







## Digital problem solving

To incorporate learning activities, assignments and assessments which require learners to identify and solve technical problems, or to transfer technological knowledge creatively to new situations.

### Activities

To incorporate learning activities, assignments and assessments which encourage and require learners:

- ◆ To identify technical problems when operating devices and using digital environments, and to solve them.
- ◆ To adjust and customise digital environments to personal needs.
- ◆ To identify, evaluate, select and use digital technologies and possible technological responses to solve a given task or problem.
- ◆ To use digital technologies in innovative ways to create knowledge.
- ◆ To understand where their digital competence needs to be improved or updated.
- ◆ To support others in their digital competence development.
- ◆ To seek opportunities for self-development and to keep up-to-date with the digital evolution.

Progression		Proficiency statements
<p><b>Newcomer (A1)</b></p> 	<p>Making <b>little use</b> of strategies fostering learners' digital problem solving.</p>	<p>I do not or only very rarely consider how to foster learners' digital problem solving.</p>
<p><b>Explorer (A2)</b></p> 	<p><b>Encouraging</b> learners to use digital technologies to solve problems.</p>	<p>I encourage learners to solve technical problems using trial and error.</p> <p>I encourage learners to transfer their digital competence to new situations.</p>
<p><b>Integrator (B1)</b></p> 	<p><b>Implementing</b> activities fostering learners' digital problem solving.</p>	<p>I implement learning activities in which learners use digital technologies creatively, expanding their technical repertoire.</p> <p>I encourage learners to help each other in developing their digital competence.</p>
<p><b>Expert (B2)</b></p> 	<p><b>Strategically</b> using a <b>range</b> of pedagogic strategies to foster learners' digital problem solving.</p>	<p>I use a range of different pedagogic strategies to enable learners to apply their digital competence to new situations or in new contexts.</p> <p>I encourage learners to reflect on the limits of their digital competence and help them identify suitable strategies for further developing it.</p>
<p><b>Leader (C1)</b></p> 	<p><b>Comprehensively and critically</b> fostering learners' digital problem solving.</p>	<p>I enable learners to seek out different technological solutions to a problem, investigate their benefits and drawbacks and critically and creatively come up with a new solution or product.</p> <p>I critically reflect on the suitability of my pedagogic strategies to foster learners' digital competence and expand their repertoire of digital strategies, and adapt my methods accordingly.</p>
<p><b>Pioneer (C2)</b></p> 	<p>Using <b>innovative formats</b> for fostering learners' digital problem solving.</p>	<p>I enable learners to apply their digital competence in unconventional ways to new situations and creatively come up with new solutions or products.</p> <p>I reflect on, discuss, re-design and innovate pedagogic strategies for fostering learners' digital problem solving skills.</p>