

CREATING NEW LEARNING

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CREATING
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LEARNING



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CNL'S THEMATIC DOMAINS:



Educators and educators' qualifications



Learning environments



Personalised and differentiated learning



Curricula and key competence



Digital and online learning

The key competence approach

New, changing world sets new demands for the citizens' 21st century competences:

demand for new skills, knowledge and attitudes by citizens, employers and societies

fast, global changes and shocks, rapid technological progress

social, demographic and environmental challenge

life-long and life-wide learning is needed for employability, personal fulfilment and health, active and responsible citizenship and social inclusion

in 2020

1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management
5. Coordinating with Others
6. Emotional Intelligence
7. Judgment and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility



in 2015

1. Complex Problem Solving
2. Coordinating with Others
3. People Management
4. Critical Thinking
5. Negotiation
6. Quality Control
7. Service Orientation
8. Judgment and Decision Making
9. Active Listening
10. Creativity



Source: Future of Jobs Report, World Economic Forum

Top 10 skills of 2023

- | | |
|--------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| 1.  Analytical thinking | 6.  Technological literacy |
| 2.  Creative thinking | 7.  Dependability and attention to detail |
| 3.  Resilience, flexibility and agility | 8.  Empathy and active listening |
| 4.  Motivation and self-awareness | 9.  Leadership and social influence |
| 5.  Curiosity and lifelong learning | 10.  Quality control |

Type of skill

■ Cognitive skills
 ■ Self-efficacy
 ■ Management skills
 ■ Technology skills
 ■ Working with others

Source

World Economic Forum, Future of Jobs Report 2023.

Note

The skills judged to be of greatest importance to workers at the time of the survey

Businesses' top 10 skill priorities for 2027

- | | |
|--------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|
| 1.  Analytical thinking | 6.  Curiosity and lifelong learning |
| 2.  Creative thinking | 7.  Technological literacy |
| 3.  AI and big data | 8.  Design and user experience |
| 4.  Leadership and social influence | 9.  Motivation and self-awareness |
| 5.  Resilience, flexibility and agility | 10.  Empathy and active listening |

Type of skill

■ Cognitive skills
 ■ Self-efficacy
 ■ Technology skills
 ■ Working with others

Source

World Economic Forum, Future of Jobs Report 2023.

Note

The skills which organizations will prioritize in workforce development initiatives from 2023 to 2027.



The “DOMINO” nature of life-long learning...

- Creativity and innovative mindset could be learned
- Ability to collaborate in teams is essential
- We need to start early and continue learning throughout our lives
- Blurring line between formal education and non-formal learning
- Developing learner agency is essential
- Our attitude and culture both matter a lot
- New role of educators
- New ways of teaching and learning – *New Learning*

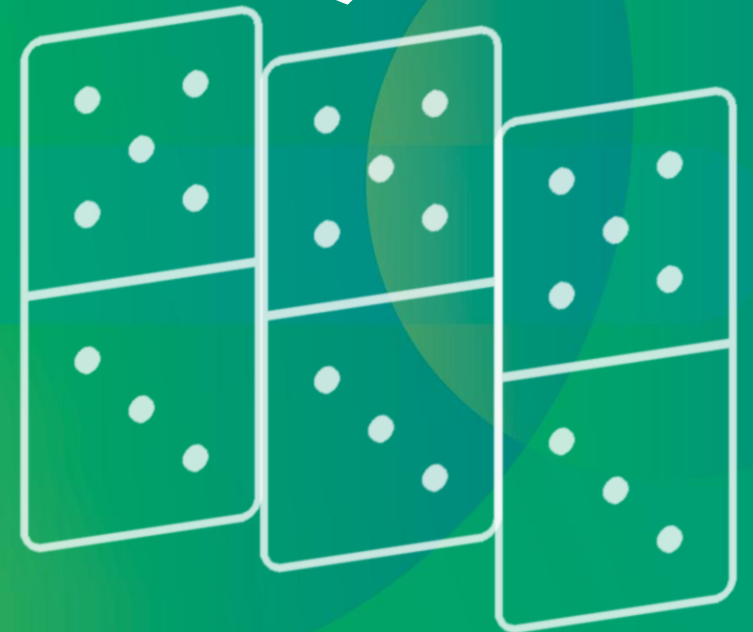
European policy context and the learner's LLL perspective

Key competence development has moved up national education and training policy agendas.

