



teachersrise

An initiative by

Mobility and cooperation

EU digital tools and online platforms

EU digital tools and online platforms

Objectives of the webinar: You will learn the basics and the benefits of how to consult the Erasmus+ Project Results Platform and the new European School Education Platform.

Structure:

- Erasmus+ Project Results Platform
- the new European School Education Platform (previously, School Education Gateway and eTwinning)
- Practical examples of how teachers can use them
- **Conclusions**

EU policies and the Digital Education

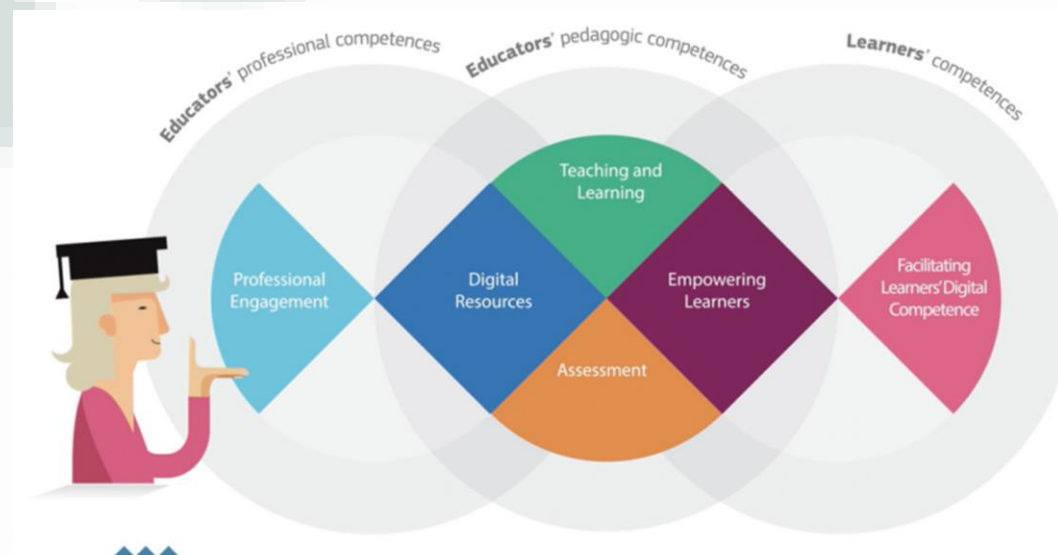


- **The European Skills Agenda**, of 1 July 2020, supports digital skills for all for sustainable competitiveness, social fairness and resilience
- **The Digital Education Action Plan 2021 – 2027** with objectives of:
 - i) enhancing digital skills and competences for the digital transformation
 - ii) fostering the development of a high-performing digital education system.
- **The Digital Compass and the European Pillar of Social Rights Action Plan** set the ambitious policy targets of reaching a minimum of 80% of the population with basic digital skills and having 20 million ICT specialists by 2030

Importance of the Digital Competence of Educators in Europe

The Digital Education Action Plan has one of its objectives related specifically to the teacher, trainer digital competences.

These competences are supported by the **DigCompEdu** and its tools, but also by diverse online tools, platforms that provide learning opportunities online and make digital collaboration, sharing real.



EU digital tools and online platforms for education and training

- Some of the tools for implementation of the Digital Education plan
- Tools for sharing free, valuable resources
- Tools for promotion of innovation and continuous development, improvement, learning
- Tools supporting development of new projects, collaborations etc

Erasmus+ Project Results Platform

The Erasmus+ Project Results Platform:

- offers a comprehensive overview of projects funded under the Programme
- highlights good practice examples and success stories.

The platform also makes available products, deliverables, intellectual outputs which are the result of the projects funded.



ERASMUS+

Education sectors covered by the ERASMUS+



ERASMUS+

	UNIVERSITY	SCHOOLS	VET	YOUTH	ADULTS
KA1 – MOBILITIES	Students and professors	Students and all school staff	Students and teachers/trainers	Youth exchanges and Mobility for educators	Learners and educators, trainers
KA2 – COLLABORATION AND PARTNERSHIP PROJECTS	Innovation & collaboration projects in the field of Higher education	Innovation, sharing & collaboration projects among schools and other	Innovation, sharing & collaboration projects with all actors involved in VET	Innovation, sharing & collaboration projects for organizations working with young people	Innovation, sharing & collaboration projects on adult education and learning
KA3 SUPPORT TO POLICY					

Erasmus+ Project Results Platform

Project Results in Erasmus+ projects are tangible materials, documents, tools, that have been created in the framework of some collaboration and innovation projects.

