



**GOVERNMENT OF MALTA**  
MINISTRY FOR EDUCATION, SPORT, YOUTH  
RESEARCH AND INNOVATION

# Directorate for Digital Literacy and Transversal Skills

Current work and our vision for the future

**DDLTS**

**Digital Literacy  
Days at our  
Centre and in  
Schools.**





# e-Twinning



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

# E-Twinning

- This European platform is a network of educators who communicate, collaborate and develop their professional practice. As an innovative pedagogical tool eTwinning supports educators and students in enhancing their digital skills and competencies.
- Our staff provides support to all schools and educators in eTwinning.
- It is also a powerful tool and framework for project-based learning and the emergency curriculum.

**Highest no of eTwinners in Europe**



Some statistics as of 2025 Q4

# E-Twinning Labels

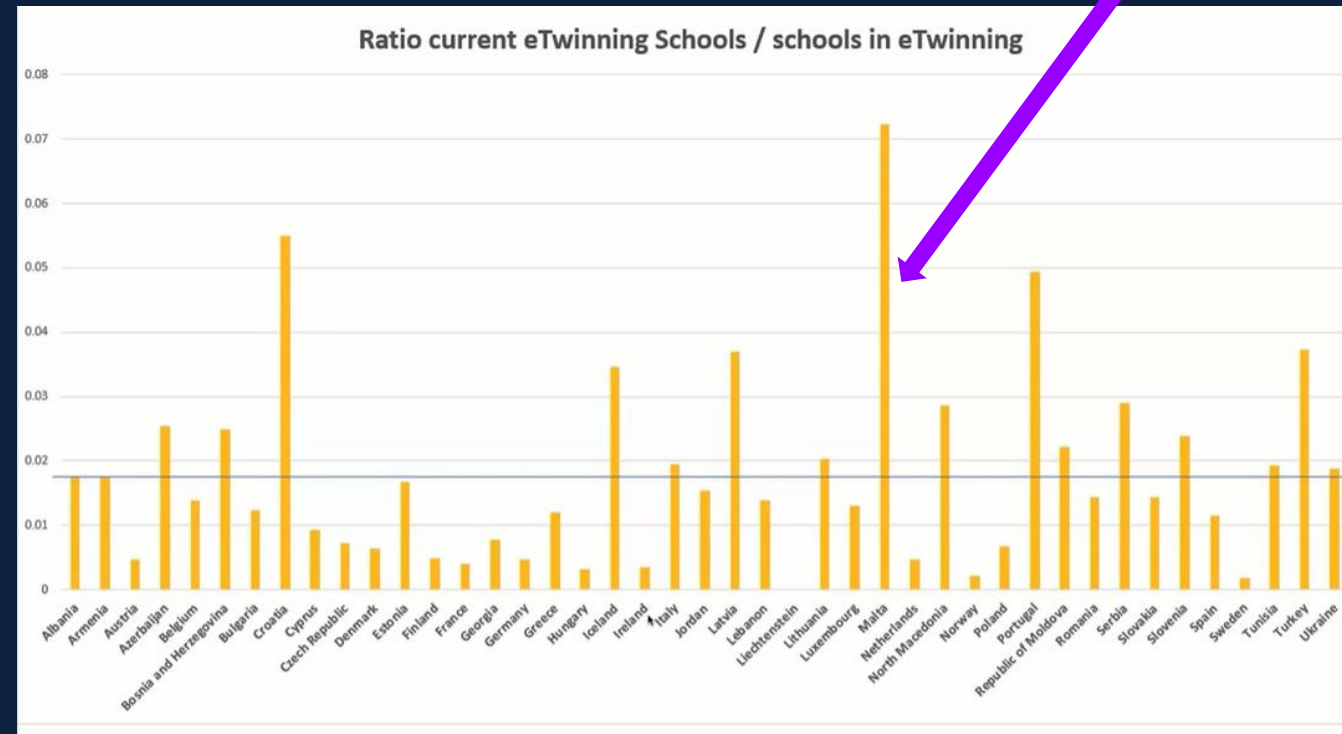
E-Twinning schools awarded the label are recognised as leaders in:

