



ADAPTING THE SCRUM METHODOLOGY TO EDUCATION AND DIGITAL COMPETENCIES



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WHAT WE'LL TALK ABOUT

METHODOLOGY 2BDIGITAL

INTRODUCTION TO SCRUM

WHY SCRUM

ADAPTATION TO EDUCATION AND DIGITAL COMPETENCIES

SUMMARY



METHODOLOGY

2BDIGITAL



GENERAL INFORMATION



DURATION:

march 2021 – april 2023

PARTNERS:

- Fundación Acción contra el Hambre– SPAIN
- Agencija Za Strukovno Obrazovanje I Obrazovanje Ordraslih– CROATIA
- Valsts Izglitibas Satura Centrs– LATVIA
- Bantani Education– BELGIUM
- Cardet– CYPRUS

GENERAL INFORMATION



- **E+**: Strategic alliances to respond to the situation arising from covid-19
- **KA2** - Cooperation for innovation and exchange of good practices
- **KA226 - DIGITAL EDUCATION READINESS PARTNERSHIPS**
- **FIELD:** Vocational Training
- **TOPICS:**
 - Tackling early school dropouts
 - New educational methods
 - Development of training courses
 - Open and distance learning

CONTEXT: COVID19



- Unprecedented socioeconomic crisis resulting from the pandemic.
- **Rising youth unemployment**, related to unsatisfactory education outcomes, especially for early school leavers.
- **Global market volatility** more evident than ever, with continued demand for new skills and abilities to adapt to continuous change.
- **Cross-cutting skills** have proven to be a key factor for permanence in the educational, social and work environment.
- **Need for teacher training in ICT skills** for teaching, to improve the effectiveness of student learning and the effectiveness of teacher preparation, avoiding long working hours, stress and risk of burnout.
- **Training gap for the most vulnerable students** who lack motivation and the digital and transversal competencies necessary for an efficient online learning experience, increasing their risk of dropping out of school.

OBJECTIVES



Develop **teachers' digital pedagogical competencies** to teach and train online efficiently, and **protect the educational opportunities of all youth**, especially those at risk of dropping out of school, during and after the pandemic.

- **Innovation.**
- **Improve the transition to digital education for VET teachers**, increasing their teaching effectiveness and preventing their burnout.
- **To increase the engagement of VET students in online education**, in order to reduce school failure and early dropout, and to boost their personal and professional development and employability in the new digital society.

TARGET AUDIENCE



- **VET students**, especially in Basic and Intermediate VET, since one of its final objectives is to reduce early dropout in education.
- **Vocational training teachers**, regardless of the subject they teach.
- **Educational community**, school management, administrations, experts, companies and entrepreneurs.
- **Young people who have dropped out of school.**
- **Trainers of young people** who have dropped out of school.

INTRODUCTION TO SCRUM



SCRUM



- Inspired by a scrum in rugby
- Differences between Agile & Scrum
- Project Management Framework
- Teamwork
- Accountability
- Iterative progress
- Has a well-defined goal
- Starts with what can be seen or known- Tracks the progress- Tweaks, retweaks... as many times as necessary

