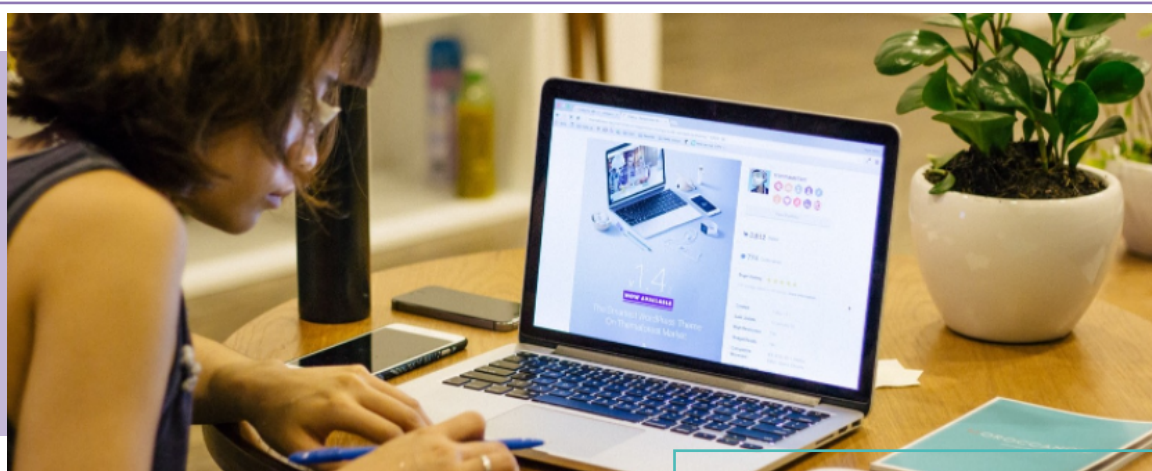




Skills Match

Matchmaking between digital competences gap of adult educators and e-learning offer



The learning nuggets

Learning nuggets are a more engaging, interactive and multimedia way of sharing content/courses online. This type of learning is based on short capsules of information including presentations, videos, whiteboards, texts and animations.

Once O1 is developed, on the basis of the DigiCompEdu some competences will be explored by the project – notably those that are less represented for adult educators, with the aim of improving existing knowledge and developing the digital skills of adult educators. Specifically in the following areas:

- Professional development,
- digital resources,
- teaching and learning,
- assessment,
- empowering learners,
- and facilitating learners digital competences.

From these 6 areas, the partners will select at least 3 and from these 3, they will generate at least 2 learning nuggets. Developed in such a way that it is a component of a digital area, has a duration of 5 to 10 minutes and the information it contains is essential.

Purposes & objectives of the matching tool:

Currently, the matching tools have two purposes with adults.

On the one hand, they aim to support the creation of and access to skills improvement pathways. In this case, e-learning courses adapted to the specific needs of adult educators will be proposed. This will allow updating in digital and open pedagogies adapted to the current situation and real needs of adult educators.

On the other hand, the aim is to broaden and develop the competences of the educators through the micro learning courses, the matching tool and the guide that will be generated in the project. For this purpose, the digital competences of the adult educators themselves will be evaluated through the matching tool with the aim of obtaining the level of competence. In this way, the educators' skills can be developed and expanded for the benefit of the learners. It should be noted that all this will generate a positive result by increasing the use of technologies during learning.



Goals & Strategies

The goals of the project are:

- To increase the demand of e-learning courses
- To improve the quality of e-learning courses on digital
- To produce a matching tool for selecting the most appropriate e-learning course, based on identified competence gaps and a self-assessment tool for digital competences

To achieve such specific objectives, SkillsMatch will produce the following:

- A Self-assessment tool for digital competences of adult educators built from the DigCompEdu framework.
- An online matching tool



STAY CONNECTED WITH THE PROJECT



www.digitalskillsmatch.eu



[@skillsmatchproject](https://www.facebook.com/skillsmatchproject)



[@Skillsmatch](https://www.linkedin.com/company/skillsmatch)

[#Skillsmatch](https://twitter.com/Skillsmatch)



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

This project has been funded with support from the European Commission. This communication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. "Matchmaking between digital competences gap of adult educators and e-learning offer" project n°2020-1-UK01-KA204-078850