

STEM Upgrade

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The digital skills of an average teacher are still behind the level needed for teaching in technology-rich classrooms and for employing new methods of technology-enhanced learning (TEL) and teaching. From a methodology standpoint, this project will fit into the European Digital Competences Framework for Educators (DigCompEdu), a framework aimed at detailing how digital technologies can be used to enhance and innovate education. It will also use the STEAM Education learning strategy, which focuses on using these disciplines as entry points for fostering student inquiry, conversation, and critical thinking.

The aim of this workshop is to present the European Digital Competences Framework for educators to participants, as well as show them some examples of good practice at the STEAM education level and discuss their own experience.

In the workshop, we will

1. Present the European Digital Competences Framework for Educators
2. Present several examples of good practices how DigCompEdu are fitting in the STEAM education
3. Invite participants to present their own experiences
4. Discuss how the DigCompEdu principles can be realized more successfully in STEAM education

Keywords: *DigCompEdu, STEAM, education, technologies*

Time: *45 minutes*