WHY SCRUM





WHY SCRUM

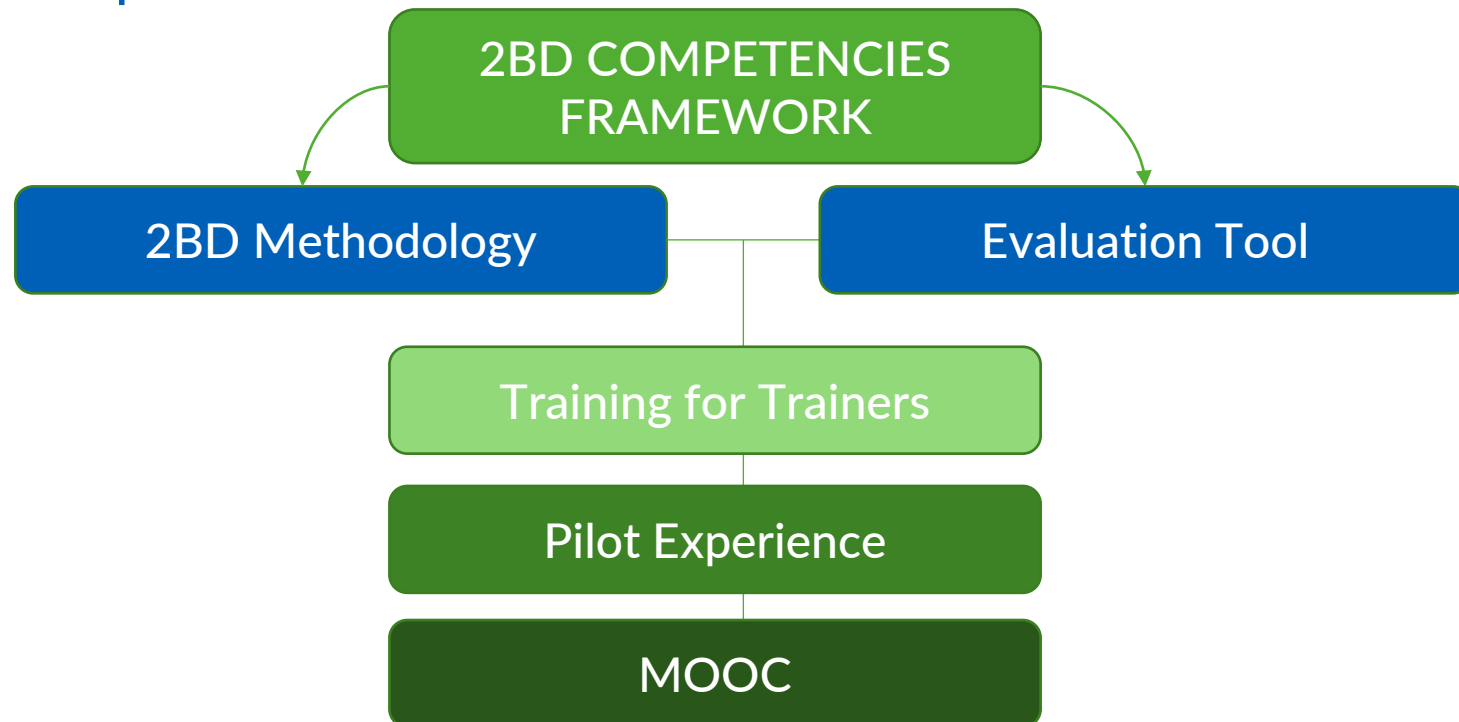
- Principles of project-based learning
- Program to foster social entrepreneurship
- Teamwork
- Accountability
- Iterative progress
- Has a well-defined goal
- Starts with what can be seen or known- Tracks the progress- Tweaks, retweaks... as many times as necessary

ADAPTATION TO EDUCATION AND DIGITAL COMPETENCIES



HOW DID WE DO IT?

1. Framework of transversal and digital competencies to study and work in the new digital society
2. Online methodology for the development of transversal competencies in VET
3. Online methodology and tool for the evaluation of transversal competencies



2BD COMPETENCIES FRAMEWORK



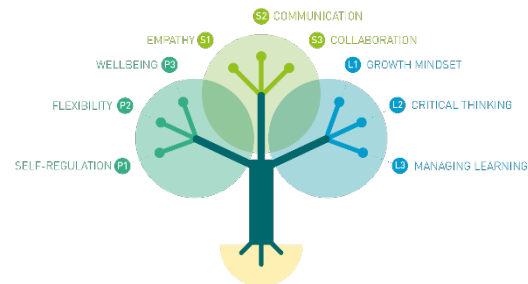
A framework of key cross-cutting and digital competencies for engagement in learning, and employment in the new volatile and digital society, post COVID19.

1. Comparative analysis for the integration of the Entrecomp and LifeComp competency frameworks with Digicomp.
2. Multi-stakeholder consultations with entities in innovation and educational technology, companies and entrepreneurs.
3. Multi-stakeholder consultations with VET teachers, youth trainers and students.
4. Definition of the final Digital Competency Framework 2B.

2BD COMPETENCIES FRAMEWORK



- EntreComp (EC),
- LifeLongLearning Framework (EC),
- DigiComp (EC),
- Competences for Democratic culture (EC),
- Fullan's Six C's (International),
- Essential Skills (Canada)



2BD METHODOLOGY



- ✓ A first seminar for teachers
- ✓ 5 sprints
- ✓ A summary sheet to develop, step by step, each of the 5 sprints. It contains links to the key activities and suggested times
- ✓ A summary sheet and a guide to develop the reflection and recognition seminar to conclude the methodology
- ✓ Guidance for teachers corresponding to each sprint: more detailed information to facilitate the development of each of the sprints from a greater knowledge of the subject to be addressed and the approaches that promote it.
- ✓ Links to other online tools and resources that can be useful for online teaching
- ✓ The complete competence evaluation methodology proposed with alternative approaches for a quantitative assessment and a more detailed explanation
- ✓ A final seminar

EVALUATION TOOL

- Jobs 4 Tech

TRAINING FOR TRAINERS

- Online Session
- Individual sessions in schools

PILOT EXPERIENCE

- Currently taking place





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