

PROJECTS NEWSLETTER

Read the news from our Members and the updates on ALL DIGITAL projects!

· ALL · DIGITAL ·
ENHANCING DIGITAL SKILLS ACROSS EUROPE

ISSUE 2, **SEPTEMBER 2024**

Dear Reader,

We are happy to share with you the 2nd Newsletter covering
"ALL DIGITAL Members news and ALL DIGITAL Project updates".

As you may already know, this is a spin-off where to highlight key news from our members and share progress on the projects ALL DIGITAL is actively involved in. Our goal is to provide you with a coherent news outlet while increasing projects' visibility.

Yours sincerely,

ALL DIGITAL team

News from our members



A Pan-European study to reduce inequalities in school education

The [LINEup project](#) aims at identifying key success factors for quality education for all, by mapping and analysing the research design and findings of existing longitudinal data on students' learning outcomes at primary and secondary level.

Be Part of the Change! Subscribe to the Newsletter that suits you best: ["Did you know?"](#) and ["Lessons Learned"](#).



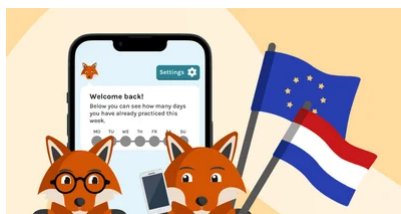
Cyprus Robotex MRC 2024: An Unforgettable Weekend of Robotics and Innovation

[Robotex MRC 2024](#), Cyprus' largest educational robotics festival, concluded with over 600 participants competing in 25 challenges. The two-day event featured robot battles, interactive exhibits, and innovative tech, including the Minoan Robot Sports Competition. Attendees enjoyed a vibrant display of robotics and technology.



Join EURASHE's Membership Webinar

On 27 September we delve into the benefits and process of becoming a member of EURASHE. Hear testimonials from current members and get answers to key questions about membership, including benefits and application procedures. Don't miss this chance to explore what EURASHE can offer and [register now!](#)



DigiHandig: exploring partnerships in Europe

Discover [DigiHandig](#), the Dutch app and platform transforming digital education. It's easy, safe and fun. People learn independently or join group sessions, hosted by tutors that work with our plug-and-play materials. We're seeking partners in Europe — let's grow from 100,000+ lessons in 2024 to 1,000,000+ in 2025!



Call for Papers: Elevate VET Research with EVBB VET Magazine 2024

The EVBB invites submissions for the 2024 launch of the **EVBB VET Magazine**. This annual publication will showcase high-quality research in Vocational Education and Training (VET). Submit your original research articles by October 31st, 2024, to comms@evbb.eu (subject: "EVBB VET Mag – Paper submission"). [Read more here.](#)



EVTA Community Meetup on Apprenticeships and Mobility

LLLIP is organizing the third [EVTA Community Meetup](#) on September 30th, 15:00-16:30 CET, online! 🚀

Discover funding opportunities like the Erasmus+ KA1 VET Mobility Charter and explore essential skills such as intercultural communication and global networking. Don't miss out! Register [here.](#)



DPA unveils latest insights from Tech4Families initiative

We are proud to spotlight the newly released findings from our [Tech4Families research report](#). This detailed study sheds light on the barriers and opportunities related to digital access for families across the UK. As part of the broader Tech4Families initiative, in partnership with Currys, this programme provides much-needed laptops and resources to families in underserved communities. Read more [here](#)!



ROBO STEAM ACADEMY Project - providing valuable know-how in robo-STEM to European students

The ROBO STEAM ACADEMY project, led by the Institute of Information and Communication Technologies in Sofia, Bulgaria, aims to enhance STEM skills in VET students and teachers using robots. It involves partners from Bulgaria, Romania, and Slovakia, providing ready-made STEM projects, tools, and competitions to foster educational innovation and digital transformation.

[Facebook](#) & [LinkedIn](#).



