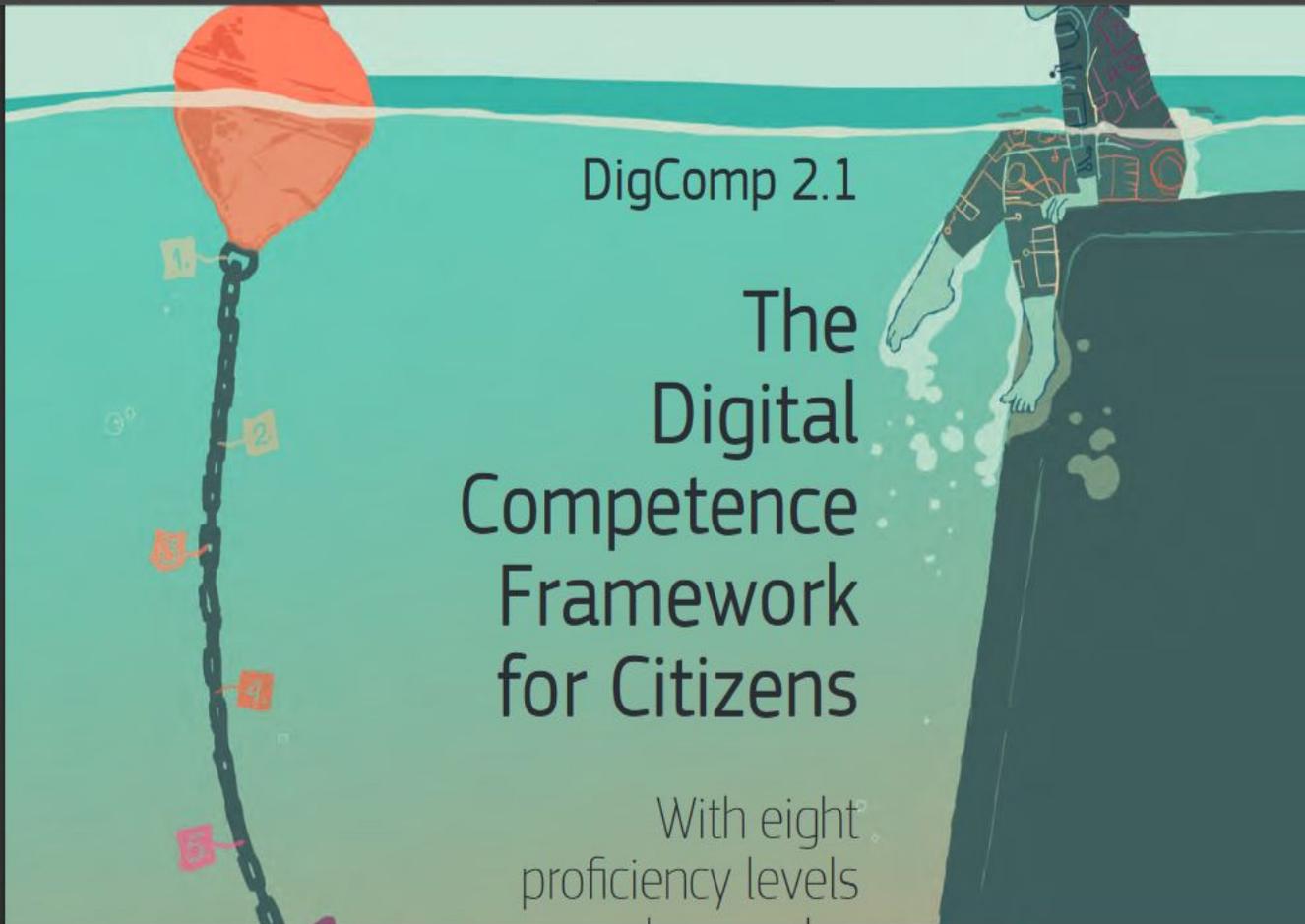




The Digital Competence Framework of Estonia

Estonian framework based on DiGComp2.1 by EC:
The Digital Competence Framework for citizens.

a tool to improve students digital competence



DigComp 2.1

The Digital Competence Framework for Citizens

With eight proficiency levels

5 competences

4 proficiency levels with descriptions

proficiency levels for each competence

Competence area 1: Information and data literacy

1.1 Browsing, searching and filtering data, information and digital content

1.2 Evaluating data, information and digital content

1.3 Managing data, information and digital content

Competence area 2: Communication and collaboration

2.1 Interacting through digital technologies

2.2 Sharing through digital technologies

2.3 Engaging in citizenship through digital technologies

2.4 Collaborating through digital technologies

2.5 Netiquette

2.6 Managing digital identity

Competence area 3: Digital content creation

3.1 Developing digital content

3.2 Integrating and re-elaborating digital content

3.3 Copyright and licences

3.4 Programming

Competence area 4: Safety

4.1 Protecting devices

4.2 Protecting personal data and privacy

4.3 Protecting health and well-being

4.4 Protecting the environment

Competence area 5: Problem solving

5.1 Solving technical problems

5.2 Identifying needs and technological responses

5.3 Creatively using digital technologies

5.4 Identifying digital competence gaps

Estonian National Curriculum

Framework connected to the National curriculum.

Digital competence as one of 8 general competences described in national curriculum. It shows how to integrate digital competence to the different subjects.

Topics covered by the curriculum:

Basic school „Technology and innovation”, „Information environment”, for Informatics „Computer as a working tool” and „Technologies of information society”. Gymnasium: „Technology and innovation”, „Information environment” and as an optional subject „The basics of research”

Digital competence in Estonian Curriculum

the ability to use digital technology to cope with a rapidly changing society, in learning as well as in acting as a citizen and interacting with communities; find and store digital information and assess its relevance and reliability; to participate in digital content creation, including the creation and use of texts, images, multimedia; use digital media and techniques suitable for problem solving, interact and collaborate in a variety of digital environments; be aware of the dangers of the digital environment and be able to protect your privacy, personal data and digital identity; follow the same moral and value principles in the digital environment as in everyday life.

National e-level tests are developed and implemented based on students' digital competence standard.

Useful apps&environments in Math

miksike (pranglimine)- **Miksike MentalMath** is a project for students to improve their **mental calculation** skill. The project consists of online **JavaScript**-based mental training and competing platform and competitions that are held on national and international levels

geogebra

learningapps

taskutark

quizizz, kahoot

Useful apps&environments in English

kahoot

British Council Learn English Teens, Kids

quizizz.

youtube

quizalize

isl.collective.com

triventy

engvid.com

quizlet.

learningapps

tellagami

padlet

socrative