

Pathways to Become a Digitally Competent Educator

Europass Teacher Academy
Helsinki Mia Torttila

AGENDA FOR

TODAY

FINNISH MODEL

1. PURPOSE

DIGCOMP OF

EDU

DIGITAL

SELF-ASS

TECHNOLOGIES

ESSMENT

OGIES

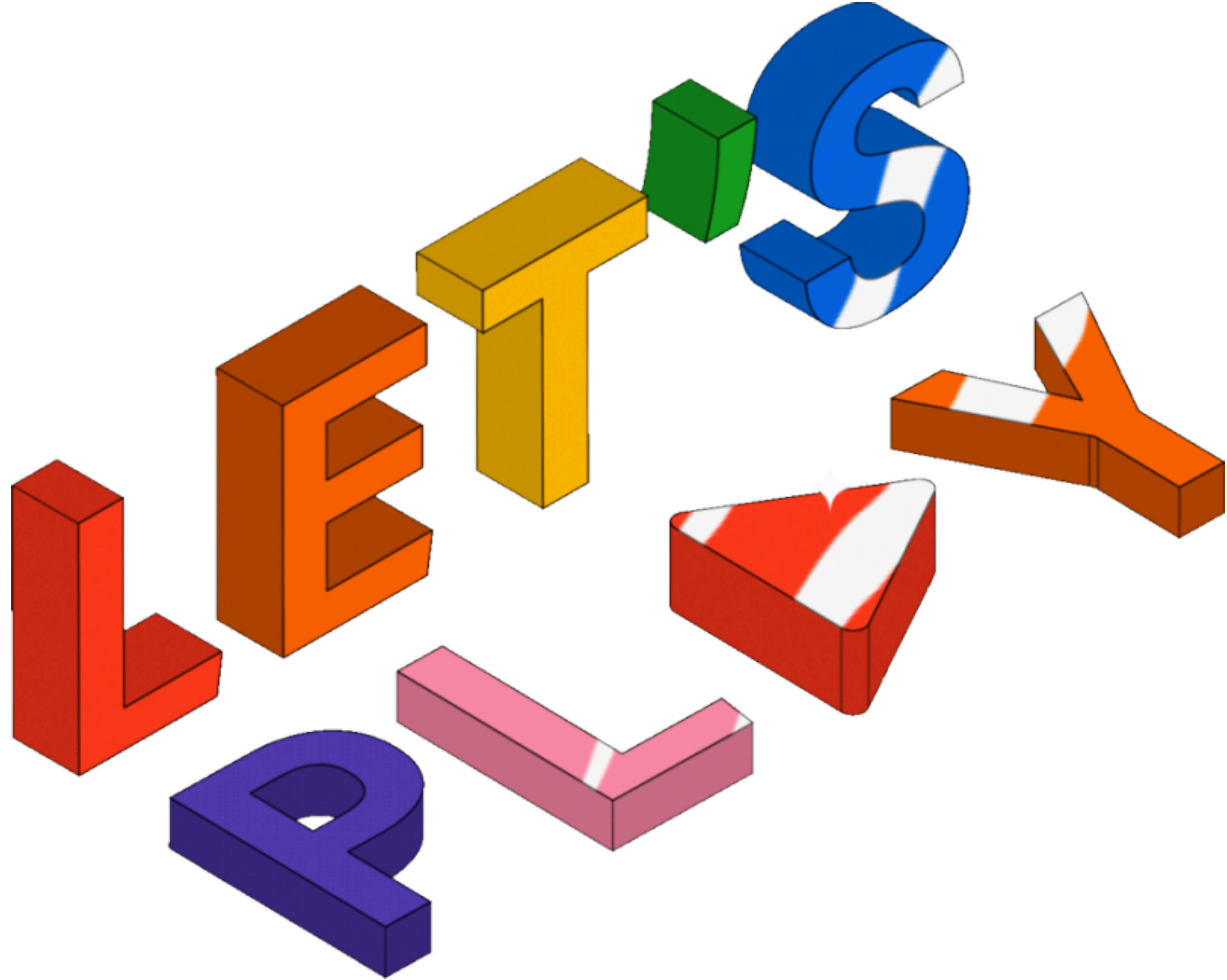
2. 3.

THE

4. 5.

**WHAT TO HELSINKI
DO IN**

**Finnish
Education
Model**



What's our secret?