- Shared leadership
- Collaboration and teamwork
- Students' agency
- Inclusion
- Role model in digital literacy

**Malta achieves highest number in Europe per capita**

## Awarded eTwinning Schools

2020-2021 – 16 schools  
 2021 – 2022 – 11 schools  
 2023 – 2024 – 20 schools





# EU Commission Working Groups



# EU Commission Working Groups

1. **DELTA – Working Group on Digital Education: Learning, Teaching and Assessment**
2. **ICWG – Interactive Classroom Working Group**
3. **PAIDEA – Preparing Teachers for the AI Development in Education as an Innovative Asset**
4. **DCEWG - The Digital Citizenship Education Working Group**

# Memberships

1. EU Schoolnet
2. UNESCO – Digital Gateways



## Global Gateway to Public Digital Learning Platforms

UNESCO and UNICEF led

Create and maintain a global gateway to existing public digital learning platforms sanctioned by ministries of education or other public authorities. Most of this work will be centred on national platforms but will also include relevant regional platforms. The Global Gateway will provide detailed information about the quality of each platform and monitor indicators established through the analysis of evidence and best practices (Component #2) and building on the norms and standards work (Component #3).

### Partners

Reference Group composed of international experts to guide work to create, expand, and maintain the global gateway.



### Monitoring

The Gateways Initiative will monitor the development and quality of public digital learning platforms and content. It will also track progress towards relevant national and international targets. The Initiative will map and analyse publicly sanctioned learning platforms (component #1). In addition, it will identify good practices (component #2) and develop norms and standards (component #3) which will inform the monitoring and analysis.



### Evidence Generation and Best Practices

UNICEF led

Create and showcase best practices, research, and evidence about digital education resources and platforms, across different contexts, focusing on equity, scalability, safety, and impact.

### Partners

Evidence Group composed of organisations with expertise in education research and evidence-building.



### Norms and Standards

UNESCO led

Establish international norms and standards to help countries ensure the quality of public digital learning platforms and inform national targets and benchmarks.

### Partners

Advisory Group composed of a large and diverse group of national and international experts contributing in their individual capacity.



PAIDEIA (Preparing teachers for the AI Development in Education as an Innovative Asset) is a EU-funded Erasmus+ Forward Looking research-action project aiming to integrate AI in education by guiding its gradual introduction in schools.

It focuses on equipping teachers with tools and knowledge to navigate AI's potential and risks.

# Teacher training in AI



**L-Università  
ta' Malta**

**DEPARTMENT OF  
ARTIFICIAL INTELLIGENCE**

**Faculty of Information  
& Communication  
Technology**

University of Malta  
Msida MSD 2080, Malta

Tel: +356 2340 2542  
ai@um.edu.mt

[www.um.edu.mt/ict](http://www.um.edu.mt/ict)

# Teacher training in Coding and Computational Thinking



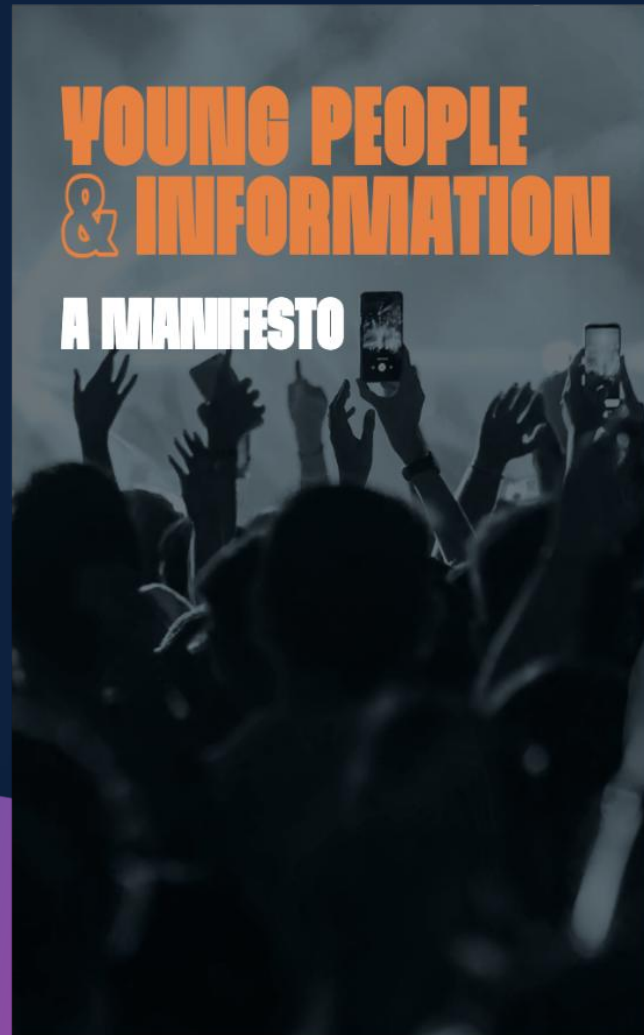
# Teacher training in Minecraft for Education



