



DigitAlAD

**Digital Adult Educators: Preparing
Adult Educators For a Digital World**
“DigitAlAD Curriculum for adult
educators”



LESSON PLAN INFORMATION

Lesson/Activity plan: Digital
Competences – What are they and why
they are important?

Target/group: Adult Educators

Topic/ competence: Introduction

Level: Foundation

Time: 20’

INTRODUCTION

- Digital device (desktop, laptop, tablet, smart phone) and internet access
- Success Criteria:
Develop an understanding of what Digital Competencies are and why they are important

TEACHER NOTES

- DigitAlAD Handbook Section 1.
- Carretero, S.; Vuorikari, R. and Punie, Y. (2017). *DigComp 2.1: The Digital Competence Framework for Citizens with eight proficiency levels and examples of use*, EUR 28558 EN, doi:10.2760/38842.

TEACHING METHODS

- Learning by doing
- Project-based learning
- Active learning strategies
- Blended learning
- Peer learning
- Hands-on learning
- Collaborative learning

MATERIALS, DEVICES AND TOOLS

Materials, devices or tools needed for this lesson (needed to develop certain competence):

1. Digital device (desktop, laptop, tablet, smart phone);
2. Internet access

LESSON TASK

INTRODUCTION (10-15 min):

An interactive lecture involving learners in discussion as much as possible.

Main topics:

- Definition of the term “Digital Competencies”
- Introduction to the European Framework for the Digital Competence of Educators (DigCompEdu)
- Short presentation of the six competence areas and the 22 competences.

LEARNING OUTCOME

By completing this lesson task, adult educators will be able to develop an understanding of what Digital Competencies are and why they are important.

REFLECTION

- Self-reflect on how the teaching professions face rapidly changing demands, which require a new, broader and more sophisticated set of competences than before.

TESTING / ASSESMENT

- The most important is to participate and **get involved**.
- Next, important aspect what indicates a successful lesson that lesson **task is achieved** (according to the plan or with other ideas, if possible).
- Awareness and correction of mistakes is also a very good achievement of the lesson (**problem solving**)
- To assess learners' **knowledge**:
Self-reflection tool for educators available at <https://ec.europa.eu/eusurvey/runner/DigCompEdu-A-EN>