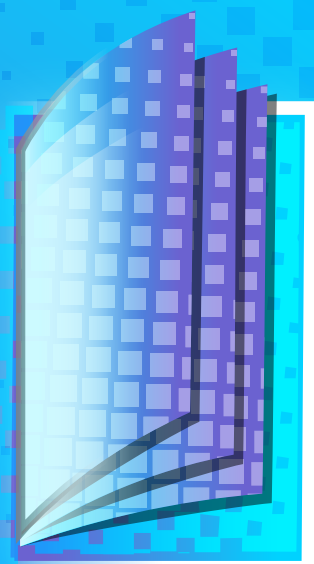


# Sustainable school strategies for fostering students' digital competencies



In 2024, European Schoolnet's Interactive Classroom Working Group explores the role of leadership teams in fostering students' digital competencies by developing sustainable school vision and strategies. It aims to shed light on enablers and barriers, diagnostic tools, the impact of emerging technologies, and planning methods. The goal is to map innovative strategies and practices across Europe and to provide school leaders with examples and guidance that can support them innovate.

## CONTEXT

Living and thriving in the digital age requires that all people have the **digital competences** needed to **grasp the opportunities** offered by mainstream and emerging technologies such as Artificial Intelligence (AI). However, developing the digital competence of the citizens and the workforce is a **big challenge worldwide**.

**Education systems** are tasked to prepare **young people** for this age and to help them develop skills to use **digital technologies** with **confidence, creativity, and responsibility**, in a safe and critical way. Schools are the institutions where students acquire basic digital competences and learn to be **active citizens** in this hybrid world.

**School leaders are key change agents**, responsible for developing a shared vision that is realistic, but also ambitious, and to encourage the whole school community implement iterative plans for achieving the objectives set.

## WHAT CAN SCHOOL LEADERS AND POLICYMAKERS EXPECT?

The European Schoolnet's **Interactive Classrooms Working Group** aims to support schools in this endeavour by collecting evidence and best practices from different countries to provide insights and guidance on questions such as:

- How do school leadership teams mainstream practices for fostering students' digital competence in the era of AI?
- What tools are used to evaluate the current state of development and plan for improvement?
- How can school leadership teams develop and implement school digital education plans in a sustainable and inclusive way?
- Do Artificial Intelligence and other emerging technologies impact these practices?

The Working Group's programme for 2024 will produce the following outputs:



Guidelines for school leaders



A set of Case studies with selected schools from different European countries



A short video about the work done



A podcast presenting the main elements of the guidelines

# About European Schoolnet's Interactive Classroom Working Group

The Interactive Classroom Working Group was set up in 2013 and is one of European Schoolnet's standing working groups. Its main objective is to enable education authorities to explore common areas of concern, share experience, address policy challenges related to the integration of a wide range of technologies in classrooms, and investigate their impact on teaching and learning. Every year, it explores different topics and develops and publishes recommendations, guidelines, best practices, and resources based on:

1. Desk research and analysis conducted in collaboration with researchers.
2. Collecting experiences from schools, teachers, and students through online surveys, interviews, and classroom observations in different countries.
3. Examples and case studies from other countries and educational systems across the world.

ALL RESOURCES ARE AVAILABLE ON: [FCL.EUN.ORG/ICWG](https://fcl.eun.org/icwg)