Digital Competence Framework for Educators (DigCompEdu)

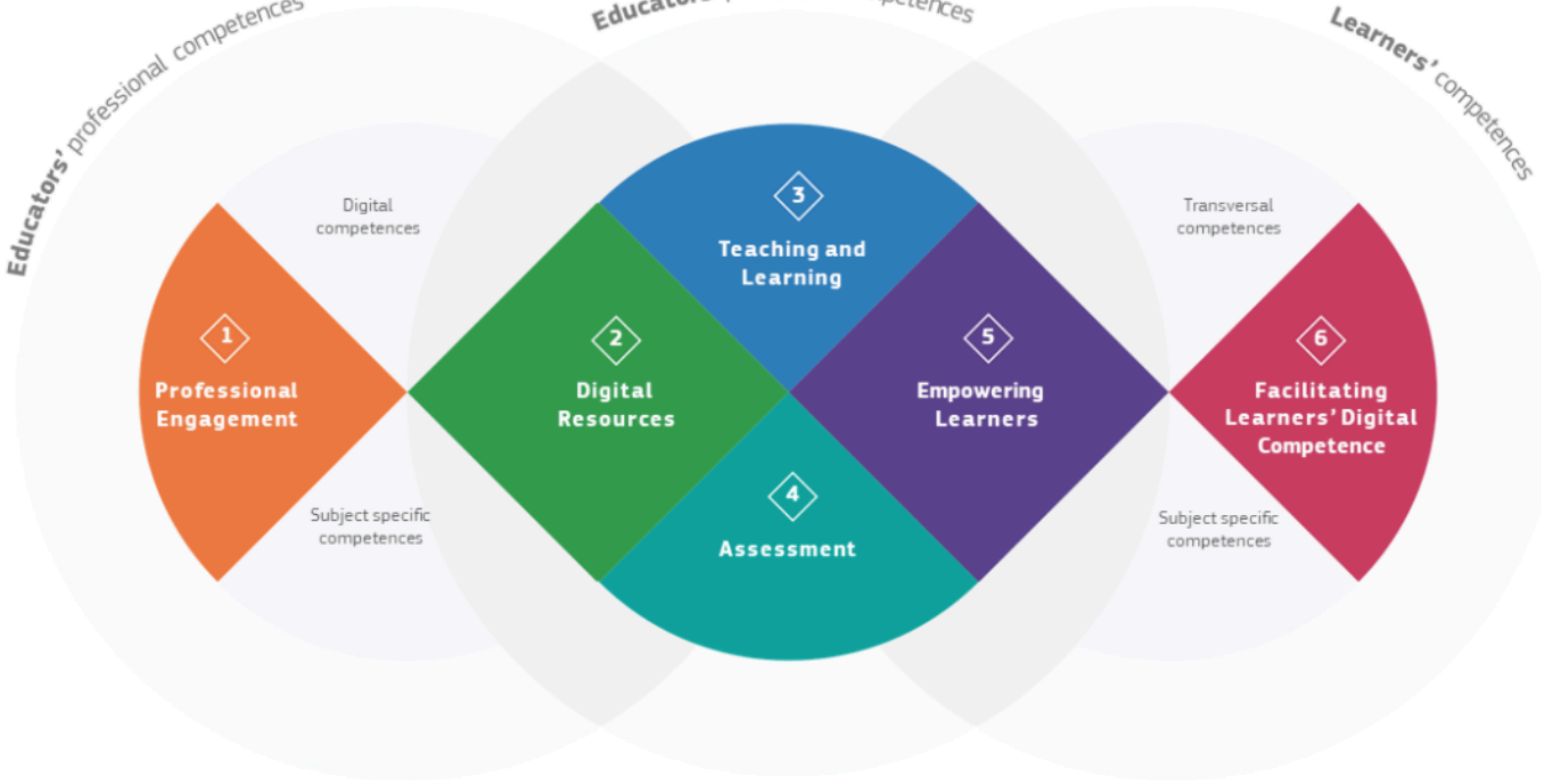
**The European
Framework for the Digital
Competence of Educators
(DigCompEdu) is a scientific
framework describing what it**

means for educators to be digitally competent. It provides a general reference frame to support the development of educator-specific digital competences in Europe.

Educators' pedagogic competences

Educators' professional competences

Learners' competences



1
Professional
Engagement

2
Digital
Resources

3
Teaching and
Learning

4
Assessment

5
Empowering
Learners

6
Facilitating
Learners' Digital
Competence

Digital
competences

Transversal
competences

Subject specific
competences

Subject specific
competences



European Framework for the Digital Competence of Educators

DigCompEdu Self-reflection



ARE YOU MAKING THE MOST
OF DIGITAL TECHNOLOGIES
FOR TEACHING AND
LEARNING?

