



Board of Education
Vienna



DigiMe

Digital and media competence for
teachers and students

Interreg 
Österreich-Tschechische Republik

Europäischer Fonds für regionale Entwicklung



EUROPEAN UNION

- **International contacts** & public relations to support Europe-wide educational cooperation
- Initiation, planning and implementation of **EU-funded projects**
- Development of **pedagogical quality measures** within the framework of various projects
- Teaching materials & workshops to **support school initiatives**
- Promoting **Erasmus+ school partnerships** & international exchange

Partnership

Lead partner

- * Board of Education for Vienna, European Office

Project partners

- * Vienna: Vienna Business Agency
- * Vysočina District : Vysočina -Education
- * South Moravian Region: Lužánky Leisure Centre
- * Centre for Services to Schools and Institution for Continuing Education of Teachers in Brno

Project objectives

Interreg AT-CZ (EFRE): 2019 - 2022

Project goals

1. Strengthening the **digital skills** of pupils and teachers
2. Making **digital and technical careers** more attractive for female students
3. To support **innovative thinking, entrepreneurial skills** and self-realisation among *students*

Policy Background (2019)

8-Point Plan on „Digital School“ from Ministry of Education (2020-2024)

1. Digital School portal
2. Standardisation of the platforms
3. Continuing education for educators
4. Aligning Eduthek with curricula
5. Quality mark for learning apps
6. Expanding the basic IT infrastructure at schools
7. Digital terminals for pupils
8. Digital terminals for teachers

Workshops for pupils

T. 1.1. Education of Explainers

T. 1.1.1. Methodology and materials

T. 1.1.2. Training courses for explainers

T. 1.2. Workshops and school projects for students

T. 1.2.1. Workshops and school projects for *students*

T. 1.2.2. Equipment of partner institutions and schools

T. 1.3. Evaluation and training

T. 1.3.1 Evaluation of workshops/school projects and training strategies for students in CZ&DE

eLEARNING for teachers

T. 2.1. eLEARNING platform with teaching materials

T.2.1.1. *Creation of an online eLEARNING*

T.2.2. Teaching and learning materials for “educational technologies ”

T.2.2.1. Teaching and learning materials for Lego Mindstorm , Micro :bit etc.

T. 2.3. Teacher training

T.2.3.1. Training courses for Teachers

T. 2.4. Methodology, evaluation and training strategies for teachers

T.2.4.1. Evaluation and strategies

Networking of Schools

T.3.1. School partnerships

T.3.1.1. School class partnerships and online correspondence

T.3.2. Cross-border excursions

T.3.2.1. Cross-border excursions

T.3.3. Online Technology Competition

T.3.3.1. Video tutorials created by students and uploaded on YouTube/eLearning platform

Video



https://www.youtube.com/watch?v=Z_jQE dVNJEo



Interreg Österreich-Tschechische Republik
Europäischer Fonds für regionale Entwicklung

DigiMe

Projektinfo First Steps Timeline Tutorials FAQ Deutsch

Coding Grundlagen Tutorials mit dem Microbit

Folgende Tutorials verhelfen dir zu einem schnellen und komfortablen Einstieg in die Welt des Programmierens mit dem Microbit.

- Lerne die Oberfläche kennen
- Wie simulierst du dein Programm auch ohne Microbit
- Wie kann ich erstellte Programme teilen
- Beispiele zu Taster, LED Matrix und Sensoren
- Verwendung von Abfragen, Schleifen und Variablen

Makecode – Oberfläche

Wie verwende ich die Programmierfläche von Makecode?
Wo befinden sich die Coding Blöcke?
Wie erstelle ich mein erstes Programm?
Diese Fragen und allgemeine Grundlagen der Makecode Programmieroberfläche werden in diesem Tutorial behandelt.

Simulator

Auch wenn du keinen Microbit besitzt, kannst du selbst erstellte Programme auf der Makecode Oberfläche simulieren.
In diesem Tutorial erfährst du, wie du Taster, Leuchtdioden und Sensoren verwendest – selbst Melodien kannst du mit

Results + Learnings

→ 1900 pupils + 300 teachers reached

Lessons learned:

1. **cross-curricular approach:** teachers of all subjects and pupils of 8 -15 years
2. **Micro:bit** as affordable equipment
3. **enthusiasm** through creative thinking
4. **Teachers as multipliers**

Follow Up projects

Jobity (Partnership with CZ)

1. Teacher workshops for future jobs in the field of innovation & technology (+ equipment digital board)

Education for Tomorrow (Partnership with AT, CZ, SK, HU)

1. Teacher workshops for „Digital Board“ (+ equipment smartboards)
2. App catalogue for learning German (+ equipment tablets)
3. Teacher workshops on 3D Printers (+ equipment 3D printer)

Thank you for your attention!

Hannah Diernhofer,
Board of Education for Vienna, European Office
europabuero@bildung-wien.gv.at

Website:

<https://europabuero.wien/>

Project Website:

https://digime.europabuero.wien/?doing_wp_cron=1716275458.7949509620666503906250