

Project description

By digital transformation some concepts such as artificial intelligence, social media, autonomous robots, driverless vehicles, big data, virtual reality, cyber security have gained prominence and it threatens the traditional way people work.

According to OECD (2019) data, 6 out of every 10 adult workers do not have the necessary information and communication technology competences. Developments in the world of technology are also affecting the demand for skills in the OECD. As technology continues to transform a wide variety of businesses; employees need to improve their existing skills or acquire new skills to adapt to the rapidly changing labor market. Because new professions often require complex problem-solving skills, high-level technical skills such as programming, or a wider range of social skills such as management, teaching and service skills (Berger & Frey, 2016a).

The main goal of our project is to help our students acquire digital skills and other key competences to meet the demand in the labor market of this century as well as ensuring the digital transformation of the educational institutions to empower their capacities. Because 21st-century education requires children to be competent in digital citizenship skills and the institutions have to supply them with education according to their needs.

OUR SPECIFIC OBJECTIVES :

- Enhancing the students' communication, teamwork, collaboration, problem solving, adaptability, critical thinking, creativity, innovation and entrepreneurship skills
- Increasing their motivation and confidence at school
- Improving their communication skills in their mother tongue and foreign languages
- Ensuring their use of the internet safely
- Promoting their active participation in the democratic life, their active citizenship, and social inclusion
- Making the students familiar with concepts such as open learning, blended learning and flipped classroom
- Enabling both students and teachers to create e-materials such as presentations, videos, quizzes, etc to support the organisational development in the field of ICT, promote universal access to education.
- Equipping the students with the skills of web design, coding, STEM, virtual reality, artificial intelligence, social media product marketing that ease their access to the labor market
- Promoting the teachers' acquisition of skills in creating and implementing e-learning platforms, incorporate digital technologies into educational lessons with regards to interdisciplinary approach
- Overcoming skills mismatch in the labor market

Our concrete project results :

- Digital games, e-materials for the lessons
- Web design of the project
- Facebook, Instagram and Twitter accounts of the project
- Project Newsletters
- A video of all project activities
- An e-book covering all the project work

Our project's main and specific objectives cover our 1st, 2nd and 3rd priorities and the topics w

Objectives:

By digital transformation 90% of jobs will require some level of basic digital skills in the future. We aim to equip our students with basic digital skills and other key competences such as STEM, problem solving, critical thinking, entrepreneurship, as well as coding, social media product marketing technique skills to prepare them for the future labor market. While doing this we also would like to ensure the digital transformation of the educational institutions to empower their capacities.

Implementation:

We will implement 4 LTTAs and 1 Virtual activity in total. The LTTAs will involve stem education, cyber security, open educational resources, e-learning, distant learning, blended learning, digital content creation, coding, virtual reality, artificial intelligence, social media product marketing technique topics. The meetings will cover theoretical classes, workshops, group discussions, collaborative learning, critical thinking techniques. The virtual one will be about general evaluation.

Results:

At the end of the project our students will be equipped with the essential skills that ensure their employability. Their self-confidence, motivation and academic success in the lessons will increase. By improving their personal and social competences they will take part in the society actively. Teachers will acquire the necessary knowledge and skills to create and implement e-learning platforms. They will play an active role in the digital transformation of their organizations.