**Plan your personal
learning path and
target proficiency**

of digital competence

What skills, needs and targets you would like to focus in the future?

Create a personal learning path with your goals either in digital form or on paper. We will share our plans afterwards.

The evolving
Digital culture:

From Web 1.0–3.0

From viewing to participating to data-driven
personalization

WEB 1.0

1990s

Passive content consumer

Interaction with content

Traditional media in digital
format

WEB 2.0

2000s

Active content generator
Interactions with content, content
producers, AND other users Social
elements integrated with digital
media

WEB 3.0

2020s

Connect and collaborate
Augmented reality: Bridge
between reality and the virtual

world

Algorithm-based

From utopia to dystopia?

KNOWLEDGE
ABUNDANCE

PARTICIPATIVE

OPENNESS &
CONNECTION

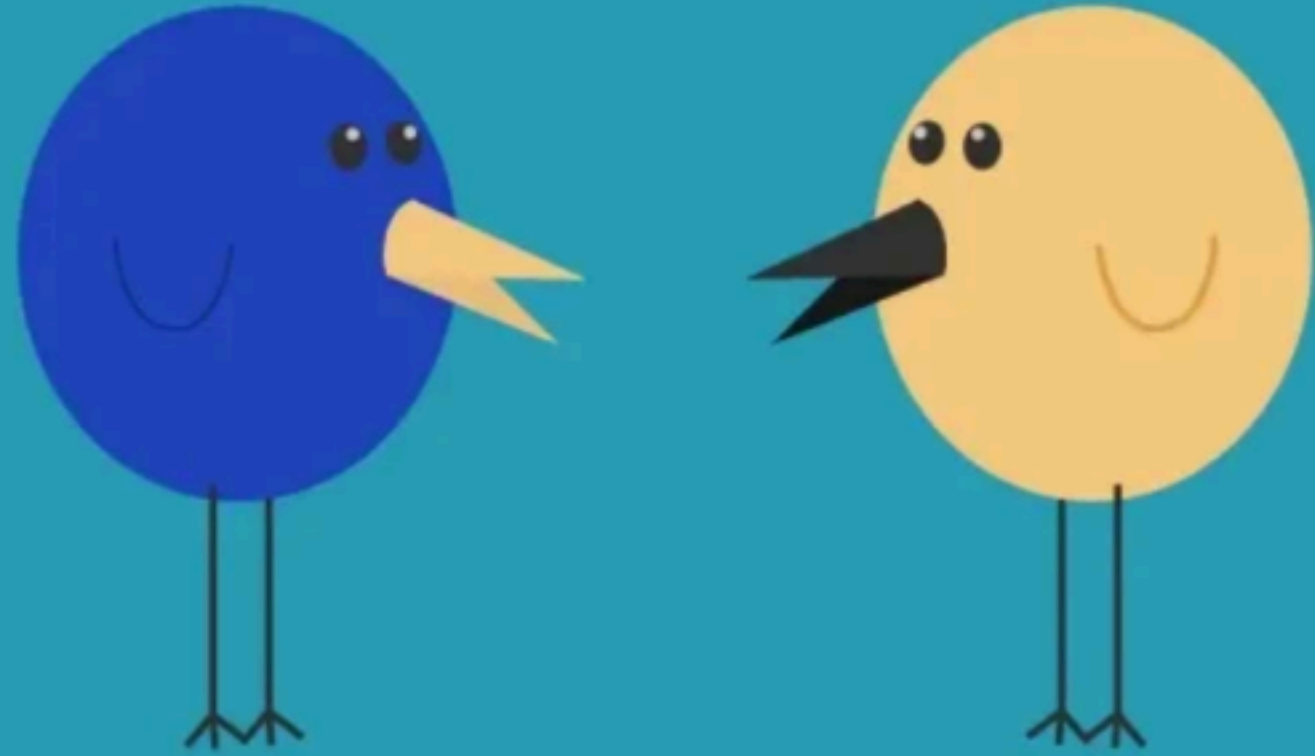
INNOVATIVE &
NEW JOB
OPPORTUNITIES

INFORMATION
DISORDER

MANIPULATIVE

ECHO CHAMBER

AUTOMATION
TAKES AWAY JOBS



What is an ECHO CHAMBER?