Graphic Stories Cyprus at WIDC2024

The founders of the NGO Graphic Stories Cyprus, Aggeliki Athanasiadi and Miltos Karras, will represent Cyprus and Greece at the unique World Industrial Design Conference 2024 in China, taking place from September 20-25. The event features participation from over 50 countries, 3,000+ innovative enterprises, and 7.7 million viewers worldwide! More info: [here](#)



Beyond Borders: Discover Bibliolingua

[Bibliolingua](#) connects people through multilingual stories, promoting cultural understanding and making reading accessible to all. Whether learning a new language or exploring different cultures, Bibliolingua opens a world of diverse tales for everyone to enjoy.



MOOC4TUTORS: Your Gateway to Better Tutoring

[MOOC4TUTORS](#) project provides free online course designed to enhance the skills of tutors across Europe. Focused on innovative teaching methods and digital tools, the platform helps tutors improve their practices, making education more effective and engaging for students everywhere.



Digital Treasures for Special Education Teachers

Explore the outcomes of the [Digi Teachers Working](#) Online project, which help teaching staff to improve their digital skills with a strong link to pedagogy. On the webpage you will find a three-part training module and its syllabus, a toolkit, and information about open badges making the learning outcomes visible.



VR Education Prototype: Transforming Classroom Activities into Virtual Reality

The [e-Diploma project](#) presents a VR Education module, offering educators hands-on experience with VR technologies in teaching. This prototype explores VR's benefits and challenges in education, aiming to inspire and equip educators with practical tools and insights. The prototype will be linked to research activities to contribute and offer an evolving view on VR education.



Entrepreneurship4All (E4All) European Launch Event

Join the Entrepreneurship4All (E4All) European Launch Event on September 27th at EIT House, Brussels. Discover a new digital learning experience for entrepreneurs, featuring inclusive resources, hands-on tools, skill development, and strategies for sustainability and financial resilience. Highlights include inspiring stories, networking, and a VR experience. Reserve your spot [here](#).



Spotlight on Youth Participation: Join SALTO's Survey on Inspiring Practices

SALTO's "New Power in Youth" (NPIY) initiative seeks inspiring practices of youth participation in democracy through cross-sectoral cooperation. Submit your projects by 4 October 2024, focusing on collaboration between non-formal youth and formal education sectors. Selected contributions will be showcased at the Participation Forum in November 2024. For questions, reach out to **Aleksandra Mangus** at aleksandra.mangus@gmail.com. Access the guidelines [here](#).



Books or Tablets? A policy conference on helping children navigate the digital world

On Thursday 20th February 2025, in Brussels will gather policymakers and other stakeholders to exchange on the education needed for the digitalised world. The [HERMMES](#) partners will showcase their international framework curriculum for digital education for 0-18 year olds and guidelines for its use. [Express your interest](#) for participation in this conference!



Free MOOC on Inclusive STEAM Education for Educators – register now, is open!

Registration to the [MOOC on "STEAM education for all learners: Incorporating STEAM and Inclusive education practices in everyday teaching"](#) is open! It is offered

for free by the “[SpicE](#)” project, and is available in English, with all educational material also in Spanish, Bulgarian, and Greek. More info and contact details [here](#).



ISSA Conference 2024!

Last chance to sign up for ISSA Conference 2024 as registration closes October 7th. We hope you'll join us in Sofia, Bulgaria, from October 23-24, where the ISSA community will reconvene for the first time in five years, celebrating 25 years of ISSA and 30 years of the Step by Step program.

Check out a glimpse of the upcoming keynote by James Cairns, M.A., from Harvard's Center on the Developing Child as he explores how an ecosystem approach could better shape policies and resources for children and families. [Learn more here](#).



Launch of the CybARverse CyberSecurity Academies

The **CybARverse Academy** offers FREE immersive cybersecurity training courses in five languages: English, Greek, Lithuanian, Romanian, and Maltese. Supported by Erasmus+ the program includes interactive VR/AR experiences and short videos. Participants can earn certifications at three levels to enhance their cybersecurity knowledge. [Register today!](#)

ALL DIGITAL Projects: latest news



Code4Europe: join us in empowering individuals to discover the joy of coding and embrace digital literacy!

On 11th and 12th of September, the **Code4Europe consortium and EU Code Week Community gathered in Brussels!** Project partners, ambassadors, teachers, representatives from the European Commission, and other stakeholders shared ideas and strategies for engaging young people across Europe for a powerful, inclusive and creative

Among many exciting things and discussions, we launched **new initiatives** such as Coding With Minecraft and EU Code Weeks 2024 Hackathons and the central theme "Hello Future!: Technical Solutions for a Changing World".

