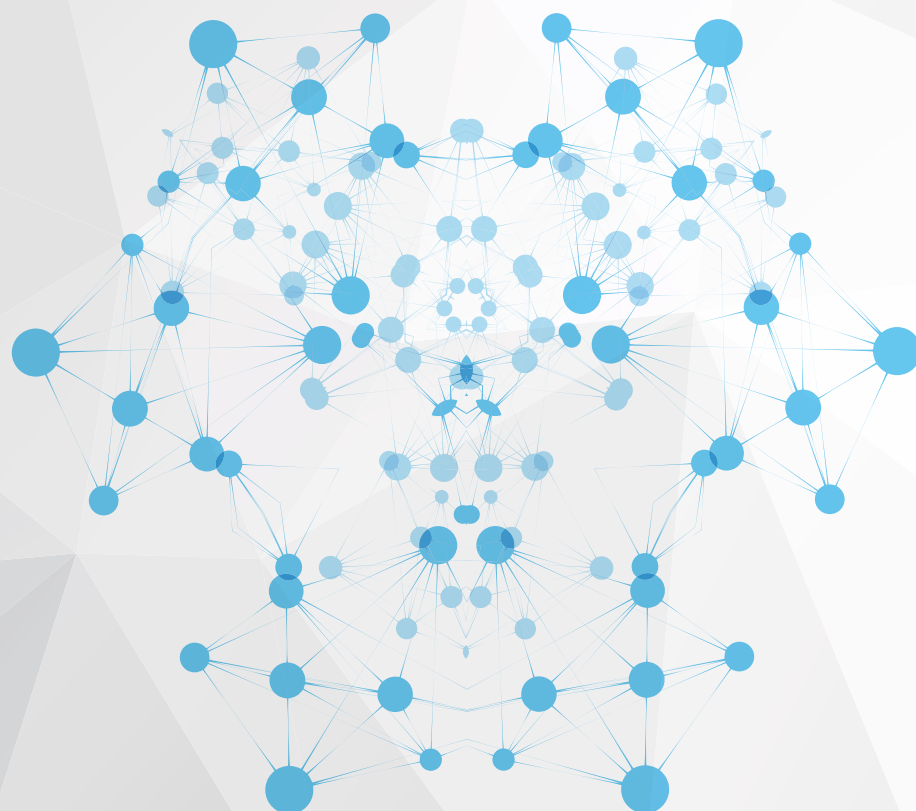


NEWSLETTER

ISSUE N°. 6 [September 2020]



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

into
di!gits

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PROJECT HIGHLIGHTS



Testing of Workshops for Numeracy and Digital Skills



IntoDIGITS Multiplier Events

IntoDIGITS: Promoting Active Citizenship Through Numeracy and Digital Skills

Over the past two years, the Erasmus+ funded IntoDIGITS project has worked to promote active citizenship of low skilled adults by boosting numeracy and digital competences and regaining confidence in their skills. 42 brand-new digital trainer tools for the implementation of innovative workshops & activities have been developed to meet this goal.

The transnational consortium is composed of 6 partners from across Europe (specifically Italy, Spain, Germany, Greece and Cyprus), guaranteeing a wide representation of diverse EU needs.

As the project reaches its conclusion, we have entered the final stages of executing our aims, including testing the workshops that have been developed, and holding multiplier events to disseminate the project to stakeholders and policy makers.

In this issue you will be able to learn more about these stages as well as the next phases as the project reaches its end!

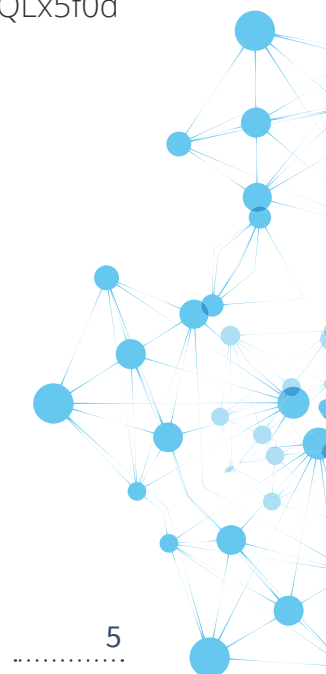
Pilot testing of workshops and assessment by participants and trainers

As announced in the previous newsletter, we have now completed the testing of training tools to obtain feedback from trainers and learners. In each of the participating countries, therefore, piloting is going to be implemented on a sample of low skilled adults using materials translated into the partner languages.

