

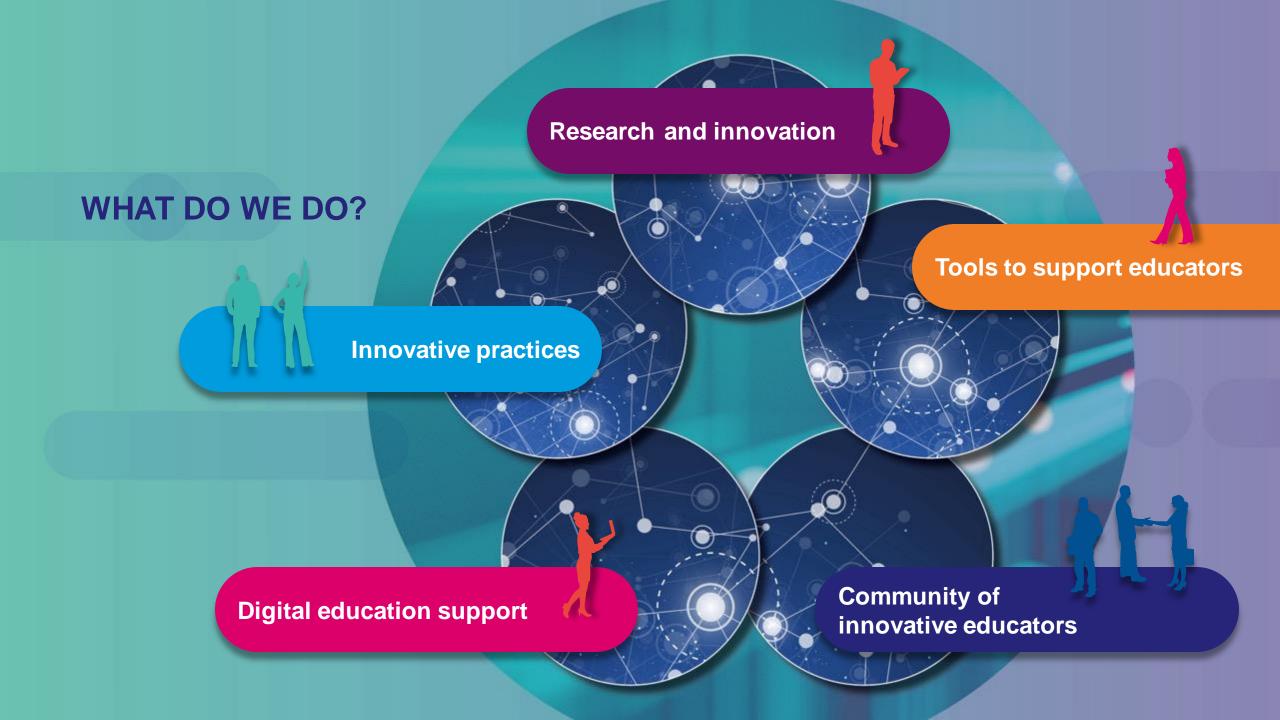


# CREATING NEW TOOLS FOR INNIVATIVE EDUCATORS LEARNING









The "READY" Model for 21° century educators

## CNL'S TOOLS FOR EDUCATORS

The micro credentials for Ukraine's Emergency Support

**SELFIE** for Teachers

#### **Guidelines and tools:**

- "The Teacher Booster"
- "Scaffold" Card Deck
- Video Pedagogy Guides

The ETF's Community of Innovative Educators



Educators and educators' qualifications

The "READY" Model for 21° century educators

#### **TODAY'S FOCUS:**



Curricula and key competence

**Guidelines and tools:** 

"Scaffold" Card Deck

"The Teacher Booster"