Mark your calendar! [EU Code Week 2024](#) is happening from 14-27 October, bringing an inspiring lineup and events across Europe and beyond. Join us: [https://codeweek.eu/!](https://codeweek.eu/)



The DigCompHub project 3rd pilot course will run from 30th September 2024 to 25th October 2024, on the All Digital Academy Platform

This course provides a **comprehensive overview of the European Digital Competence Framework for Citizens (DigComp)** and offers a **practical methodology** for effectively using it by E&T providers: from the identification of the digital skilling needs of adult learners, to the creation of education and training courses for them. The primary target group are adult education providers.

Visit the [DigCompHub website](#) to know more and [register here](#).



DIGITAL FIRST: Transforming informatics education in Europe to help students solve real-world problems!

Aiming to **transform informatics education** at the primary and secondary schools, the DIGITAL FIRST project seeks to move away from the traditional structuralist approach of teaching students how computers function, the rules governing IT applications, and how to assemble coding commands. Instead, it emphasizes the functional application of IT skills and knowledge, treating informatics as a horizontal competency essential for all aspects of modern life, from work to leisure. [Read more on our website](#) and [follow us on LinkedIn](#) to stay informed!



ALL DIGITAL Summit 2024: Join the AI4AL workshops and get a hands-on experience of AI tools and methodologies

Are you an adult educator interested in using AI in your daily practices? Don't miss the two AI4AL workshops to be organised on **17 October 2024** afternoon within the ALL DIGITAL Summit 2024 where you can get a hands-on experience about the AI4AL tools and methodologies such as Methodological Guide, AI4AI Matching Tool and Self-based learning path: [Register here now to join us!](#)



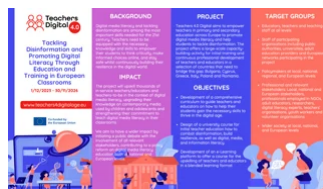
Green at You: Training platform getting ready for the piloting

The Green at You project is currently designing an **innovative microcredential-certified training programme** to empower groups at the risk of social exclusion with essential skills for green and digital employment and entrepreneurship. Following an open call to ALL DIGITAL members, Local Council's Association from Malta expressed interest to pilot the Employment itinerary - Farm-to-table managers, while Media Education Centre from Serbia the Entrepreneurship itinerary – Forestry management. Green at You partners are currently developing the training content and platform with the objective of training of tutors by the end of 2024 and training piloting during the first half of 2025. [Read more on the project website.](#)



INFINITE: Development of the AI Digital Hub in progress

The INFINITE project aims to empower HE academics and students to make the **best use of AI for teaching and learning**. We are currently working on building the [AI Digital Hub](#), which will offer plenty of AI related tools and resources for the use of the HE community. Follow us on [LinkedIn](#), [Instagram](#) and [Twitter](#) to be informed on our next steps!



Teacher 4.0 Digital: Preparing to launch an e-learning platform for teachers on digital media literacy

Our project proudly completed its first nine months on a mission to launch a large-scale **capacity- building activity** for initial training and continuous professional development of teachers and educators on digital media literacy. As the summer break is just over, we are looking forward to finalizing our curriculum that will provide guidance for teachers and developing our e-learning platform to launch our courses in the coming months! Check out our [new project leaflet here!](#)



Empowering Rural Communities: Our Digital Village's Next Steps in Digital Education

Exciting progress is being made in the Our Digital Village project! We've successfully trained over 15 teachers and trainers in each participating country preparing them to support the upcoming ICT courses. These courses, open to the entire community, will help

improve digital skills in areas like Coding, Robotics, and more. Over the next few months, 4 ICT courses will be held per country, with a total of 60 learners participating. A key focus will be the development of personal projects that use technology to solve real-world problems, which will be showcased at community events. To further support this, the [Training Outline](#), a 30-hour course for teachers and trainers is now available on our website, providing practical guidance to implement the Our Digital Village Activity Kit in both formal and non-formal settings.



Boost Your Digital Skills with the DigiBreaker+ MOOC: Now Available in 6 Languages!