All our training tools can be found here: http://intodigits.projectsgallery.eu/numeracy-workshops-ac-l2_main-page/?fbclid=IwAR3q7xCHFsb4ymkzAC1OQqTRvTxyAuQLx5f0d6FJHvcADr7j-F8Pc0BWPg

The IntoDIGITS pilot sessions were conducted between July and September 2020 in all partner countries. In these sessions, each partner tested 4 of the Workshop Guides developed through the project involving 10 low-skilled adults.

The first step of the pilot program was to use the online tool for Assessment on Digital and Numeracy Competences (<http://intodigits.projectsgallery.eu/assessment/>). The learners had to answer questions from this online tool.



Workshop Testing by our Partner
MetropolisNet, Berlin



Based on the results of the assessment, each partner was able to identify the participants' active citizenship level and selected the workshops of the following level to allow progression to the subsequent level. After holding the workshops, participants were re-assessed through the self-assessment tool and [most of them were found to have achieved the set learning outcomes for the specific Active Citizenship ladder on a higher level.](#)

According to the trainers who tested the workshop guides, the IntoDIGITS Workshop Guides reflect the main characteristics of the experiential approach. These included "original activities that combined experiential learning and theory": the activities involved games and competitions that motivated learners to engage and work harder; they were also based on real-life scenarios, which is an essential feature of experiential learning. "Thanks to the workshops and the way they were designed participants felt motivated to learn", indeed the experiential approach is thought to benefit those users who have been removed from traditional classrooms and can be involved in a learning process only through relevant activities in which they can find a connection with the real world and a specific benefit for their life.

[Trainers acknowledged that the workshops helped them understand the importance of their role as a resource and guide during the activities, rather than an authority figure, to help students gain authority and become responsible for their own learning.](#) This is achieved by explaining why they are carrying out a specific activity, why they are learning something; the workshops allowed instructors to provide a precise course description, goals and expected results.

[Detailed results from the pilot testing will be included in the Publications on good practices and outcomes of the project.](#)



Small-Scale Multiplier Events to Present the 42 Experiential and Innovative Workshops to Trainers and Mentors

The multiplier events took place after the development of the 42 workshops for the development of the Numeracy and Digital Competences in order to present the workshops to local trainers, mentors and stakeholders.

The events offered an in-depth presentation of a selection of workshops. The audience learned how they work, which learning outcomes are achieved, how these LOs are linked to the stage an adult is in, and how the innovation of these workshops contributes to the learning process of a target group that is disengaged. We also aimed to highlight how this progressive approach in achieving specific learning outcomes stimulates and encourages low-skilled adults towards further learning and up-skilling.

Participants of the multiplier event implemented were trainers and mentors who work with low-skilled adults, Trainers and mentors working for associations/NGOs/organizations dealing with unemployment issues, Adult and VET education representatives and Representatives from public institutions.

Due to the COVID-19 pandemic, it was challenging to carry out the multiplier events. Nevertheless, we did not want to cancel them and only offer the results in textual form. Due to distancing and hygiene regulations, the events were therefore partly divided and carried out several times, but with smaller groups. This had the advantage that in the smaller groups one could talk more directly with the participants.

The participants appreciated the Multiplier Events very much and we received positive feedback on the organization and content of the events. The vast majority of participants said that the event had a great impact as it allowed to get to know innovative tools and practices that they could apply with their beneficiaries. Also the materials provided were rated positively. We hope to fulfill the participants' wish to learn more about the project and its materials by collecting all project results on our homepage.

Next steps...



IntoDIGITS Final Conference
13 July 2020 Radom, Poland

All materials will gradually be made available in all partner languages - online and open-sourced.

Take a look at the Context Specific Qualifications Framework/Profile for the Numeracy Competence linked to the Active Citizenship ladder at: <http://intodigits.projectsgallery.eu/intellectual-outputs/>

Our project website will remain live and all project results will be freely available after the project's conclusion, and can be used by trainers and learners everywhere.

We were very happy to develop and test materials in 6 languages together with all partners and hope that they will support the future user groups in their journey to acquire numeracy and digital competencies.



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