# AI Act Awareness Sessions



# Fake News Manifesto & Awareness




MP




# PG Certificate for Primary Educators in Computational Thinking

**DDL  
TS**

**COMPUTATIONAL THINKING COURSE**  
For Primary Teachers

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# The National Education Strategy 2024-2030



# The Digital Education Strategy 2025-2030



# The Digital Education Strategy

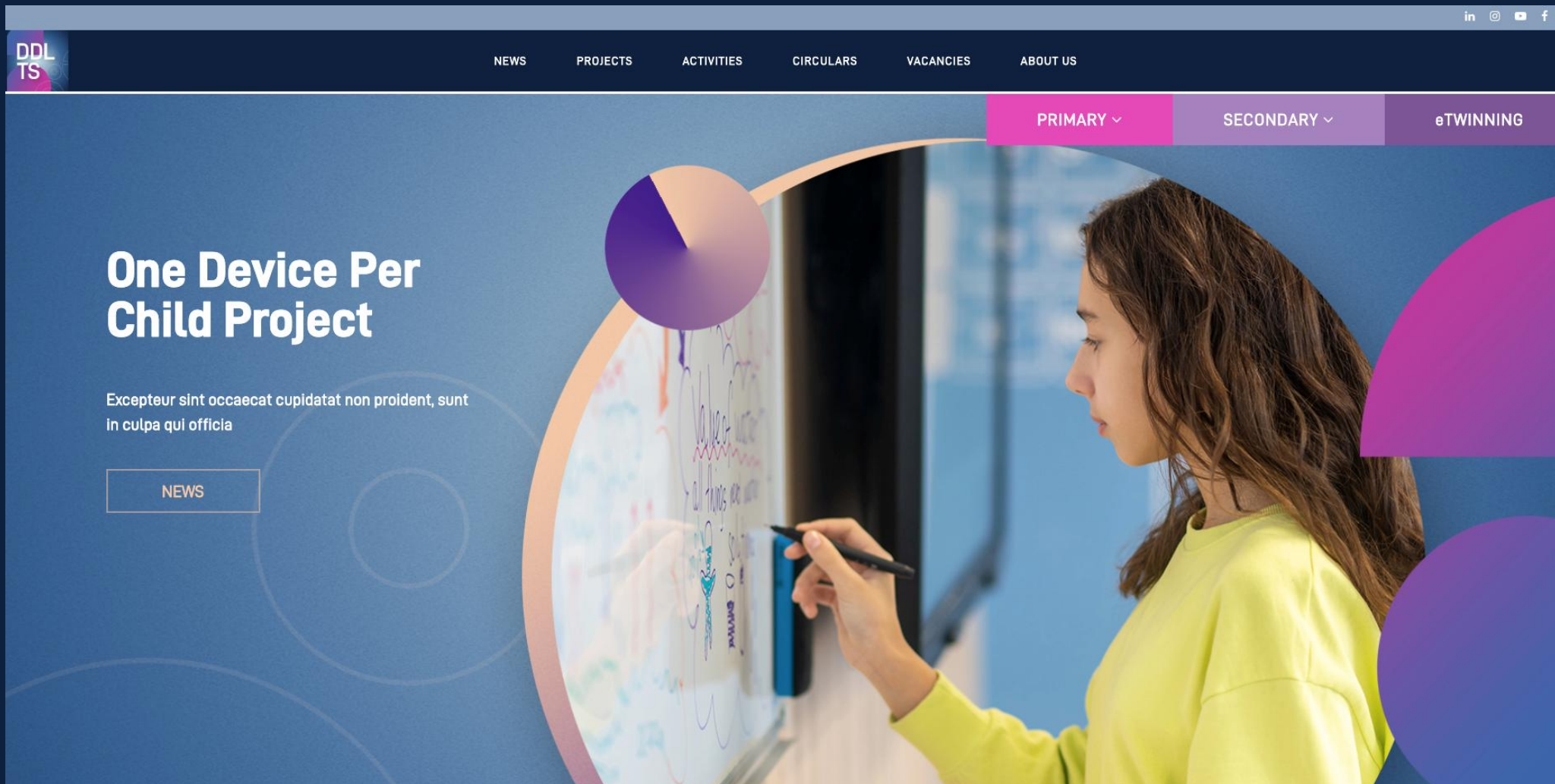
## 4 Pillars

1. **Nurturing Digital Global Citizens:** Aligning strategic measures with European cooperation in education and training to cultivate successful digital global citizens.
2. **Empowering Educators for the 21st Century:** Equipping educators with essential digital competencies to support learners, aiming for 80% of European citizens to possess basic digital skills by 2030.
3. **Community Engagement and Collaboration:** Involving parents and guardians in the learning process and fostering strategic alliances with digital education experts.
4. **Enriching Digital Resources:** Recognising the transformative potential of digital technology, focusing on hardware provision, cultivating digital skills, revamping online resources, and facilitating efficient e-assessment.

# Digital Innovation Lab



# New Website



# New Website – eSkola (previously Teleskola)



**eskola**

News Lesson Selector Recorded Lessons All Lessons Initiatives Just For Fun Others Contact

**WELCOME**  
to **eskola** – Your Online