All possible topics

In all possible education and training sectors

For all kind of target groups

Treasures created by the numerous partnerships and financed by the Erasmus+ program – propriety of all EU citizens.

Erasmus+ Project Results Platform

Mission and objectives of the Platform:

- Making accessible results to all
- Promoting the innovation in education through the use of results, good practices,
- Transparency on financial support of Erasmus+



Erasmus+ Project Results Platform

What you can find there:

- General info on the project
- Partner organizations
- All produced materials of endless topics, sectors etc

Erasmus+ Project Results Platform

Let's see in concrete:

<https://erasmus-plus.ec.europa.eu/projects>

Erasmus+ project results

Presenting the details and outcomes of projects funded under the Erasmus+ programme.

Search for Erasmus+ funded projects



European School Education Platform

ESEP

European School Education Platform - ESEP

- Previously, School Education Gateway and eTwinning
- Launched in 2022, the European School Education Platform is the meeting point for all stakeholders in the school education sector:
 - school staff,
 - researchers,
 - policymakers,
 - and other professionals

It includes all levels from early childhood education and care to primary and secondary school, including initial vocational education and training.

European School Education Platform

- **Stay informed** with new content published every week, including opinion pieces by experts, news articles, interviews, current news, and examples of practices.
- **Find resources** such as reports from recent research, teaching materials created in European projects and training courses, and the European Toolkit for Schools with material on preventing early school leaving and a self-assessment tool to help you develop your own school activities.
- **Get familiar with funding** through the Erasmus+ opportunities, consisting of three practical tools (course catalogue, mobility opportunities directory, and strategic partnership search) to help schools prepare their Erasmus+ applications.
- **Develop yourself** with the professional development opportunities such as free online courses, webinars, and teaching materials in collaboration with the EU Academy.
- **Interact, collaborate, and develop projects** with other verified school staff in Europe in the eTwinning community.

European School Education Platform

- eTwinning
- School Education Gateway
- Supportive partner
- Erasmus+ National Agencies
- other



eTwinning



Launched in 2005, eTwinning is a community of educators and other school staff in initial vocational education and training and education from early childhood education and care to upper secondary schools from countries participating in eTwinning.

eTwinning promotes school collaboration in Europe through the use of Information and Communication Technologies (ICT)

What does the eTwinning platform offer?



eTwinners **can network, share, and collaborate** by connecting through the social networking features offered, and by engaging in:

- **Rooms** - micro-groups that allow eTwinners to take part in video-conferencing sessions supported by a forum and a file archive.
- **eTwinning groups** - virtual places where eTwinners meet and discuss specific subjects, topics, or other areas of interest. (Featured Groups are groups coordinated by the CSS and moderated by experienced eTwinners).
- **eTwinning projects** include activities on different topics and key competences involving two or more teachers and their students. Each project has its own TwinSpace, a free-to-use, safe platform that is only accessible to other eTwinning members in the project, your selected guests, and your selected pupils.

What does the eTwinning platform offer?



eTwinners can also join the **online professional development** opportunities organised by the European School Education Platform, available exclusively to them:

- **Short online courses** - intense and enjoyable and introduce teachers to a topic, stimulate ideas, and help them develop their skills.
- **MOOCs (Massive Open Online Courses)** - 4-6 weeks in length and require 12 – 25 hours of learning time during this period. Participants are free to conduct the activities at a time of their convenience during the duration of the course. A certificate is offered upon successful completion.
- **Webinars** - live one-hour long online video sessions where teachers have the chance to learn about and discuss a variety of themes.
- **Webinar series** - two webinar sessions that are connected by an interactive online activity.
- **Online conferences and events** - designed for and dedicated to specific target audiences and themes.

