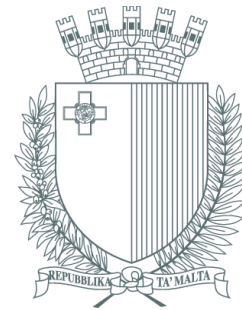EU funds for Malta | 2014 2020

European Structural and Investment Funds

MINISTRY FOR EDUCATION AND EMPLOYMENT
## DIRECTORATE FOR DIGITAL LITERACY & TRANSVERSAL SKILLS

Project Description

- The One Tablet Per Child project has the objective to invest in people's education, training and lifelong learning through technology.

- With ESF support the necessary human, technical, hardware and software infrastructure is going to be procured in order to increase computer aided learning within formal schooling.

- To date, over 15,000 tablets were distributed amongst year 4, 5 and 6 students across all schools in Malta, to educators and to other stakeholders involved in providing a holistic technological educational experience.

OTPC Journey
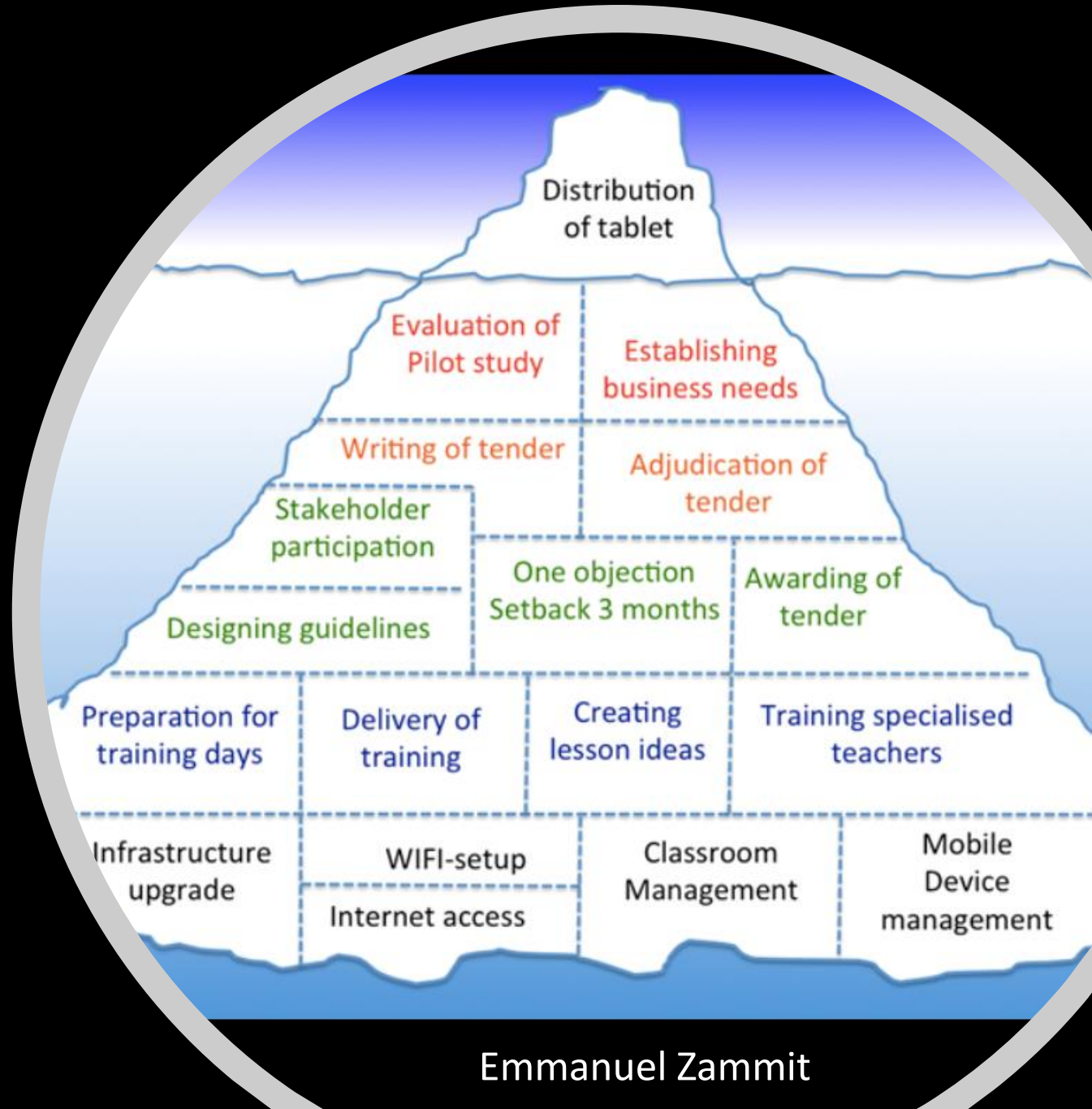
Emmanuel Zammit

Project Objectives

- Learn anytime anywhere.

- Every student to have access to digital technology tools.

- To help reduce the ESL rate through immediate monitoring and better assessing the core indicators of the basic educational skills.

- The pedagogical use of digital technologies to support and enhance individual learning and teaching.

Initiatives in Relation to the OTPC Project

- Family Code nights
- EU Code week, Hour of Code & Code Clubs
- Safer Internet Day – Cyber Security
- Be Smart Online - eSafety Label
- Malta Robo Olympiads
- eTwinning

Family Code Nights

"Family Code Night" is a series of workshops in which children in year 4, 5 and 6 are introduced to coding together with their parents. Activities include games in parent-child teams to complete fun robotics workshops and learn core concepts in coding. The participants are given a special "Code On at Home" guide to continue coding puzzles, learning and fun at home. No coding experience is required.

EU Code Week, Hour of Code & Code Clubs

- During coding activities, children and adults alike have the opportunity to lay their hands on various introductory coding sessions such as Scratch, robotics and Python amongst others.

- Code Clubs provide a comprehensive selection of coding activities and turn imagination and technology into a productive skill.

Internet Safety Day: Cyber Security

- In collaboration with the MCA, these events provide students with the skills to 'be smart online' and inform them of the procedure to stay safe when browsing the web.

Malta Robotics Olympiad

The Malta Robotics Olympiad is the largest technology event on the island. The main objectives of this event are to bring the students and public closer to technology in education, to experience investments in a hands-on manner and display the best the island has to offer in technology and robotics, as well as being a STEM popularisation event at its core. It is a very popular event amongst students, who prepare projects to showcase and compete against each other. This events is a spectacle of the brilliant mind of our students and their productive imagination.

eTwinning

eTwinning offers a platform for educators working in schools to communicate, collaborate, develop projects, share and be part of the most exciting learning community in Europe.

During eTwinning activates, students use the tablets to create projects and take videos of their project presentations. These presentations are then shared with other students attending schools across Europe.
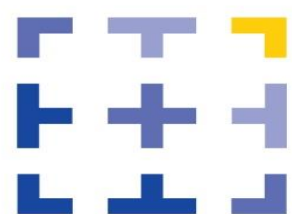
Teacher Training

- Teacher training and upskilling is a continued process, provided by the digital literacy team.

- To date, over 1700 participants have been awarded under the scheme.

Expected Results

- To achieve higher literacy rates across the Maltese islands.

- To reduce ESL though an innovative approach of teaching-learning experience.

- To equip citizens with a basic digital competence, thus reducing long term social exclusion while promoting better standards of living though an enhanced complete education.

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