

Effective e-Learning System Based on Digital Competences (EES)

Erasmus Project Description

Developing information and communication technologies (ICT) and people's digital competences are key drivers. Everybody needs a set of basic digital skills to benefit from on-line tools and services, to learn effectively and meaningfully, to find work, to have a better quality of life and to be fully included in today's society.

Tukums Evening and Distance Learning Secondary School has been using Moodle platform for e-learning for 6 years starting from a very simple activities and tests, being one of the first schools in Latvia starting using Moodle. At the moment about 80% of all secondary students use e-learning because of different reasons (work, family problems, social problems, distance to school, low income etc.). We have well- developed materials giving theoretical knowledge, learning and self-checking materials and tests. We are constantly improving it to serve the growing needs of our students. To have the platform working effectively and meaningfully we need digitally educated teachers and students knowing how to use their ICT skills meaningfully and effectively.

The Ministry of Education is introducing changes in our education system. New competences including digital competence and new curricula will be introduced in Latvia in the period 2017-2021 and all schools will have to introduce new teaching methods using new competences. There are no more schools in Tukums region which use e-learning platforms for teaching and learning purposes. There are only a few schools in Latvia using Moodle platform but they are at the first stage starting developing the e-learning so we need to learn from European schools which have gained some experience in this field.

All partner schools have their own bigger or smaller experience of using ICT possibilities and e-Learning tools and have analyzed the situation making all possible improvements using their local and national potential as they have shared the

experience locally. We have arrived at the point when we want to evaluate the existing practice, learn from others introducing the best examples of Europe. Some partners have also learnt new digital competences during Erasmus+ projects.

So this project is complementary to other projects in the terms of developing digital competences. The Project will be innovative for all the schools in the terms of assisting educational institutions to implement innovative approaches and best examples of e-learning platforms used in six different European schools.

All partner schools are motivated and need:

- to promote development and modernisation of the organisation by improving the quality of elearning, by finding new methods and approaches and introducing good practices of other types of schools in Europe;
- to develop students digital competences based on active and experiential learning, ensuring high quality education;
- to enhance teachers digital competences in the way it aligns teacher development and performance better with school needs.

The key outcome of this project is the increase of the level of digital competence of students and teachers used in effective, confident and critical way. The project will focus on sharing experience on using e-learning and finding new possibilities to improve digital competences of students and teachers.

The objectives of the project are:

1. Developing digital competences of students and teachers focusing on the useful use of ICT for the teaching and learning.
2. Sharing experience on creating interactive and motivating study materials and lesson plans, and using e-learning platforms and tools for creating e-content.
3. Preparing students for better exploitation of ICT potential and useful learning.
4. Preparing teachers for effective and motivating use of ICT in the classroom and e-learning platforms.

5. Assisting educational institutions to implement innovative practices related to e-learning platform supporting the needs of all learners.

We expect to have the following results (outputs and outcomes) :

Outputs

1. Survey on the digital skills and needs for students and teacher followed by recommendations on what/how to improve student's and teachers' digital competences at partnerschools. Sharing of good practices of partnerschools.
2. The guidebook for teachers on using websites, interactive materials and tools.
3. Collection of lesson plans using interactive materials, digital competences in Science, English, ICT.
4. Competition for students testing their ICT skills and general knowledge in core subjects..
5. Materials students have created (web magazines, videos etc.) at each partnerschool.
6. Etwinning Twin Space and school websites where all the results (outputs and outcomes) will be published and disseminated.
7. Articles for newspapers or internet media, newsletters/leaflets for parents and other schools to disseminate the results of the project.
8. E-learning platforms used at partnerschools.

Outcomes

1. High level digital competences of teachers and students necessary for their studies and career.
2. Improved e-learning system and learning platforms at schools.
3. Knowledge and experience gained in the field of e-learning.
4. Increased competence in foreign languages.

This project is linked to the chosen priorities in the way it will :

-enable partner schools to gain experience from international cooperation and will strengthen their capacities and have well worked out e-Learning platforms to promote open education and innovative digital practices.

- help to enable individuals (students and teachers) to use their acquired skills and knowledge in order to make the best possible decisions about learning and work.

-help to create a learner friendly and open for everybody learning environment and reduce the number of teenagers and grown-ups dropping out of school early.