

Empowering teachers to create their own digital learning content

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**Teacher Digital Content
Creation Competencies**

Teacher Digital Content Creation Competencies (TD3C)



Context and Significance

- Digital competence of educators e.g. DigCompEdu
- Digital education content an EU priority and area of interest

Pillar 3 of Digital Education Action Plan (DEAP) 2021-27
European Commission Expert Group on Digital Education Content

- Practice Dimension

Digital content has long been used in education, but came under the spotlight with the shift to emergency online learning during the COVID-19 pandemic. These developments, along with the ongoing digital transformation, have seen rapid increases in production and consumption of DEC. (European Commission, 2023)



Objectives

- To identify the academic and digital competencies that support teacher creation of digital content
- To generate a framework to scaffold teacher creation of digital content
- To apply, iterate and evaluate this framework by working with teachers
- To develop, utilise and share related teacher education resources



Project Consortium



Project partners from Ireland, Finland, Portugal and Italy

1. TCD: Learnovate and School of Education
- Edmund Rice College, Phoenix Park, Dublin
2. University of Jyväskylä
-Konnevesi High School
3. NUCLIO
-Agrupamento de Escolas Gil Paes Torres Novas
4. Istituto Comprensivo Toniolo



Project Meetings Pilot 1



Instituto Comprensivo Toniolo,
Pisa



University of Jyväskylä,
Finland



Escola Secundaria de Maria
Lamas, Torres Novas, Portugal

The TD3C Framework

TD3C

**Teacher Digital Content
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Framework Initial

The purpose of the TD3C Framework is to support teachers with the creation of digital educational content. Though presented as a series of stages, the process may be iterative, requiring revisiting of key stages or steps. It is also flexible and not all steps will apply in every scenario.

Key Stages



1. Planning

- Identify intended learning objectives
- Identify student characteristics and needs
- Select the pedagogical approach
- Evaluate potential digital tools
- Select the most relevant digital tool

2. Designing

- Plan and organise the structure of content
- Devise the key learning tasks to be incorporated

3. Developing

- Engage in content production (likely multimedia)
- Adhere to copyright and fair use standards
- Apply design and accessibility principles
- Adapt content for digital inclusion and differentiation
- Incorporate interactivity, assessment and feedback mechanisms
- Review using the self-evaluation checklist

4. Implementing

- Prior to implementation pilot test and update
- Implement and gather feedback from learners

5. Reviewing and Evaluating

- Reflect (and evaluate) on the content and its implementation
- Communicate and share with colleagues/peers



Stakeholder Consultation



Framework

TD3C Framework
to support/scaffold

Content Creation
Examples

Key Supporting
Materials



Our TD3C Champions:

Edmund Rice College



Chris MacManus, Joe Munnelly, Rachel Stack, Stacy Kenny, Diarmiuid O hAinifidh, Colin Sheehan

Our TD3C Champions in Action: End of Pilot 1!



