

Digital Education

Action Plan

2021-2027

Resetting education and
training for the digital age



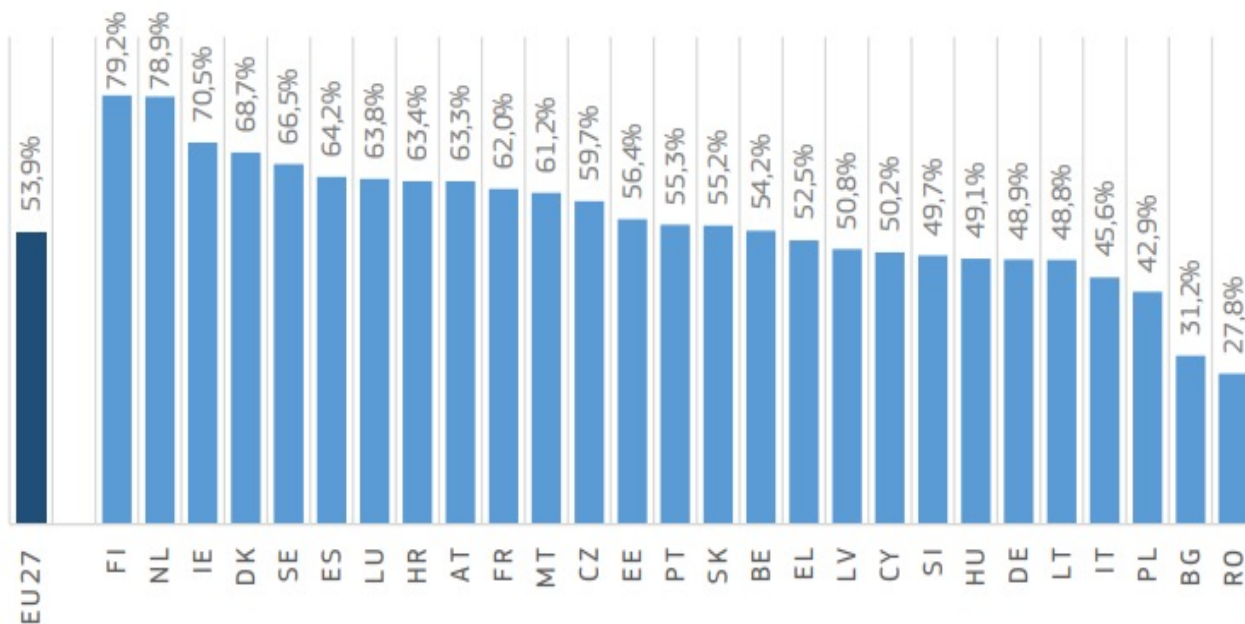
Georgi Dimitrov
Head of Unit, Digital Education
Directorate-General for Education,
Youth, Sport and Culture



1. State of play on digital education and skills

Digital Compass skills targets

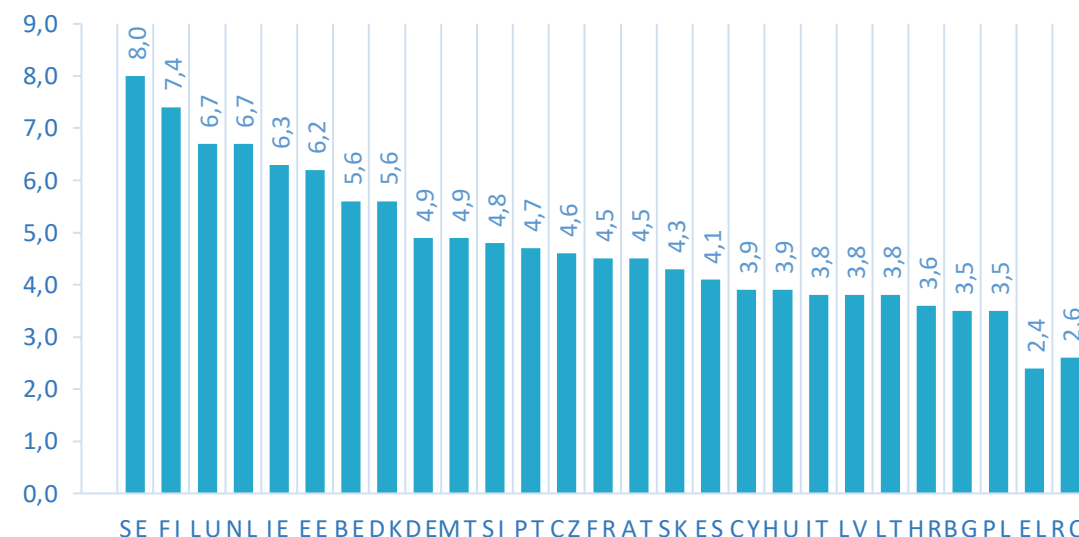
At least basic skills - EU target: 80%



Eurostat 2021. Between 2015 and 2019 (first and last year with available comparable data) the share of adults with basic digital skills increased by only **2 %**.