European Key Competences Framework - Council Recommendation on key competences for lifelong learning (2018)

- introduced in 2006
- reviewed it in 2018 to reflect the evolution in practice and understanding

Lifelong learning perspective - the "DOMINO" effect



EU competence frameworks - to support policy and practice



8 key competences

3 competence reference frameworks

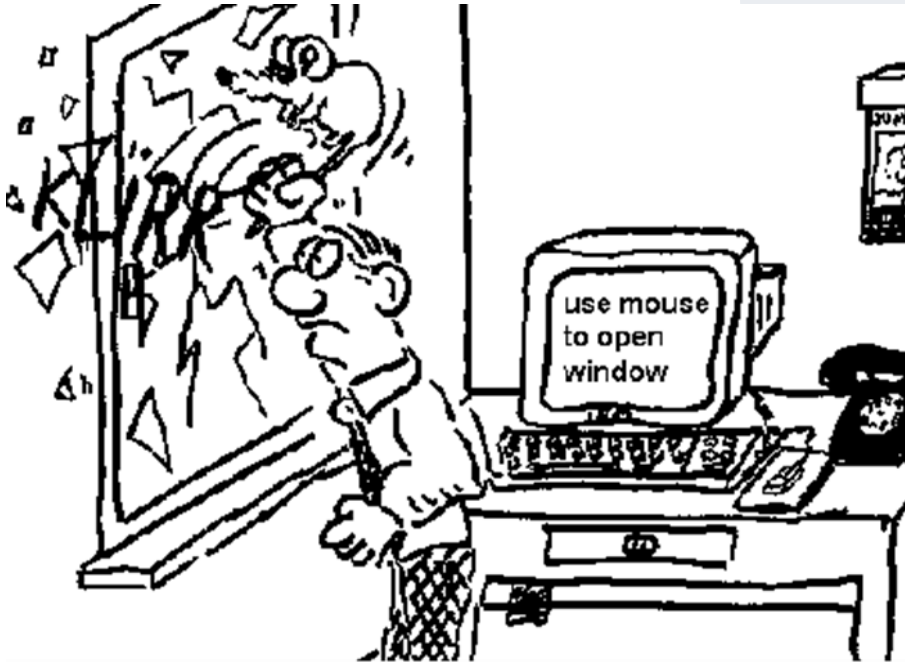
DigComp
EntreComp
LifEComp

+

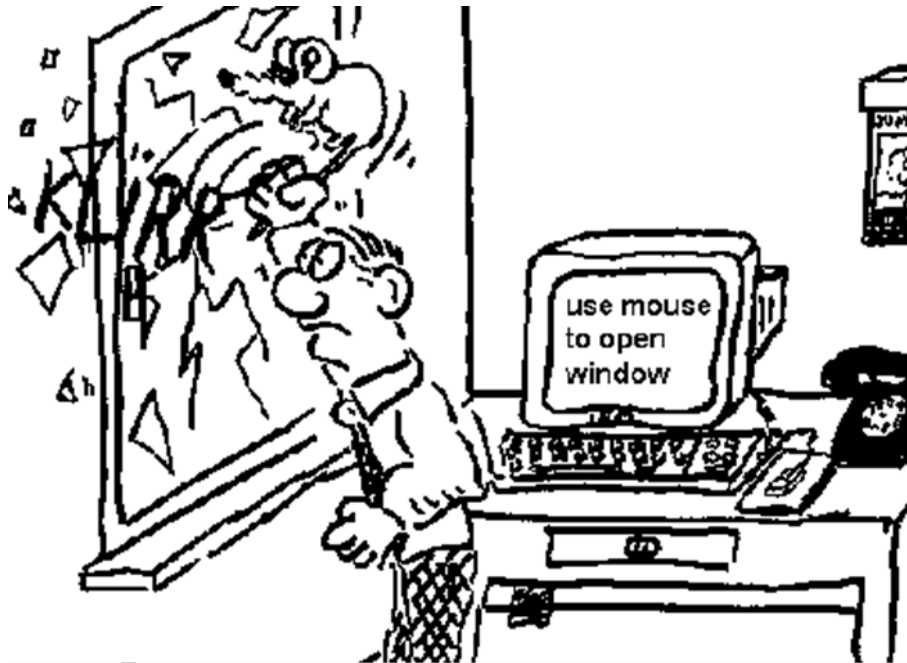
GreenComp to support a
Green Deal and an overall drive for
“greener Europe”

Which of these KEY COMPETENCES do you possess?