N The Social Dilemma | Official Trailer | Netflix

NETFLIX

Share

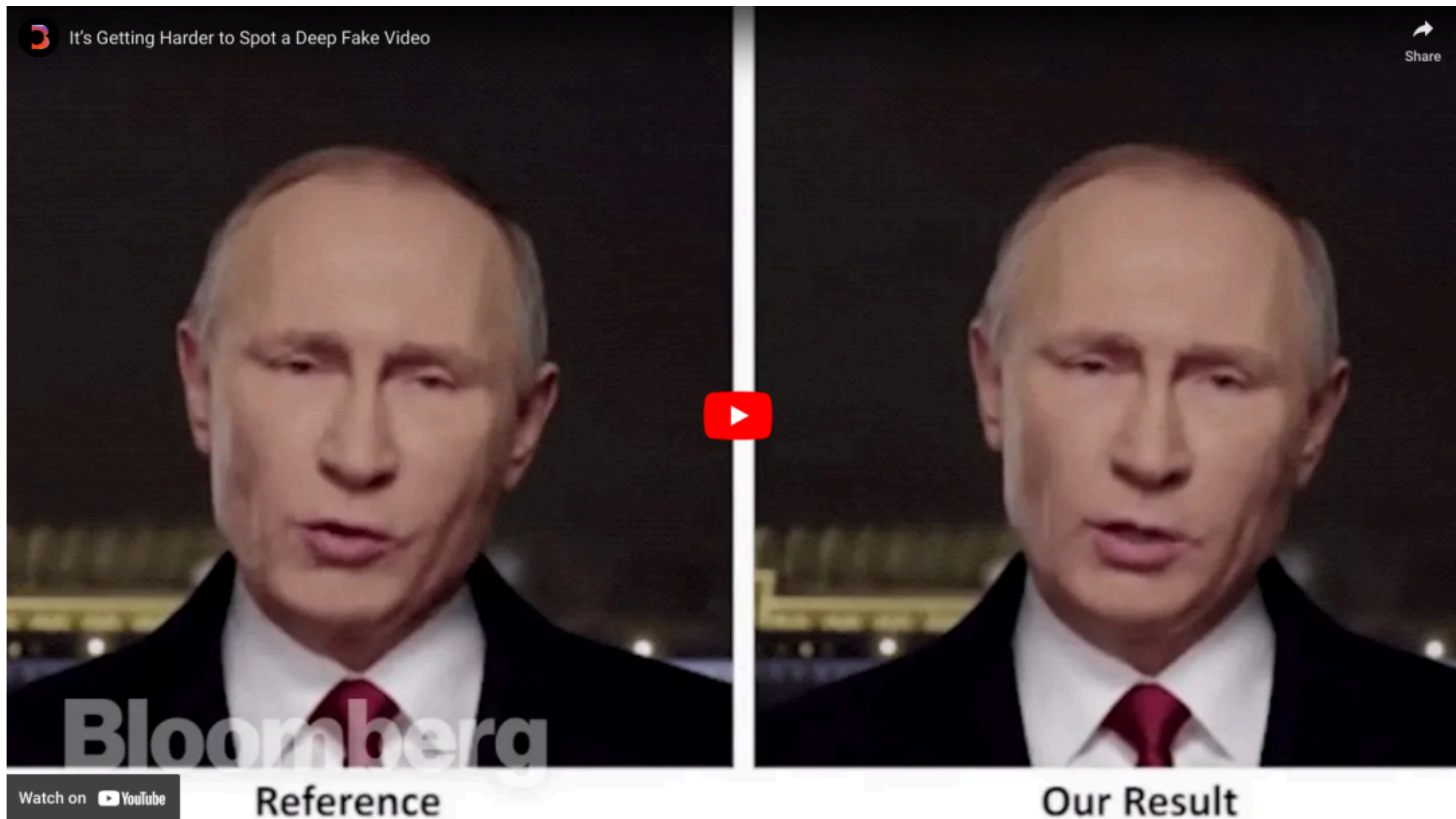


**OFFICIAL
TRAILER**

Watch on  YouTube



Information disorder





WORLD ECONOMIC FORUM

What will the future of jobs be like?

WORLD ECONOMIC FORUM

Watch on  YouTube

A graphic illustration for a video player. The background is a dark blue gradient. At the top left, there is a small circular logo with 'WORLD ECONOMIC FORUM' and the text 'What will the future of jobs be like?'. At the top right, the 'WORLD ECONOMIC FORUM' logo is displayed in white. The central part of the image shows four stylized human avatars in video call windows, connected by lines to a central interface with a red play button. At the bottom left, there is a black button with the text 'Watch on YouTube' and the YouTube logo. The overall design is modern and tech-oriented.