## READY MODEL - INTERACTIVE VERSION





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#### **Educators:**

With different backgrounds, profiles and levels of experience



#### Those working closely with educators:

VET institutions managers, professional development providers, mentors



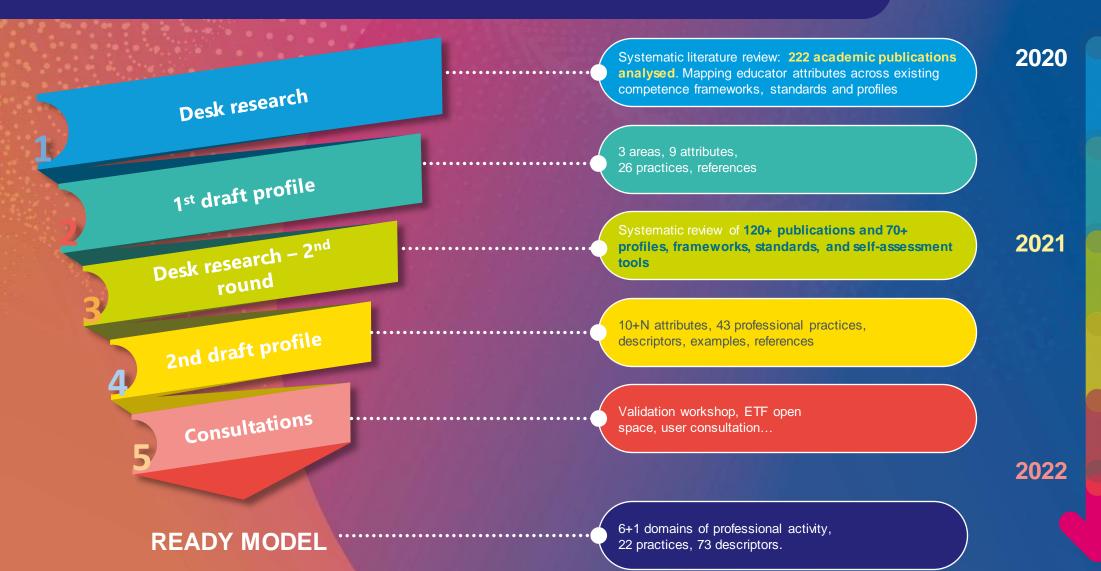
#### Those working to support educators:

Policy and decision-makers and local, regional, and national level, staff of state education and training agencies

# A REFERENCE MODEL – NOTHING MORE, NOTHING LESS!



#### **METHODOLOGY**



## READY'S STRUCTURE



#### 6+1 domains

They characterise the 21st-century educator

**DOMAINS** 



**22 professional practices**Derived from literature and

Derived from literature and existing conceptual models

**PRACTICES** 



73 descriptors

They illustrate how practices can be implemented in real settings

**DESCRIPTIONS** 





#### **The Interactive READY Model**



#### Link to the ETF READY model webpage



#### 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.





# 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.



# SCAFFOLD IS DIVIDED INTO 5 GROUPS OF CARDS:

CREATING NEW LEARNING

- Setting cards (8 cards) to conceptualise the lesson design, the objective of learning, the learners' needs, duration, resources, etc.
- 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.
- 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.

- Teaching methods (7 cards) giving examples of modern pedagogical approaches.
- 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.





To learn more about Scaffold – please look at our web page

You could consult the text of the Scaffold user guide online

You could watch
a short video on YouTube







#### "TEACHER BOOSTER" - A MASTERCLASS FOR EDUCATORS

A series of 8 authentic, learning videos

Joint ETF's work with the Joint Research Centre of the European Commission (JRC)

#### **Objective:**

To boost the teacher agency, self-efficacy and to help educators in facing the challenges of remote learning and teaching





# TED-TALK STYLE VIDEOS A LIVE AND HUMANE LEARNING TOOL



# Storytelling: "do it like me, do it better"!

New roles of educators as facilitators, mentors and coaches of learner-driven, lifelong learning

7 experienced and inspiring educators (entrepreneurs, policy makers, mentors and trainers) and 1 learner

**Teacher Booster "Playlists"** – for those who want to do things differently from today and help their students to get the best out of their life and talent.

Roman Shyyan Ukraine



# KEY COMPETENCES ARE KEY FOR BOTH LEARNERS AND TEACHERS



"Teacher Booster" speakers – are gurus of entrepreneurial and digital competences

Learning videos refer to the EU Key Competence Frameworks for lifelong learning

Transition from traditional, classroom-based education to teaching practice fit for the digital age



#### FOCUS ON LEARNING OUTCOMES



Covers a broader range of competences Inspired by JRC's EntreComp Playbook

Experience, ideas and "trade secrets" on how to support and promote:

**Creativity development** 

Social and emotional learning

Value creation pedagogy

Life skills

21st century skills



Change-maker mode

**Design thinking** 





### **Teacher Booster**







## THANK YOU

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