

STRATEGIC PRIORITIES FOR 2019

STRATEGIC PRIORITY	EXPLANATION
TRANSVERSAL PRIORITIES	
Digital inclusion of unprivileged groups	<p>ALL DIGITAL focuses on people lacking basic digital skills as a large unprivileged group. However, among the 43% of EU population with low digital skills, we can identify the following target groups that are at high risk of being socially excluded: the elderly, the unemployed, workers in industries that are being automatized, adults out of formal education, migrants, people living in poverty, etc.</p>
Validation and recognition of digital competences in non-formal education	<ul style="list-style-type: none"> • DigComp promotion and implementation • AD will create and publish a manifesto on the validation and recognition of the digital competences
Digital transformation of the job market	<p>The education and training sector need immediate support to develop and adapt its offer to meet the changing needs of the digital economy. Programmes at all levels and sectors of education should be updated and digital skills should be part of the core competences required at every level.</p> <ul style="list-style-type: none"> • Contributing to the Digital Skills and Jobs Coalition • Active involvement in the EU Digital Skills Week (if organized in 2019) • Starting new partnerships with industry (e.g. JP Morgan Chase) • Co-organising an international event with Empirica and CEPIS on ICT skills training and job placement for diverse groups • Involvement in EU funded projects (e.g. Ask4Jobs) • Including this priority among the main themes of ALL DIGITAL Week 2019
Active citizenship for a better European society	<p>Through the internet, citizens will increasingly be able to set their own agenda, rather than accepting “top-down” policies. But people need better digital training in order to benefit fully from the opportunities. In view of significant challenges ahead of the EU in 2019 (parliamentary elections, Brexit, next MFF), ALL DIGITAL wants to promote digital skills that enable Europeans to act as informed and critically thinking citizens.</p> <ul style="list-style-type: none"> • Developing closer relationships with LLL-P and ECAS • Running projects and exploiting outcomes of our current projects (BRIGHTS, Welcome, Huristo) • Providing policy recommendations • Digital Cultural Heritage

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Media literacy for all	<p>Non-formal education and training providers working with ALL citizens should be recognized as main actors in EU relevant policy initiatives and strategies. EU should provide increased and targeted funding. Media literacy should be addressed in a comprehensive way in the upcoming European media literacy week, because media literacy is not only about accessing, critically understanding, interacting but also creating with media.</p> <ul style="list-style-type: none"> • Participating in the EU media literacy campaign – mentioned in the Digital Education Action Plan • Increased visibility in EC media literacy expert group • Participating in the Media and Information Literacy campaign of UNESCO
Building trust in technology	<p>ALL DIGITAL is a promoter of cybersecurity among EU citizens and advocates seeking to change the perception of cyber-threats by promoting education, sharing of good practices in data and information security.</p> <ul style="list-style-type: none"> • Participating in the implementation of the Digital Education Action Plan • Developing new partnerships with industry (e.g. JPMC) • Including this priority among the main themes of ALL DIGITAL Week 2019 • Participating in EU campaigns such as Online safety campaign or Get Cyber Skilled
STEAM education for society	<p>The development of STEAM education and skills presents a sustainability opportunity for AD and its members. ALL DIGITAL sets to promote the potential of STEAM activities in non-formal and formal educational setting, addressed to young people as well as adults but also to trainers and teachers.</p> <ul style="list-style-type: none"> • Exploiting the resources developed in projects of ALL DIGITAL members and support the organisation of trainings • Expand the community generated by the UMI project • Developing new partnerships with industry (STEM Alliance) • STEAM themed conference in Brussels • Participation in European STEM Week