About Finland

Population 5,5 million people

Over 2 million saunas

Over 180 000 lakes

Two official languages: Finnish and Swedish

Spending time outdoors is very important

Santa Claus lives in Lapland (the real one!)

Happiest country in the world 6th year a row

(World Happiness Report)

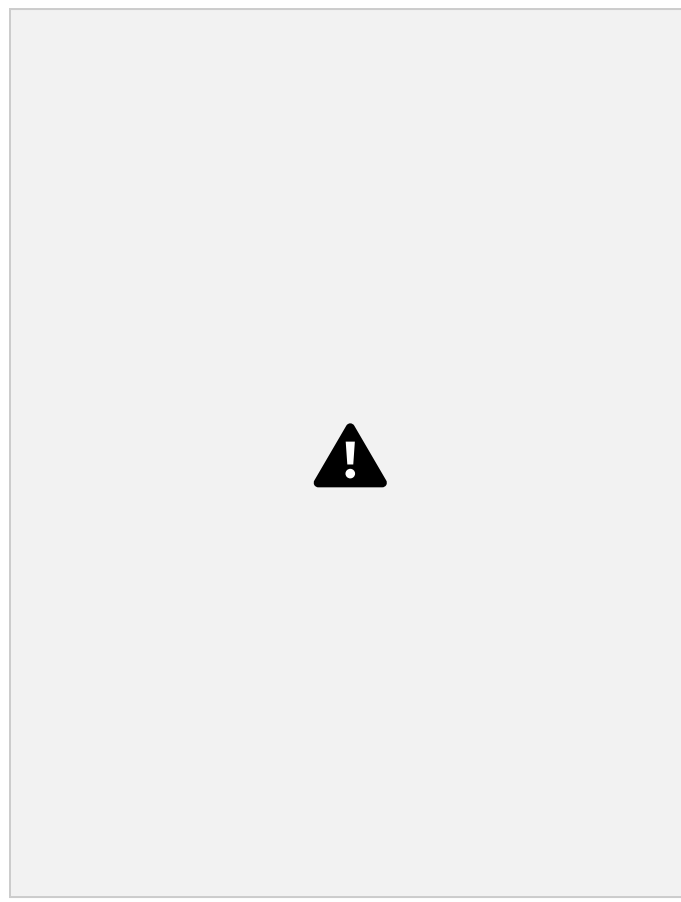


What to eat?

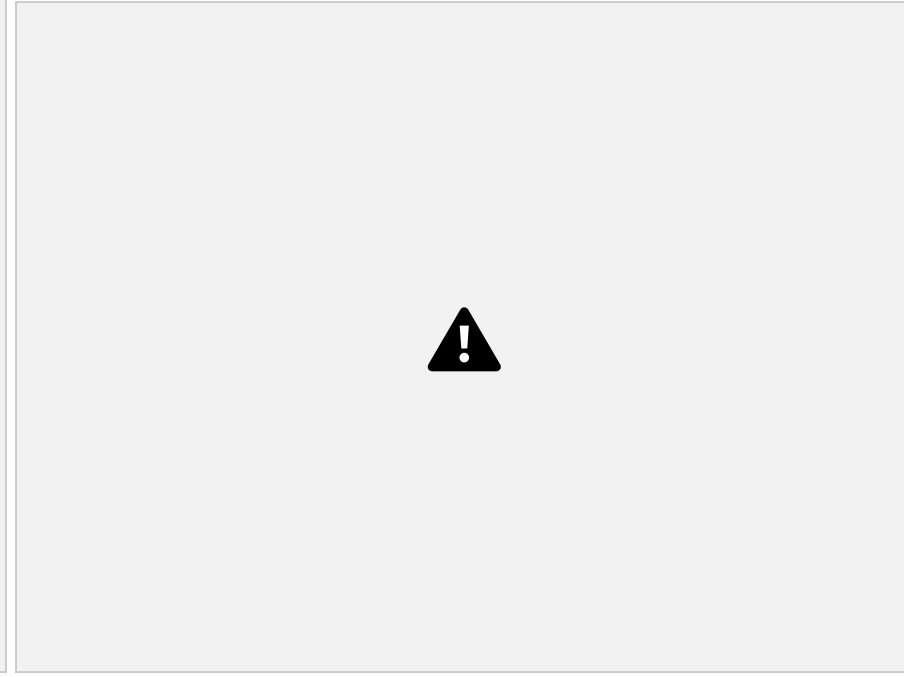


Karelian pies Reindeer meat
Rye Bread Salmon Soup

What to eat?



