

Sloop2desc

Final meeting

Milan, 26 September 2011

Competence-based learning The Sloop2desc model

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Two goals for Education

**Competence-based
learning**

**Use of ICTs and
web 2.0 for learning**



**Competence-based learning
using ICT & web 2.0**

Can we promote a competence-based learning through the use of ICT?

The Sloop2desc answer is Yes!

Openness & contamination

Competence-based learning

The world of work
The market

Use of ICTs and web 2.0 for learning

New models of sharing and communication



Adoption of

- digital communication tools
- external competences framework and certification systems
- new teaching methods
- new assessment models

Competence-based Education

Shift the focus

from **Syllabus** to **Learning results**



List of content to be delivered by teachers



List of performances the student have to be able to do

Teacher centrality

Focus on the path

School centrality

Student centrality

Focus on results

Society centrality

Sloop2desc course

1. Using Moodle

2 weeks

2. Being tutor online in web 2.0

3 weeks

3. Using and producing OER

3 weeks

4. Competences (EQF, e-CF, EUCIP)

2 weeks

5. Development OER for students

6 weeks



E-CF framework

Dimension 1	Dimension 2	Dimension 3				
5 e-Comp. areas (A – E)	36 e-Competences Identified	e-Competence proficiency levels e-1 to e-5, related to EQF levels 3-8				
		e-CF levels identified per competence				
		e-1	e-2	e-3	e-4	e-5
A. PLAN	A.1. IS and Business Strategy Alignment					
	A.2. Service Level Management					
	A.3. Business Plan Development					
	A.4. Product or Project Planning					
	A.5. Design Architecture					
	A.6. Application Design					
	A.7. Technology Watching					
	A.8. Sustainable Development					
B. BUILD	B.1. Design and Development					
	B.2. Systems Integration					
	B.3. Testing					
	B.4. Solution Deployment					
	B.5. Documentation Production					
C. RUN	C.1. User Support					
	C.2. Change Support					
	C.3. Service Delivery					
	C.4. Problem Management					
D. ENABLE	D.1. Information Security Strategy Development					
	D.2. ICT Quality Strategy Development					
	D.3. Education and Training Provision					
	D.4. Purchasing					
	D.5. Sales Proposal Development					
	D.6. Channel Management					
	D.7. Sales Management					
	D.8. Contract Management					
	D.9. Personnel Development					
	D.10. Information and Knowledge Management					
E. MANAGE	E.1. Forecast Development					
	E.2. Project and Portfolio Management					
	E.3. Risk Management					
	E.4. Relationship Management					
	E.5. Process Improvement					
	E.6. ICT Quality Management					
	E.7. Business Change Management					
	E.8. Information Security Management					
	E.9. IT Governance					

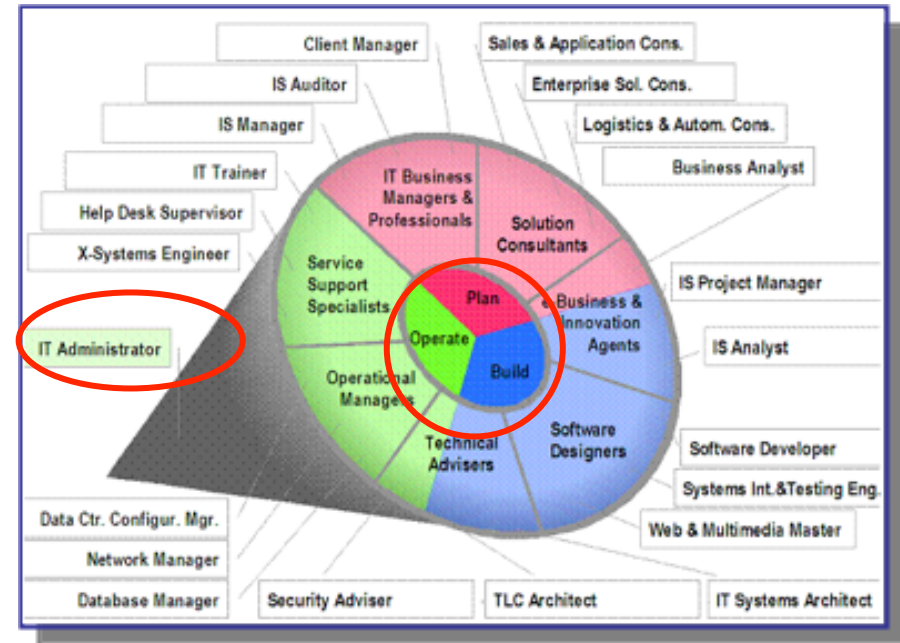


The European e-Competence Framework (e-CF) is a European wide reference framework of information and communication technologies (ICT) competences that can be used and understood by ICT professionals and human resources managers from ICT user and supply companies, small and medium sized enterprises, the public sector, as well as educational and social partners across the European Union.

EUCIP model



The EUCIP (European Certification of Informatics Professionals) certification programme is a professional certification and competency development scheme, aimed at informatics professionals and practitioners. It consists of a core certification as well as specialised certifications for a range of competences which are set out in an array of job-specific profiles. In addition, there is a standalone certification for IT Administrators.