eskola.edu.mt is an integral part of Malta's digital education transformation. The educational platform emphasises the need for continuous adaptation and improvement partly based on stakeholder feedback. Among its many user-friendly features are diverse recorded lessons and numerous lesson plans, with all the required resources which facilitate remote learning that complements work done at school.

HELLO

$2+2=4$

WE ARE ESKOLA...

+



# Past, Current and Upcoming Pilot Projects

# Pilot Projects

- **AI in Mathematics – with Professor Alexiei Dingli** – renewed contract extended to sciences
- \*\*\*Axon Park – Geography (Upcoming)\*\*\*
- BookR – English and Maltese Literacy (Upcoming)

# The One Tablet Per Child Project

The launch of the One Tablet Per Child Project is supporting Malta's initiatives to:

1. Achieving education benchmarks set by the European Union (EU);
2. Addressing Early School Leaving (ESL) and Further and Higher Education

These 2 major areas were identified as requiring substantial efforts to meet EU-Wide benchmarks.



# Project Activities - Hardware



**Comprehensive Tablet Solution  
for Primary School Education**



**Virtual Reality Headsets –  
Special Education Needs (SEN)**



**Exam Reader Pens (Dyslexia)**



**Virtual Reality Headsets**



# **ODPC: Unleashing the Potential of Every Learner Through Digital Integration**



## Project Aim and Objectives

The project being proposed aims to progressively equip all secondary school students in Malta, from year 7 to year 11, with individual laptops.

In addition, they will be granted access to a variety of digital resources. The objective of these combined resources is to improve access to education, both within the school environment and at home, while promoting quality and inclusive education principles and reducing ESL.

