



REthinking  
EDUcation COmpetencies.  
Expertise, best practices  
and teaching in Digital Era

# RE-EDUCO Newsletter

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RE-EDUCO - REthinking EDUCation COmpetencies. Expertise, best practices and teaching in Digital Era  
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## Open Online Digital Education/Virtual training for Excellence in teaching, learning and skills development to promote quality teaching

The **RE-EDUCO** course for teachers, which was designed, developed and offered by the **DAISSy** research team of the Hellenic Open University in cooperation with the other partners of the **RE-EDUCO** project was successfully completed on November 11 2021. Being part of a comprehensive work plan, the RE-EDUCO online training course for teachers aimed to address potential digital skills shortages and improve the capacities of the educational staff in effectively incorporating innovative online training approaches and tools. The course commenced on October 18 2021 with the participation of 655 people from all partner countries.

Four 2-hour sessions were held that focused on the following topics:

- Student Centred Learning Techniques
- Peer Assisted Learning Strategies
- Technology Enhanced Assessment
- Technology Enhanced Learning Tools
- Module Design – Carpe Diem Workshops
- Managing RPL Assessments and Portfolios

The training course was successfully completed by **214 trainees**, which were awarded a certificate of completion. A prerequisite for successful completion and obtaining of the corresponding certificate was the submission of a group-based assignment, in which the trainees were asked to design a lesson plan using techniques and tools they learned during the training to describe a teaching activity. The training course was realized via a fully online learning model in English without having an enrollment cap. **There were no prerequisites and was free of charge**. Digital learning material was developed for the training modules and was made available through the **RE-EDUCO e-learning platform**.

To evaluate the course and its basic dimensions such as, e-learning platform, learning content, course structuring and learning experience of the participants we used an anonymized online questionnaire. The questionnaire included several items, which were rated using a **5-point Likert scale**. Evaluation results were quite positive and encouraging. Specifically, with regard to the e-learning platform, usability, layout, organization and ease of navigation were evaluated positively



by more than 90% of the trainees who participated in the evaluation ( $n = 169$ ). The answers regarding the quality, usefulness and relevance of the educational material to the work tasks of the trainees fluctuated at the same levels. Finally, in percentages that exceeded 85%, the trainees agreed that they enjoyed their participation in an interesting program that covered modern and applied topics.



## RE-EDUCO School Contest Start-up

**RE-EDUCO IO3** consists on the organisation of a **School Contest** addressed to secondary and **VET students**. The contest was launched by **mid-February** and registrations are open until **April 1st!** The contest takes into account the scholar years of each participant country, so it has been launched at a **national level**. After the registration, all the students, that will work in **groups of maximum 5 people**, will participate in mentorship sessions together with experts that will help them in the development of their innovative ideas. The sectors that will receive multiple solutions are climate change, education, health and wellbeing and Smart Cities. After the mentorship sessions, the groups of students, led by a teacher, will be able to present a Business Model Canvas with their ideas until **May 31st** and two winners per country will be selected. We wish to all our community of students a very good luck!

## Active Learning for digital innovation

The 4th Intellectual Output of the project elaborates Learning/teaching/training material for Active Learning for digital innovation to improve the students' digital skills and competencies. During the first phase of the Output the teams that have register for the IO3 Competition will be invited to complete the self-assessment tool "**MyDigiSkills**" to understand the level of digital skills from all participants.



The **MyDigiSkills** tool helps to better understand the personal level of digital skills based on knowledge, skills and attitude in each of the five areas of the **European Digital Competence Framework for Citizens**, known as **DigComp**. The tool is available in English, Spanish and Italian. Based on the results of **MyDigiSkills** the Cyprus Computer Society will develop training material that will support the teams to upgrade their project proposals.

## Online training for the RE-EDUCO project

**Omnia** was responsible in organising and implementing the staff training in **Finland**. Thus, according to the pandemic situation in 2021 this training was rescheduled a couple of times and as a result it was held in **ZOOM**, online, during three different days a 4 hours per day. The main topics of the training were empowering people and community included case of **City of Espoo**, technology enhanced learning and producing and sharing audio-visual content effectively.

On the first training session day Ms Veera Lahti-Olsen and **Mimmi Heiniö** gave an insight into LifeLong Learning skills via different workshops and online quizzes. Mr. **Siim-Eigo Saar** presented Omnia Makerspace, the modern learning environment. **Mr. Juho-Kustaa Kaukonen** explained how digital skills are provided and supported to **Omnia** teaching staff.

For RE-EDUCO staff training **Omnia** arranged an online workshop based on **IO5**. The objective was to **introduce the project Youtube channel to the project staff**, to share understanding how Youtube channels and playlists work and how they can be utilized for the RE-EDUCO project dissemination. Furthermore, **the participants were to understand the process of creating in house videos**.

Omnia tuned the project Youtube channel ([link](#)), composed an 11-page open educational resource "**Welcome to create and to share RE-EDUCO videos**" on Youtube and creating videos, and **Omnia also provided an example video for the project** ([link](#)).

**The training given by Esko Lius was conducted on Zoom**, and there were participants from all the project organizations. The training had parts that required the attendees' own activity. **For example, finding relevant Youtube channels and discussing about those was a lively session.**

The objectives of the training session were reached well, and the RE-EDUCO Youtube channel was completed and ready to host the material that the participating institutions will provide.

[RE-EDUCO - YouTube](#)