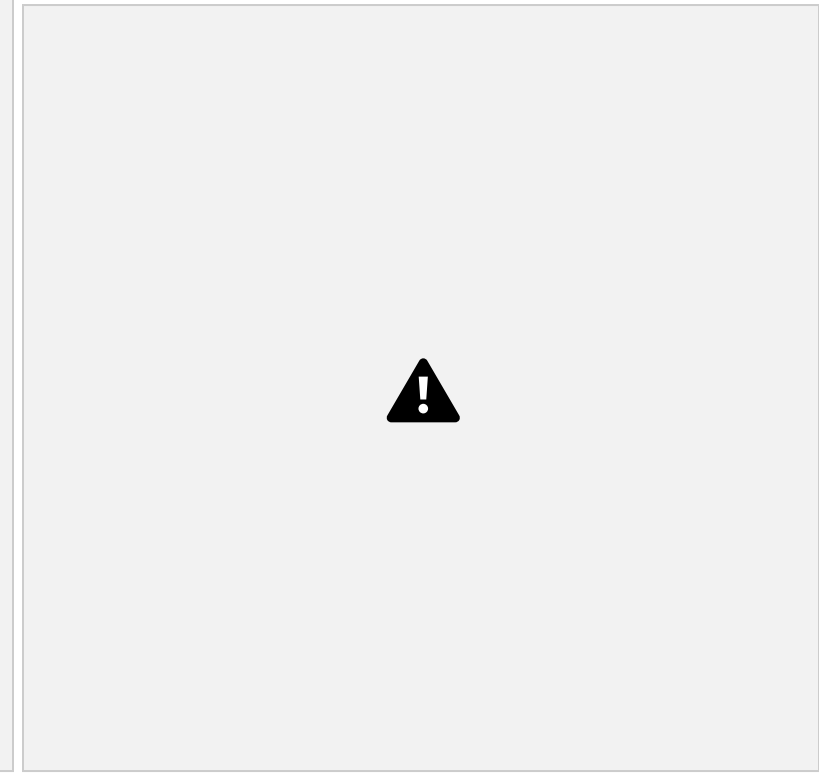
Cinnamon
Buns
Berries



(bilberry,
cloudberry,



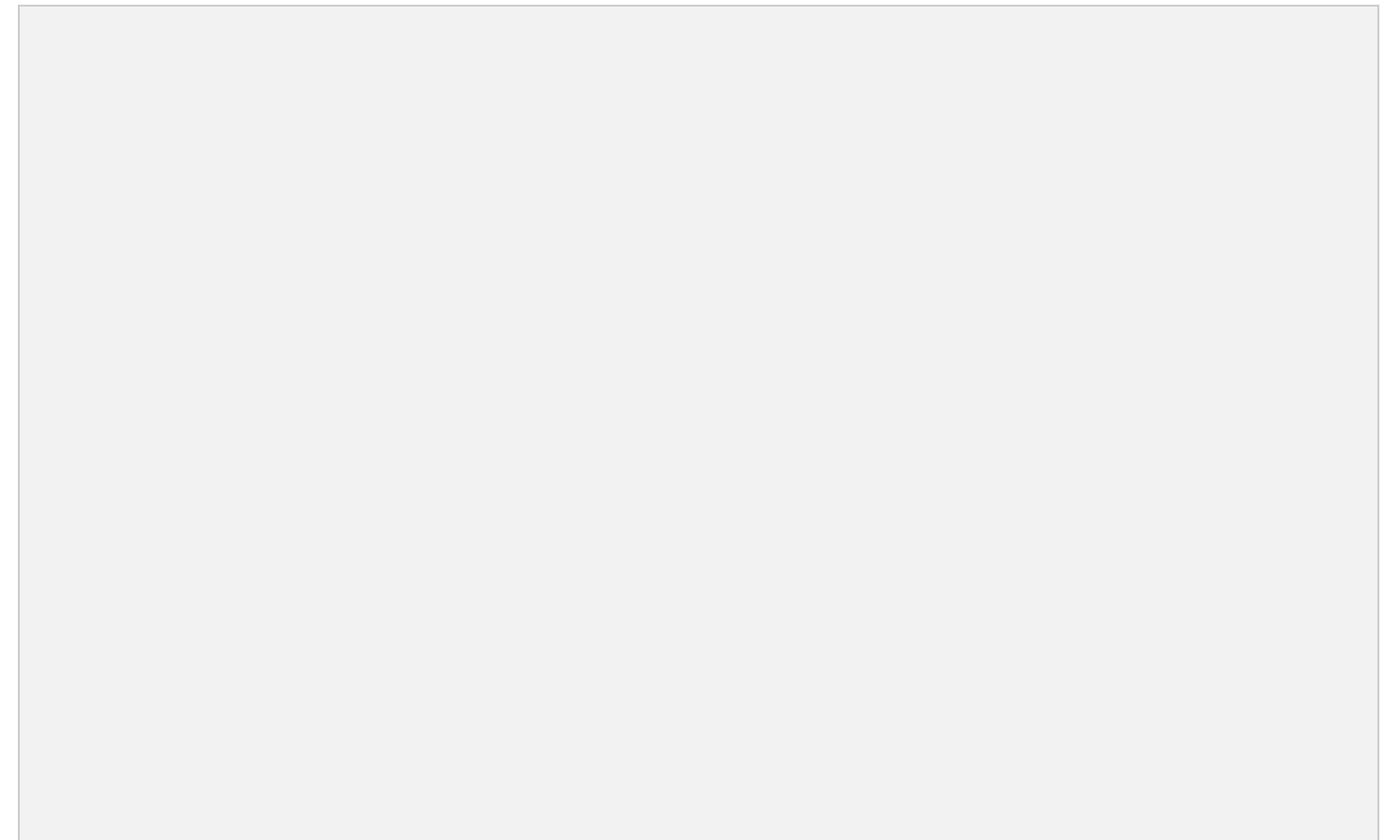
lingonberry)
Finnish



Meatballs
Salty Licorice

Where to eat?

Old Market Hall (Vanha
Kauppahalli)



Hakaniemi Hall (market)

Market Square

Cafe Regatta

Typical Finnish Food:

1. 2. 3. Konstan

Lappi Möljä

Kannas

Check out the QR-codes in our common room!

What to do?



Rock Church -
Temppeliaukion kirkko
Suomenlinna island



Museums (Ateneum,
Kiasma, Amos Rex, Design



Museum)

Other locations



Old town of Porvoo (1 hour)

Nuuksio National Park

(50min)

Tallinn, Estonia (2 hours)



Sauna experience - the

most traditional thing!

Finnish people go to sauna 1-5
times a week

Sauna at your hotel

Sauna at your AirBnb

Löyly - sauna, restaurant & terrace

Allas Sea Pool - pools & sauna

Kuusijärvi Sauna (Vantaa)



Digital technologies for communication, collaboration, and professional development

THE USAGE OF DIGITAL TECHNOLOGIES FOR COMMUNICATION, COLLABORATION, AND PROFESSIONAL DEVELOPMENT HAS BECOME INCREASINGLY IMPORTANT IN TODAY'S FAST PAGED AND INTERCONNECTED WORLD. THESE TECHNOLOGIES HAVE REVOLUTIONIZED THE WAY PEOPLE WORK, LEARN, AND INTERACT WITH ONE ANOTHER.

Can you name any

examples of usage of digital technologies for communication ?