**19y needed (own calculation)*

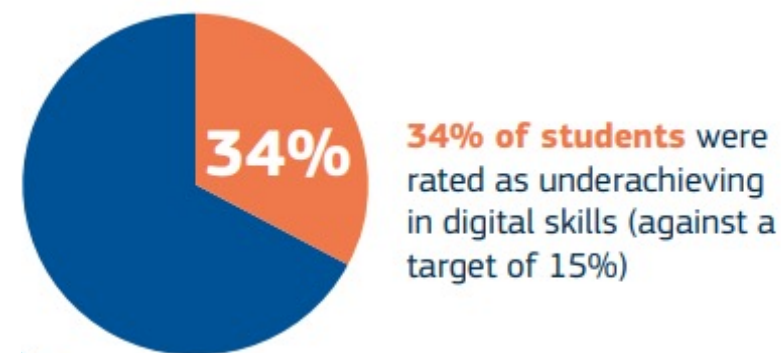
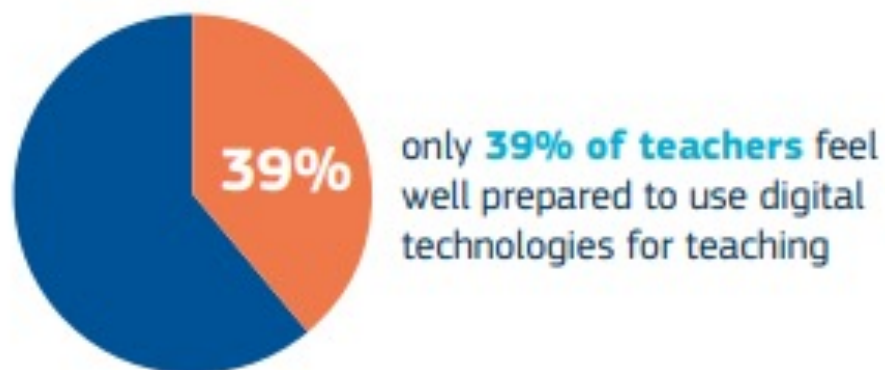
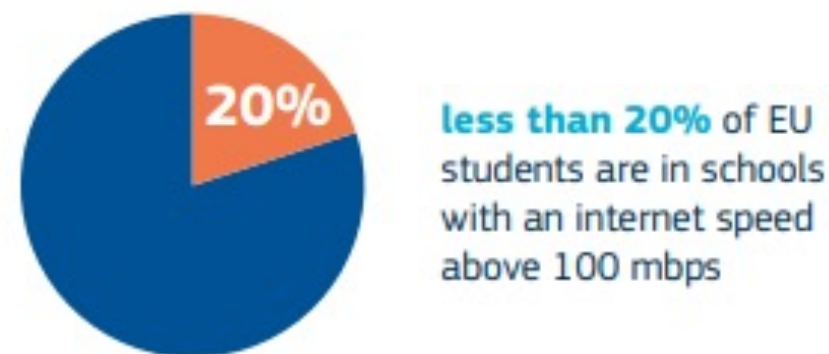
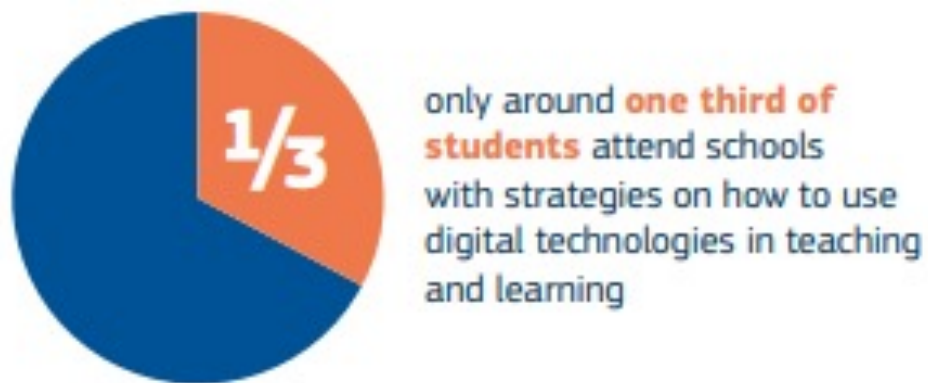
ICT specialists – EU target: 20 million



Eurostat 2021. Over the last decade, ICT specialists in employment rose with an average **annual growth rate of 4.6%**.

**17y needed (own calculation)*

How digital is our education system really?



2. What more can we do about this at EU level?

Ambition + cooperation = 2023 Digital Education and Skills package

Commitment at EU highest political level

- **2020: Digital Education Action Plan** proposes to launch a strategic dialogue with MS on digital education;
 - Confirmed in **Council conclusions on digital education** of December 2020;
- **2021: President von der Leyen calls in State of the Union** for “*EU leaders’ attention and to start a structured dialogue at top-level*” on digital skills;
 - Echoed by **European Council Conclusions** of October 2021;
- **2022: Structured Dialogue** with Member States on digital education and skills
 - **High-level national coordinators for digital education and skills**, reflecting the transversal whole-of-government approach (education, employment, industry, finance...)
 - **27 bilateral deep-dives** with all Member States, bringing together government and stakeholders (private sector, social partners and civil society)
- **2023: Commission proposals for Council recommendation on digital education and skills**

Improving the Provision of Digital Skills: key aspects

1. **Start early** to guide learners in the digital world and offer equal opportunities to develop digital skills throughout all levels, including through progression and assessment
2. Promote and provide quality education in **informatics at school** and support the recruitment, training and retention of **specialised teachers** and trainers
3. Support higher education to **develop digital skills across disciplines**, and address the need for advanced digital skills
4. Foster **certification** of digital skills

Enabling Factors of Successful Digital Education: key aspects

1. Agree on a **national strategy** for digital education and skills and monitor its effectiveness and impact
2. Take a **whole-of-government approach**, strengthening cooperation between different sectors and levels of government, and with stakeholders, including with the private sector
3. Ensure digital training for **all teachers, trainers and staff** in education and training institutions, to help them use digital technologies for teaching and learning
4. Ensure **adequate investment** in digital equipment, infrastructure, tools and content

Support by the Commission

1. High-Level Group on Digital Education and Skills
2. Improve evidence base and increase transparency
3. Peer-learning and exchange of best practice
4. Develop guidelines and relevant tools to support Member States in areas of shared concern



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Question to discuss

How can we make cooperation “stickier” in order to progress on digital skills development?