Competence definition

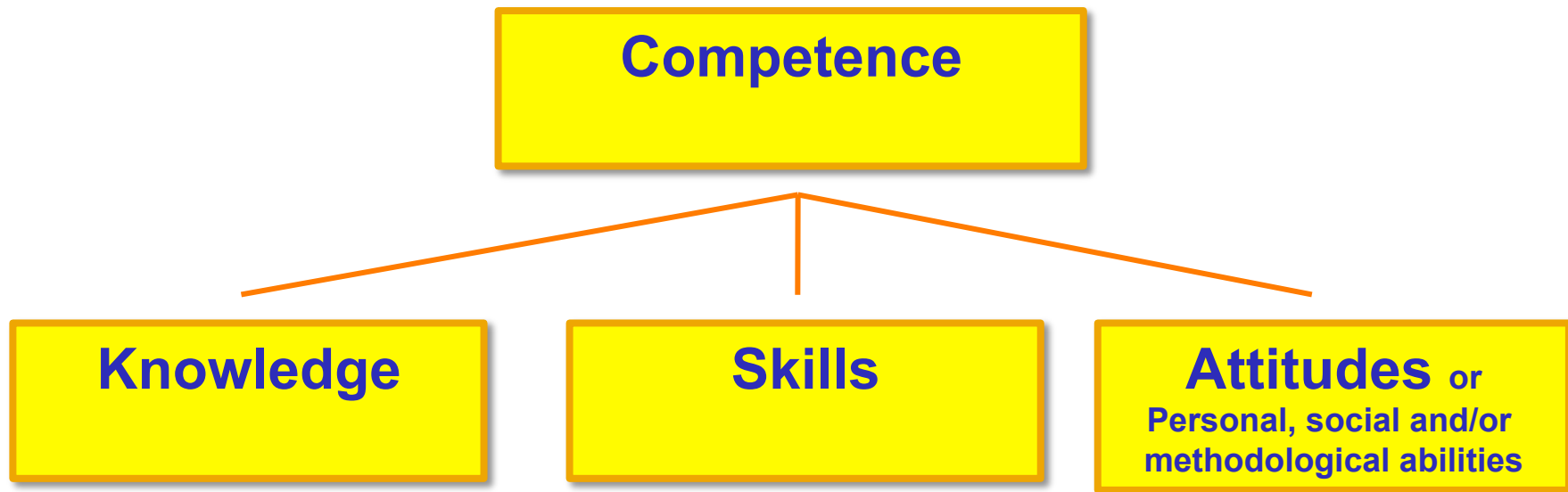


*Competence means the **proven ability to use knowledge, skills and personal, social and/or methodological abilities**, in work or study **situations** and in professional and personal development.*



*Competence is a **demonstrated ability to apply knowledge, skills and attitudes** to achieving **observable results**.*

Pedagogical implications



All **three components**, knowledge, skills and attitudes must be taken into account.

It's not enough to ensure the acquisition of knowledge and skills, or the development of attitudes; it's necessary to promote their **application in situation to get observable results.**

Sloop2desc model

Knowledge

1. Using Moodle

2 weeks

2. Being tutor online in web 2.0

3 weeks

3. Using and producing OER

3 weeks

4. Competences (EQF, e-CF, EUCIP)

2 weeks

5. Development OER for students

6 weeks

LMS characteristics and functionalities

2.0 characteristics, useful sites & tools

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EQF, e-CF, EUCIP

Sloop2desc model

Skills

1. Using Moodle

2 weeks

Using Moodle

2. Being tutor online in web 2.0

3 weeks

Using Skype,
GoogleDoc, Delicious,
wikis

3. Using and producing OER

3 weeks

Using eXeLearning,
SCORMs, OER
repositories

4. Competences (EQF, e-CF, EUCIP)

2 weeks

5. Development OER for students

6 weeks

Sloop2desc model

Attitudes or ...

1. Using Moodle

2 weeks

2. Being tutor online in web 2.0

3 weeks

3. Using and producing OER

3 weeks

4. Competences (EQF, e-CF, EUCIP)

2 weeks

5. Development OER for students

6 weeks

Discussions

in forums or using chat
and Skype

Co-operation

*exchanges of ideas,
acceptance of
different points of
view, assumption of
responsibility and,
where appropriate,
leadership, ...*

Sloop2desc model

1. Using Moodle

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**Real context
where to operate
producing results**



A transferable model

Integrating face-to-face with eLearning activities & using web 2.0 tools and environments can help teachers and schools:

- to make the **acquisition of knowledge and skills** more effective thanks to the use of multimediality and interactivity, to the accessibility to educational resources and the possibility to be in contact with the teacher and the group of peer **anytime & anywhere**;
- to have more possibilities to promote the development of **personal-social-methodological abilities/attitudes** thanks to more **interaction opportunities** and then students' more active role;
- to propose students to **perform co-operative activities producing results**.



Thank you for your attention

<http://www.sloop2desc.eu>

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