- ✓ Searching information and digital content
- ✓ Self-regulation
- ✓ Problem framing
- ✓ Self-awareness and self-efficacy
- ✓ Managing digital content
- ✓ Collaborating digitally
- ✓ Well-being
- ✓ Managing digital identity
- ✓ Developing digital content
- ✓ Valuing sustainability
- ✓ Futures literacy
- ✓ Programming
- ✓ Protecting personal data
- ✓ Planning and management
- ✓ Mobilising others
- ✓ Protecting health and well-being
- ✓ Mobilising resources
- ✓ Protecting the environment
- ✓ Solving technical problems
- ✓ Empathy
- ✓ Managing learning
- ✓ Promoting nature
- ✓ Creativity



Take a second look....



D.1 Searching information and digital content

L.1 Self-regulation

G.6 Problem framing

E.6 Self-awareness and self-efficacy

D.3 Managing digital content

D.7 Collaborating digitally

L.3 Well-being

D.9 Managing digital identity

D.10 Developing digital content

G.1 Valuing sustainability

G.7 Futures Literacy

D.13 Programming

D.15 Protecting personal data

E.12 Planning and management

E.10 Mobilising others

D.16 Protecting health and well-being

E.8 Mobilising resources

D.17 Protecting the environment

D.18 Solving technical problems

L.4 Empathy

L.9 Managing learning

G.3 Promoting nature

E.2 Creativity

A close-up photograph of a hand holding a set of keys. The keys are silver and include a large octagonal key, a smaller key, and a car key. The background is a blurred indoor space with warm lighting, suggesting a home or office environment. The text on the right is in red and bold.

HOW could these – TRANSVERSAL – key competences be applied in the various contexts/frameworks?

- **Critical thinking**
- **Problem solving**
- **Teamwork**
- **Communication and negotiation**
- **Analytical skills**
- **Creativity**
- **Intercultural skills**

“SCAFFOLD” DECK OF CARDS A TOOL FOR TEACHERS



Why did we need to create Scaffold?



Referencing existing, multiple approaches and trends in defining key 21st century competences can be overwhelming for practitioners.



Teachers lack time to master and match diverse approaches and models.



Educators acknowledge the need to link and integrate key competences from different frameworks as a serious challenge in curricula design and delivery.



The solution...

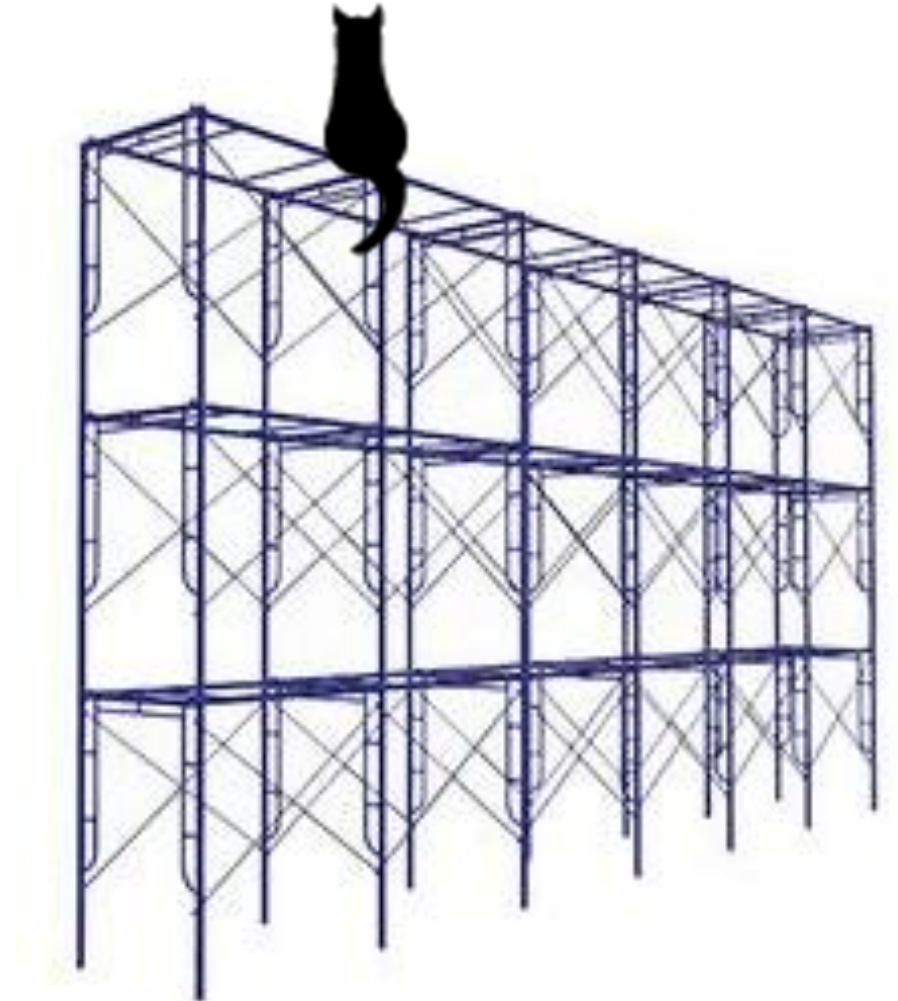
Scaffold gives teachers easy access to competence frameworks

