and learning activities was considered complete, but not yet systemised. The activities continued during the second programme period in 2019-22.

The programme is devoted to developing digital skills, digital learning resources and e-assessment through the following activities:

- (a) incorporating a digital culture into the learning process;
- (b) supporting digital learning resources in schools;
- (c) accessing a modern digital infrastructure for learning;
- (d) creating and implementing assessment models for digital competence of teachers and students;
- (e) creating learning opportunities for adults to acquire digital competences.

VET curricula have been updated to meet the digital skills requirements contained in professional standards.

In 2018, the European social fund project 'Diversified and high-quality education with digital learning resources' was developed, in which schools could acquire simulators and create digital learning resources. The total budget planned for the open calls for

applications is EUR 3.8 million. In 2018, the purchase of simulators was supported in 14 VET schools.

The programme budget for 2019-22 was EUR 37 million from the EU (ESIF) and the State budget.

<b>2015 Approved/Agreed</b>
<b>2016 Implementation</b>
<b>2017 Implementation</b>
<b>2018 Implementation</b>
<b>2019 Implementation</b> In 2019, the second call for projects was launched and 25 new projects (including six VET projects) were funded. The high-quality study resources for VET were mapped and made available in the learning resources portal E-school bag (E-koolikott).
<b>2020 Implementation</b> In 2020, digital competence training courses were organised for teachers. A competition for adding learning resources to the E-school bag took place, focussing on the materials for the IT Academy for VET. The first set of digital learning resources was scheduled to be completed in 2021.
<b>2021 Implementation</b> In 2021, the digitalisation of learning resources continued, and the first module on the basics of IT was completed. A new IT Academy programme is being prepared. The cooperation programme between the State, universities, VET schools and IT companies supports higher and vocational education in ICT and development of IT curricula; it also ensures the future generation of IT teachers. Calls for projects and scholarship competitions for the development of ICT and digital learning resources have been organised.  Three major VET centres are involved in the IT Academy for VET. Under the programme, a common quality model for IT education in VET was created, the development of a cooperation model between VET schools, companies and HE institutions and the plan to improve the training and competence of ICT teachers in VET has been started. A summer school for ICT teachers in VET and a skills competition (hackathon) for software development students took place.
<b>2022 Completed</b> In 2022, under IT Academy for VET, the development of e-learning materials for IT and other fields continued and four new professional exams were digitised. New frameworks for supporting digital transition and developing IT education in VET were being drafted.  For activity progress focusing on the quality of IT education, reducing dropout rates and increasing the share of women in IT as of 2023, see related policy developments.

## Bodies responsible

- Ministry of Education and Research
- Information Technology Foundation for Education (HITSA) (until 2020)
- Education and Youth Board

# Target group

## Learners

Learners in upper secondary, including apprentices

## Education professionals

Teachers  
Trainers

## Entities providing VET

Companies  
VET providers (all kinds)

## Other stakeholders

Social partners (employer organisations and trade unions)

## Other

Higher education  
institutions

# Thematic categories

## Modernising VET infrastructure

Improving digital infrastructure of VET provision

## Modernising VET offer and delivery

Modernising VET standards, curricula, programmes and training courses  
Diversifying modes of learning: face-to-face, digital and/or blended learning;  
adaptable/flexible training formats  
Developing and updating learning resources and materials  
Acquiring key competences

## Teachers, trainers and school leaders competences

Supporting teachers and trainers for and through digital

# Subsystem

IVET CVET

# Related policy developments

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## 2025 Implementation

## Developing competences of teachers, trainers and heads of schools

In order to develop the competences of teachers, trainers and heads of school, the following measures are foreseen:

 ESTONIA

**Type of development**

Practical  
measure/Initiative

**Subsystem**

IVET CVET

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**2025 Implementation****Supporting skills-based approaches, green and digital transitions in VET**

The following measures are envisaged:

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**Type of development**

Practical  
measure/Initiative

**Subsystem**

IVET CVET

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