

## AN INNOVATIVE TOOLKIT FOR THE DEVELOPMENT OF THE DIGITAL & NUMERACY COMPETENCE for Low Skilled Adults

Co-funded by the Erasmus+ Programme of the European Union



into di lits

#### Project N°: 2017-1-PL01-KA204-038727

### **COORDINATOR:** SBŁ-ITeE Łukasiewicz Research Network - Institute for Sustainable **Technologies (Poland)**

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# **PARTNERS'**

# ntoDIGITS At a glance



# **PROJECT HIGHTLIGHTS**



4th Transnational Meeting hosted by ERIFO in Rome, Italy, 9-10 September 2019

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he transnational project IntoDigits is aimed to help low skilled adult people in improving their abilities and to regain confidence in their skills. The project suggests the empowerment of low skilled adults by developing 42 trainer's digital tools for the implementation of innovative workshops/activities that develop the numeracy and digital skills.

Consortium is composed by 6 partners, coming from different countries (Poland, Spain, Germany, Greece and Cyprus) which guarantee a wide representation of the EU needs.

### Concretely IntoDigits project aims to:

tailored for the specific target group in a specific context,

Based on the Learning Outcomes (expressed in knowledge, skills and competences -KSCs) of these QFs enrich activities offered at each stage by designing 42 new workshops for the development of the NDC.

Develop 42 online digital tools for the newly developed workshops for trainers for the development of the NDC and incorporate then in a new online tool (IntoDIGITS)

Develop a digital assessment tool that will assess the numeracy and digital skills in link to the adult's current position on the AC scale. Based on the results, the trainer/mentor can choose the appropriate workshops/activities for the trainee to a) eliminate any gaps identified on KSCs and b)facilitate his/her accession to the next level of the AC scale.



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Develop 2 Qualification Frameworks for the Numeracy and Digital Competence(NDC)





Work phase during the 4<sup>th</sup> **Transnational Meeting in Rome** 



he partnership is currently developing the 42 Experiential & Innovative workshops for the Numeracy and Digital competences foreseen by the project, following the guidelines defined by the IO3 coordinator, ITEE, which has a long standing experience in the development of methodological tools.

It was decided to give particular emphasis to the design of experiential Workshops, thanks to the proven success of this approach in the development of soft skills of users. An example of the use of experientiality is the use of LEGO as a tool to support the teaching of mathematical calculations for low skilled adults, who represent the target group.

These 42 Workshops will be part of the Methodological Guide that will support trainers with guidelines and targeted tools for the preparation and implementation of mathematical and digital knowledge transmission activities.

### The Guide has been designed as a complete Tool Kit that includes:

- a short introduction to the workshop
- an in depth description of the workshop
- the challenges addressed and the expected outcomes once the workshop is completed
- objects, videos etc) for the trainer
- room and training materials) for the implementation

Starting from the Qualification Frameworks on Numerical skills and the Qualification Frameworks on Digital skills, defined in the previous project phases, the 6 partners shared equally the tasks in order to design tailored workshops.

During the 4th Transnational Meeting held in Rome, organized by the Italian partner, ERIFO, the first workshops on numerical skills already developed by the partners, were analysed and corrected. In addition, guidelines for workshops on digital skills were discussed together.

This represents the next, immediate step in the design cycle. Following a well-defined timeline, we will proceed with the testing of training tools to obtain feedback from trainers and users, with the aim of making corrections if there are gaps to be filled. In each of the participating countries, therefore, pilot phase will be implemented on a sample of low skilled adults using material translated into the partner languages with regard to the tools specifically aimed at the target group.

On the occasion of the Meeting, important aspects regarding the dissemination of project results through the digital project channels and of the individual partners were also reaffirmed.

The Partnership foresees for the end of February to be able to load all the material developed and tested on the online platform Intodigits, which will form the online toolkit with the entire training package of the homonymous project.

An Innovative Toolkit for the Development of the Digital & Numeracy Competence for Low Skilled Adults



• step by step instructions for the trainers/mentors for the preparation and implementation of the workshop including useful resources (i.e. sample templates, web links to resources,

• the resources needed (human resources i.e. community leader, facilities i.e. training





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Multiplier Event will be organized for the purpose to explain the Active Citizenship ladder concept and how an adult can be evaluated in terms of AC against this scale. Moreover, partners will show to an audience of interested stakeholders, the use of the project Tool Kit (activities and workshops for the development of the individual's competences regarding Numeracy and Digital fields).

In April 2020, the 5th and last Transnational Meeting of IntoDigits Project will be implemented in Radom. All the partners will discuss about the pilot activities and the final approval of the Digital Assessment tool. During the Second day, partners will attend the Final International Conference.



he next steps are the development conclusion of the 42 experiential workshops and the pilot on a sample of 10 low skilled adults per partner. This testing phase is foreseen to starts in October.



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