eTwinning - Five Principle Benefits

- **Connectivity:** The eTwinning database means it's easy to connect and build relationships with schools across Europe
- **Development:** You and your students can develop digital literacy and ICT skills in a secure environment.
- **Support:** Kits and resources are available to help you run your projects; access to funded eTwinning professional development workshops and seminars around Europe and online
- **Intercultural Exchange:** Students can learn about European cultures and languages by directly linking with their peers
- **Recognition:** There is recognition for your projects and school through eTwinning Awards (the National Quality Label, eTwinning Schools Label, European Quality Label, Annual eTwinning Prize.)

eTwinning

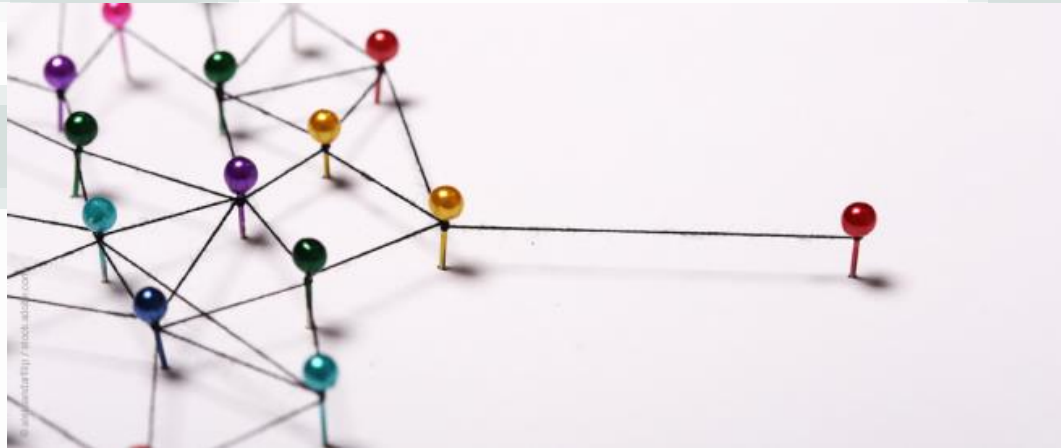


How to join?

- Register as a user on the European School Education Platform using **EU Login** – European Commission Authentication Service
- and **request to be validated as an eTwinner** by the National Support Organisation in the country where your school is.

ESEP - Networking

Other important element of the ESEP IS **Networking** – dedicated to the collaboration with other teachers, other schools and through proposed projects



ESEP- School Education Gateway



Other important element foreseen on the ESEP, that should be activated in short time.

Rich with learning opportunities through:

- Resources - publications, online materials, tutorials
- Expert views and surveys on school education
- Teacher Academy with online and on-site courses
- And other.

LET'S GO AND SEE IN CONCRETE

European School Education Platform

<https://school-education.ec.europa.eu/>



ESEP



- Tre sure box to be explored in continuation as it is constantly updated, modified regarding events, courses, materials.

BUT...

In order to use it constructively and to get more results:

- Self-directed learning **strategy** for teachers, educators.
- or School personnel development and training **strategy** with ESEP as a part of it

Individual task



PHASE I

Reflect about your work, your daily performance as a teacher and about your school and identify:

1. at least 1 of your weak points, competences that could/should be improved.
2. at least 1 topic, problem that could be still improved in the educational practices, approaches in your school
3. At least 1 topic, competence that your students would need more opportunities to learn more, better, in a different way

Individual task



PHASE II

Return to the ESEplatform and find:

- at least 1 way, tool, activity how you could improve your weak point by using the available resources;
- At least 1 way, tool that could help your school, colleagues to improve the issue that you consider important to be approached.
- At least 1 way how you could bring new learning opportunities to your students

Individual task

PHASE III

Define the concrete next steps:

- that you should do to start your own individual self- directed improvement job
- How you could promote, contribute to the improvements in your school regarding the previously defined issues
- How you could bring the discovered learning opportunities to your students



CONCLUSIONS

- Today we have seen just 2 of many existing digital tools and platforms in the field of education and training, therefore it is important to have plan how to use it constructively, wisely and usefully.
- Learn, share and involve others. Use it as a team!
- Be focused! Clarify what you need, what you search for in order not to get lost!



Your opinion is very important for us, for the Teachersrise

Please complete a short online questionnaire in order to leave your opinion and kind suggestions:

THANK YOU VERY MUCH FOR YOUR ATTENTION AND PARTICIPATION!

**See you at the next TEACHERSRISE's
webinars and courses!**



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