

# CONSORTIUM



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REthinking  
EDUcation Competencies  
Expertise, best practices  
and teaching in Digital Era



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## The Project

Education in the digital age should not just focus on technology, but rather new educational interactions and relationships. Lifelong learning (LLL) requires strong partnerships and synergies between business, education, research, work and learning environments. While maintaining its high quality profile, education must be accompanied by extracurricular activities, moving in an increasingly mobile and digital society and exploring new ways of knowing. Strengthening digital skills, using new technologies and building new learning methods, represent the field in which training and education systems will compete in the coming years.

**RE-EDUCO Project encourages the production, experimentation and sharing of new approaches and training methods in the field of digital culture.**

**It enhances the role of digital culture improving the possibilities for growth and exchange, widening the choices for young people in private and professional life.**

## Training course for students and teachers



- The action concerns the implementation of information and guidance actions **directed to high school students and teachers**, aimed at spreading understanding of the new challenges posed by a digital society.  
The Program will take place between February and April 2021.

- Next steps in which schools will be involved up to 2023:
  - International teachers community: Community of teachers supporting the development of new methodologies for learning in digital environments;
  - School Contest for students: laboratorial activities for students for the development of new creative ideas and business projects.

Information seminars	4 day session (3 hours per session tot 12 hours) Target: no less than 70 students and 6 teachers from each partner Objective: inform the target about digital changes in life, work and society Topics: European context for digital innovation; New technologies: risks and opportunities for work and life; Cyberbullying; Digital ethics; Critical use of social media and Internet data
Orientation activities	4 day session (4 hours per session tot 16 hours) Target: about 30 students and 5 teachers involved for each partner Objective: illustrate the changes in the world of work and how digital innovation is changing the world of professions and the skills required Topics: New skills and new job perspectives: trends, profile, emerging skills; Digital technologies and society 5.0
Training courses	24 hours total in a mixed approach Target: At least 15 students involved per country Objective: Training activities to a selected target Topics: New Digital Identity and Active citizenship; Secure data and privacy skills and new labour perspectives