It helps to visualise and mix competences

It helps teachers in designing learning experiences

It gives hints and ideas to teachers

Gamification of lesson planning can be motivational and enjoyable



WHAT IS “SCAFFOLD” CARD DECK?

A deck of 102 cards for educators and a short User Guide

Applicable to both formal and non-formal learning, any subject area, any form of learning.

Helps teachers in designing any types of learning experience - from one lesson to a longer course.

Integrates and combines multiple key competences into the learning process.

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SCAFFOLD WAS CREATED JOINTLY BY THE ETF AND JRC



Created jointly by the **European Training Foundation** (ETF) (under the Creating New Learning/CNL) and **Joint Research Centre** of the European Commission (JRC).

- Based on **FOUR European competence frameworks** for lifelong learning.
- Links together **digital, entrepreneurial, personal, social, and learning to learn competences**, and **competences for sustainability**, and six transversal competences.
- Used for reference and is a “**learning-by-doing**” tool for teachers.



Educators are free to select the cards they need and can build complexity as they master the tool.

SCAFFOLD IS DIVIDED INTO 5 GROUPS OF CARDS:

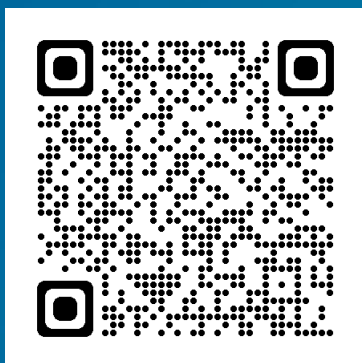
- 1** **Setting cards** (8 cards) to conceptualise the lesson design, the objective of learning, the learners' needs, duration, resources, etc.
- 2** **Planning cards** (7 cards) to guides the teacher through lesson design steps to choose one of the competences, teaching and assessment methods, set the timeline of the learning activity.
- 3** **Competence cards** (57 cards) representing the “library of key competences in the four EU frameworks: 21 for DigComp, 15 for EntreComp, 9 for LifeComp and 12 for GreenComp) plus **Transversal Competence cards** (7 cards) representing the competences that cut across the four EU frameworks.
- 4** **Teaching methods** (7 cards) giving examples of modern pedagogical approaches.
- 5** **Assessment methods** (7 cards) giving examples of various assessment methods.



Place them on a flat surface, or on a wall! You could work alone or in a group.



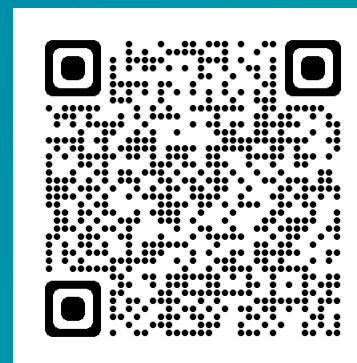
***LEARN** about Scaffold
on ETF web page*



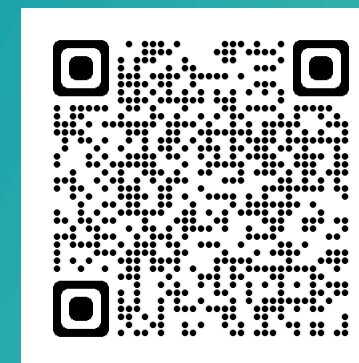
***READ** the Scaffold
user guide online*



***WATCH** a short video
on YouTube*



***PRINT** Scaffold cards
in greyscale format*





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THANK YOU

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