Instant messaging

Email

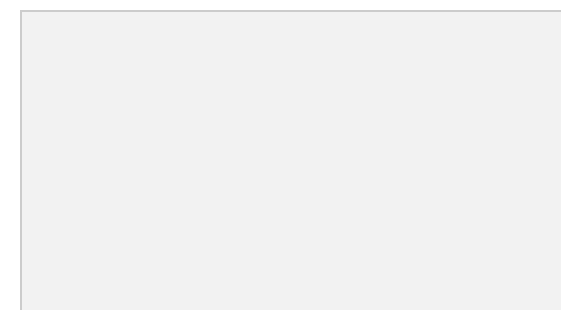
Video



conferencing Social
Media

**Can you name any
examples of usage
of digital
technologies for
collaboration?**

Cloud-Based Document
Sharing
Project

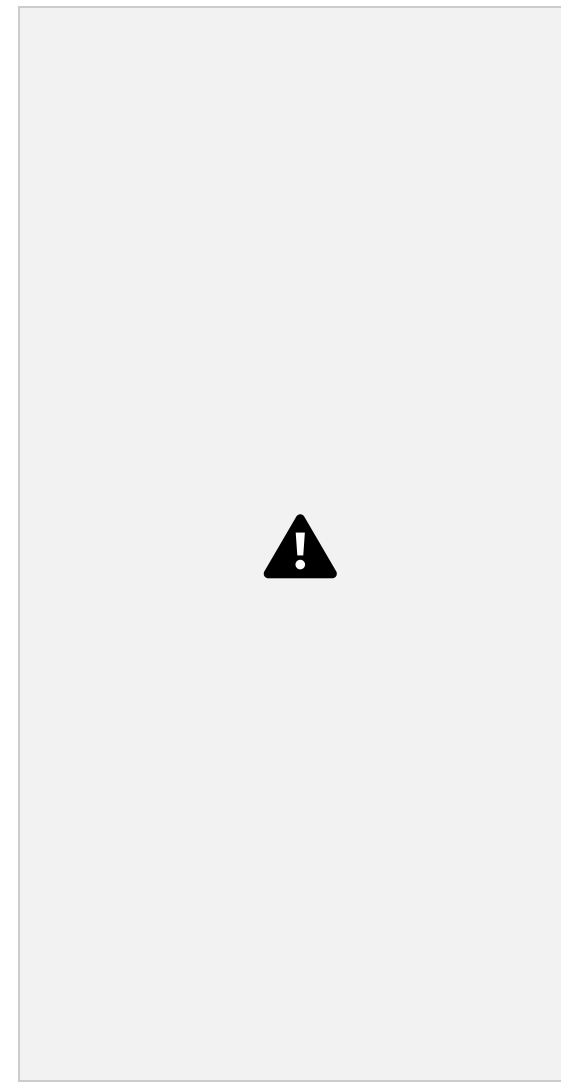


Management Tools
File Sharing and Storage
Collaborative
Whiteboards

**Can you name any
examples of usage
of digital
technologies for
professional
development?**

Online Learning Platforms

Webinars
and Virtual



Conferences
Professional Networking
Social Media and Blogs

Pathways to
Become a

Digitally Competent Educator

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1 2

UDL

4 Visit to Oodi

central

library & Oodi

Flipped learning and video making

Blended Learning makerspace

Video tools and

3

UNIVERSAL DESIGN FOR LEARNING (UDL)

Universal Design for Learning (UDL) is an educational framework that aims to create inclusive and flexible learning environments suitable for all learners.

It provides multiple means of representation, engagement, and expression to accommodate diverse learning preferences, abilities, and backgrounds. UDL empowers educators to design accessible and personalized learning experiences,

**promoting academic success and
engagement for all students.**





Blended Learning

Blended learning includes a mix of both face-to-face, instructor-led learning and online or digital course components that gives students the ability to control their path and pace.



FLIPPED LEARNING

Think-Pair-Share Activity:

How can we use Blended Learning or Flipped Learning in our classrooms? Ideas and examples.

Think: 3 minutes

Pair: 10 minutes

Share: Mentimeter

Videos for learning (and microlearning)









Create your own
micro video!

Topic:

Welcome to Helsinki!



How to do it?

In pairs, you are going outdoors to the streets of Helsinki to film a **short video with the topic “Welcome to Helsinki”** (you can later on show it to your family or students). The

video should be anything **from 30 seconds to 4 minutes.**

First step: Plan! What will be the story you want to tell? Narrow the topic.

Second step: With your plan, go outdoors and try to find a calm place to record the video(s). Make sure there is not too much traffic noise (or add audio later)

Third step: Edit your video if needed. You can use either the free editing tools on your phone, or another editing app.

Fourth step: Share your video on our Whatsapp group.



Watching a short instructional video and answering a question.

Playing an online learning game designed to teach a specific task.

Reading an executive summary and answering a short series of questions.

Viewing an infographic and answering a short series of questions.

Using virtual flashcards to prepare for a quiz.

Virtually participating in a scenario-based simulation.

**EMPOWERING STUDENTS AND
FACILITATING STUDENTS' DIGITAL
COMPETENCE**

1. 2. 3. on

4. Digital

Inclusive Storytelling

EdTech g Personal

Gamification Project









Personalized

learning

Algorithms help students learn at their own pace and style. Online Learning Platforms make it easy for students and teachers to connect, share ideas, and learn in real-time.

Students can learn more about their own interests, and due algorithms the learning content is more personalized.



Collaboration

Collaboration and networking opportunities have increased thanks digital learning platforms and social media. Students and teachers can now all over the world, share resources, and learn from each

Artificial Intelligence (AI)



Artificial intelligence is playing a big role in education. With AI-powered chatbots, students can get answers to their questions anytime. Machine learning can also identify what students need to learn and give them personalized recommendations.





Microlearning

Microlearning means learning in small bursts. Social media is great for this because it's easy to share short videos and infographics. It is more bite-sized content to understand and share.

VR
and
AR



Virtual and augmented reality technologies can create immersive learning experiences.



