**RE-EDU-CO**

REthinking
EDUcation COmpetencies.
Expertise, best practices
and teaching in Digital Era

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email: re-educo@unilink.it

**http://re-educo.eu/**

## PROJECT AIM

The project encourages the production, experimentation and sharing of new approaches and training methods in the field of digital culture.

The main objectives of RE-EDUCO are to:

- provide Institutions, students and innovative sectors with a framework to better understand the potentiality and risks of digital technologies;
- encourage cooperation and strengthening of partnerships between training institutions, research centres and businesses;
- offer students and teachers the opportunity to increase their digital skills;
- promote the development of new learning paths and pedagogical approaches among teachers;
- encourage the sharing of material and ideas through the promotion of an international community;
- share best practices for the dissemination of digital culture, and integrated new educational approaches;
- provide policymakers with a framework of information and data, useful for leading their strategies and policies towards a more informed and people-oriented digital culture.

## TARGET GROUPS

The RE-EDUCO project's outcomes are targeted at:

- **Teachers**
- **Students**
- **Universities**

## INTELLECTUAL OUTPUTS

**IO1 NEED ANALYSIS: ACTIVE CITIZENSHIP FOR DIGITAL SOCIETY**

A training scheme for Active citizenship for digital society.

**IO2 EXCELLENCE IN TEACHING, LEARNING AND SKILLS DEVELOPMENT**

This output provides an international Alliance 4 Digital challenge Community (All4DigCha) and Training course and online learning community. This community of practices aims to create an European area for education and quality of education for and with digital.

**IO3 SCHOOL CONTEST: FROM THE IDEA RESEARCH TO DIGITAL START UP**

Aims to create new cooperation, networking, including network creation and strategies, peer learning by the School Contest: from idea research to digital start-ups sessions. An experience able to create positive cross-fertilization among school, university and work also to produce innovative project ideas to accompany the development of an entrepreneurial idea and start-up.

**IO4 ACTIVE LEARNING FOR DIGITAL INNOVATION**

Elaborates Learning/teaching/training material for Active Learning for digital innovation to improve their digital skills and competencies. The aim of the training is to help them in identifying of their personal gaps and to support them in gaining those skills needed in order to present their projects in an innovative way.

**IO5 RELEASE PROJECT RESULTS AND RECOMMENDATIONS**

Provides Methodologies and Guidelines for non formal learning methods.