# Activities involved in ODPC



Hardware (laptops)



Digital Content Creation



Professional Development (Training)



Classroom Management System



URL Filtering and Endpoint Protection

# ODPC Classroom Activities



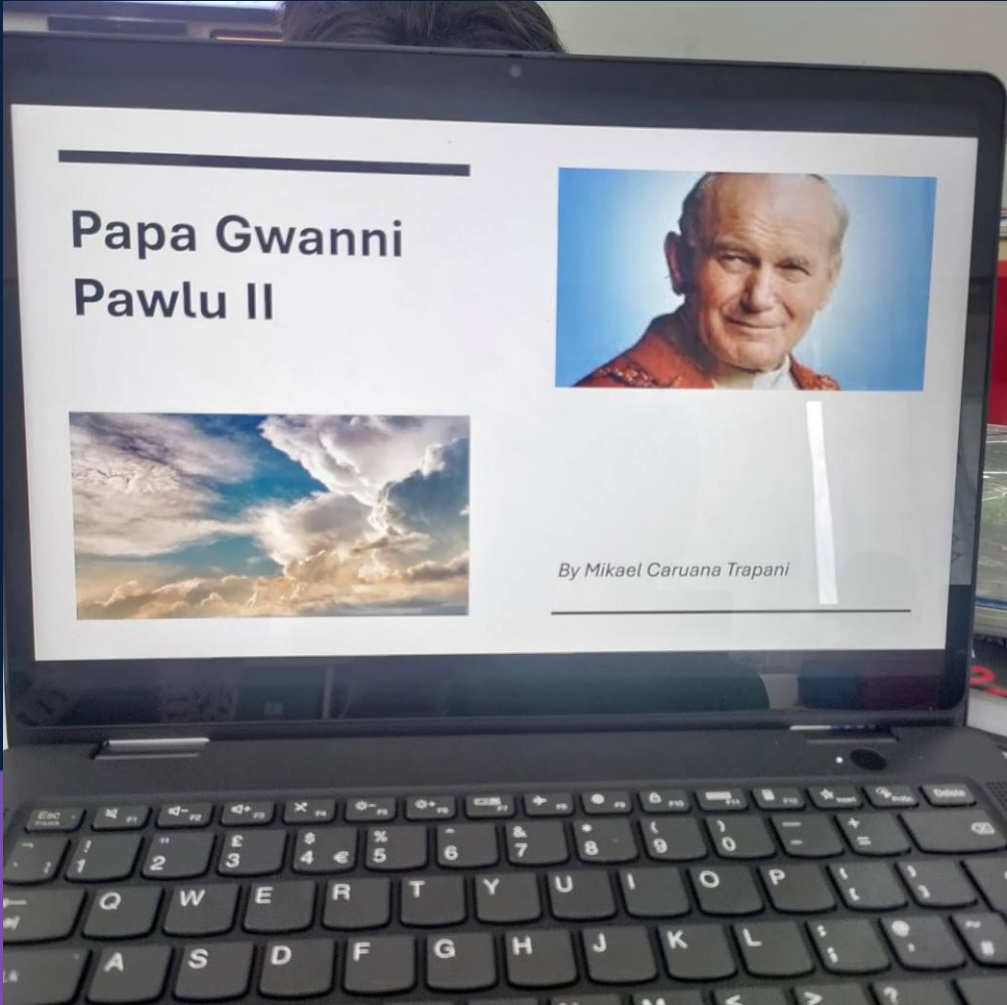
# ODPC Classroom Activities - Italian



# ODPC Classroom Activities - Maths



# ODPC Classroom Activities - Religion



# Digital Literacy Awards



The Directorate for Digital Literacy and Transversal Skills plays a key role in celebrating good practices of digital literacy in the classroom. Through the EMBED Digital Literacy awards, the directorate awards good practices for teaching, learning, and leading in the digital age.

## Aims:

The main objectives are:

- Enabling digital literacies in teaching and learning to equip students for 21<sup>st</sup> century digital competencies.
- Enabling students to benefit from the multi-modality of digital devices.
- Enabling educators to become more confident in technology-enabled teaching and learning.

# Digital Literacy Awards

## 6 Award Categories

- Innovative Teaching with Technology
- AI in Teaching and Learning
- Digital Citizenship
- Inclusive Digital Learning
- Collaborative Project
- Creative Digital Content (Student work guided by teachers)

## Who Can Apply

Educators or educator teams from State, Church, and Independent schools

## Submission Requirements

2-minute video

Visual evidence (photos, media, testimonials)

Online submission only

Consent forms for any student involvement

No eTwinning project re-submissions



**Thank You**

Neil Attard

Director (Digital Literacy and Transversal Skills)

2598 1561

neil-patrick.attard.1@gov.mt