The DigiBreaker+ project aims to support individuals with limited digital skills, as well as educators and employment counselors, by offering **tools and resources to boost digital literacy**. We are excited to announce that the [DigiBreaker+ MOOC](#) is now live on our website! This free online course features three modules: *Some Basic Skills, Grouping and Classifying your Skills, Arrange and Outline your Skills*. The course is available in six languages: English, French, Italian, Lithuanian, Swedish and Bulgarian. Start your learning journey today and enhance your digital skills!



The first Newsletter of the EAGLE Project is out!

In this issue the project scope, training developments, kick-off meeting results and the consortium are presented.

Click on this link to learn more: <https://eagleproject.net/en/newsletter-01/>
The Newsletter is also available in BG, GR, EE, ES and FR.

[Subscribe](#) and join this exciting journey!



The ENNE+ Project is coming to Umbria (Italy)!

The ENNE+ project partners met in beautiful Bevagna, Umbria, on the occasion of the **Social Hackathon Umbria 2024!**

This three-days event will serve as an inspiration for the project hackathons to come. [Stay tuned](#) to know more!



Chameleon's first projects output are on their way!

Project partners are finalising the first project outputs as the **Roadmap career guidance**. This document will propose a training model to engage high school students with digital, sustainability and entrepreneurial skills contributing to achieving sustainable, proactive and innovative careers.

Stay tuned to learn more [here!](#)



The SMARTageCARE project is recruiting Ambassadors!

Are you an advocate for Active and Healthy Ageing?

The SMARTageCARE consortium is looking for project **Ambassadors and Advisors!**

If you are interested in knowing more, reach out to maddalena.buonamico@all-digital.org

More about the project [here](#).



NuGamers Project: Pioneering Gender-Inclusive Gaming Education and Empowering Women in VET

The **NuGamers Project** (Erasmus+) seeks to revolutionize how VET (Vocational Education and Training) providers in the gaming sector structure and implement their orientation activities and curricula, with a strong focus on making them more gender-inclusive and engaging for women.

Currently, the consortium is preparing a **factsheet on gender biases in gaming education**, which is expected to be released by the end of the year. Stay updated by following our social media channels and visiting our [website](#).

Additionally, we are excited to announce the launch of a **podcast series** later this year, where we will have insightful conversations with leading women in the gaming industry, education, and related sectors.

For more information about the NuGamers project, feel free to **reach out to us through our [website](#)**.



iBox exciting news: try out the self-paced training course and join the final event!

In the iBox self-paced training courses, you can find relevant resources and materials on the three core themes of the project: access and participation developed by [Learning for Well-being Foundation](#), diversity and inclusion developed by [Ceméa France](#) and digital transition and blended work methods by [ALL DIGITAL](#). Register [here](#) and enjoy the courses! But that's not all!

On 19 November, the iBox partners are organizing the **final event**. After successful in-person training in June, this will be another opportunity to share the key results from the activities and the main lessons learnt. Save the date and join us for a day full of collaboration, sharing insights, and learning from each other's experiences!

Opportunities



DIGITAL SME Awards 2024

The European DIGITAL SME Alliance invites to apply for the **DIGITAL SME awards**, recognizing impactful digital solutions in three areas:

- [Skills](#) - For those enhancing digital education and workforce skills.
- [Green](#) - For those innovating with positive climate impacts.
- [Society](#) - For those fostering social well-being through digital solutions.

The **deadline for applications is 10 October 2024** (23:59 CEST). Nominees will be featured in the [exclusive digital catalogue](#), available on the DIGITAL SME website. A jury will select the most impactful submissions and get the chance to join the awards ceremony during the [DIGITAL SME summit](#) on **10 December 2024** in Brussels. For more information about the DIGITAL SME awards and how to submit nominations, please visit [this link](#).

Subscribe to our newsletter



Co-funded by
the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor the granting authority can be held responsible for them.

A colorful abstract graphic with pink, orange, and blue wavy shapes.

[f](#) [X](#) [Instagram](#) [Share](#) [Globe](#) [Envelope](#) [in](#)

ALL DIGITAL AISBL, Rue du Commerce 123, Brussels, Belgium 1000

[Unsubscribe](#) [Manage_preferences](#)