Chris
MacManus



Joe
Munnelly



Rachel
Stack



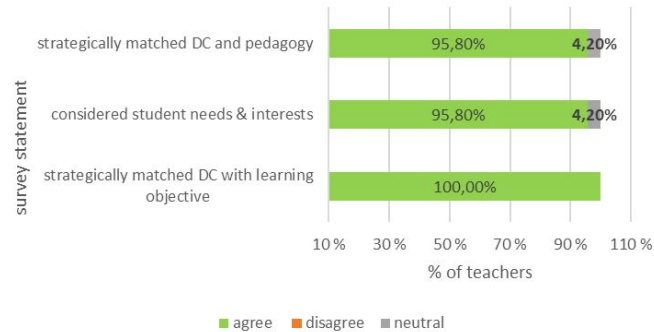
Diarmuid O hAinifidh



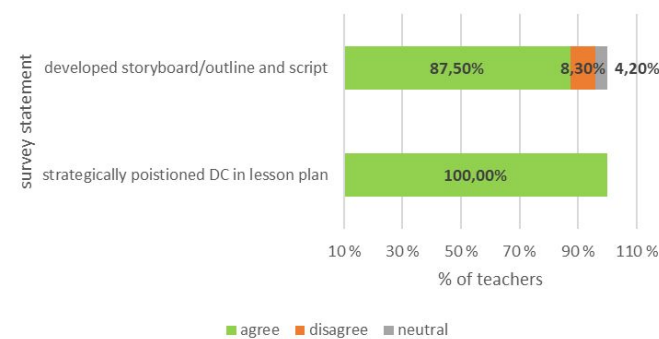
Colin
Sheehan

Post-Pilot 1 Results: Framework

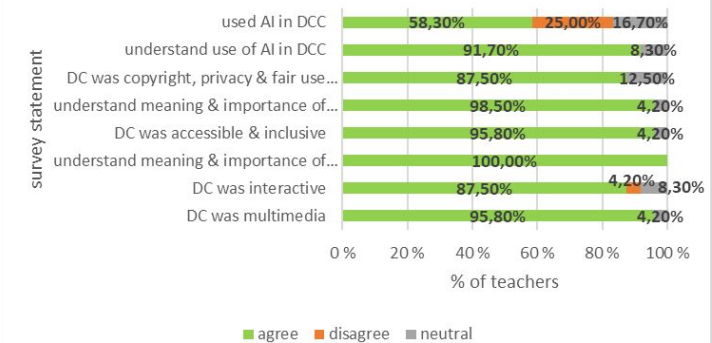
Framework- Planning Stage



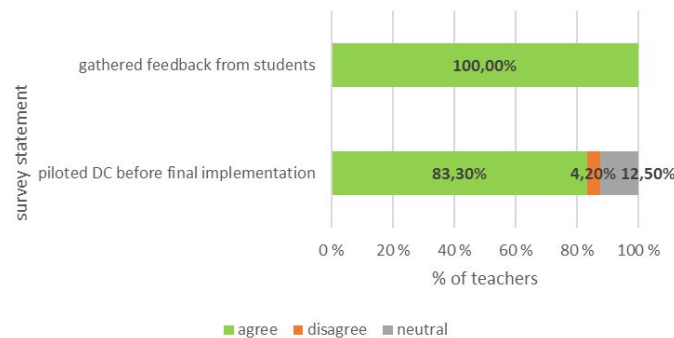
Framework- Designing Stage



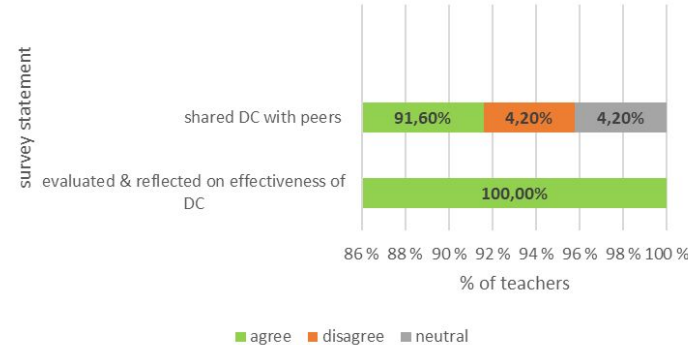
Framework- Developing Stage



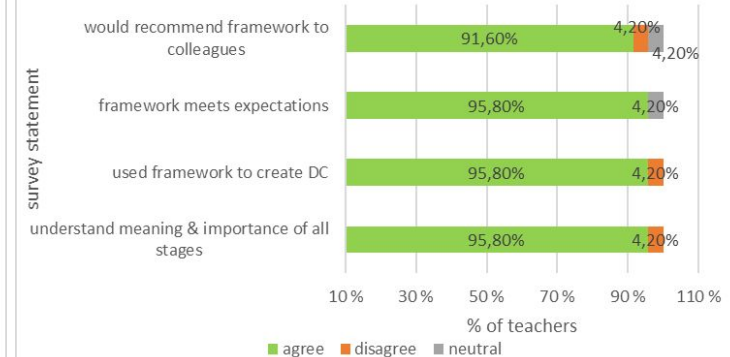
Framework- Implementing Stage



Framework- Reviewing & Evaluating Stage

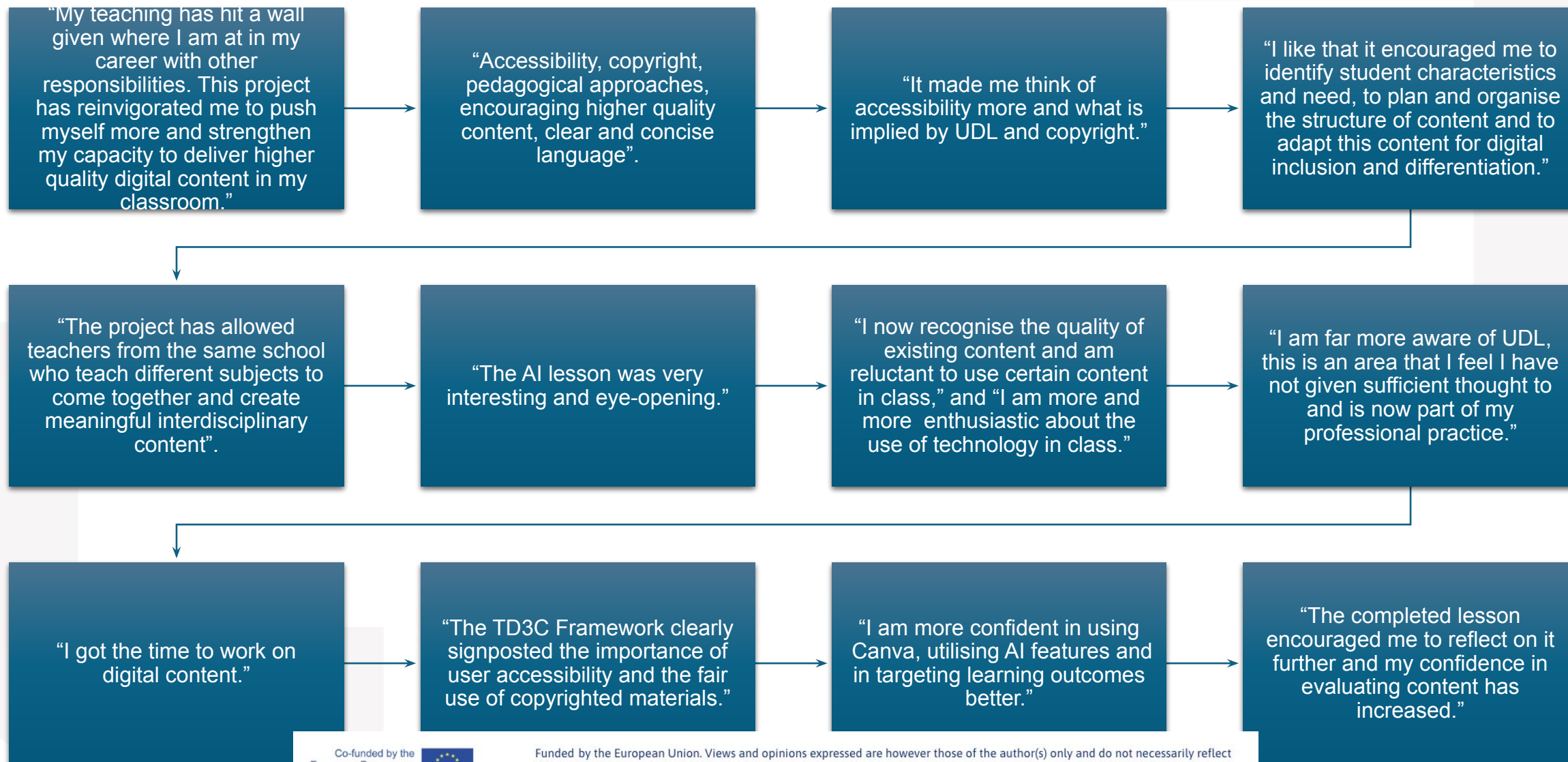


Framework- overall




Insights and Impacts from Pilot 1:

Data gathered from Pilot 1 Surveys from all partner teachers (24 respondents)




Teacher-Informed Resources

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Key Stages


1. Planning
2. Designing
3. Developing
4. Implementing
5. Reviewing and Evaluating

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 **Teacher Digital Content Creation Competencies**

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Resource type
Any

Digital Tools
Any

Pedagogical Approach
Any


Key Skills
Any

Reset all

Framework

Teacher Digital Content Creation Competencies: Framework


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Digital Content Resource

Video Creation


Description: This exemplar introduces iMovie for video creation and editing. The content describes a volcano, highlights key vocabulary, shows some real life examples and concludes with an interactive Kahoot. Files contained within illustrate how this exemplar was made and how the TD3C Planner was used to support making it. Subject: Geography 'When Fire Meets Earth: Volcanoes' Pedagogical Approach: Flipped Classroom



Key Supporting Material

AI for Content Creation

Artificial Intelligence (AI) is transforming education by enabling teachers to create high-quality, personalized, and engaging digital content quickly and easily. This guide provides a comprehensive overview of how teachers can use free AI tools to enhance their content creation process. It includes practical steps, tool descriptions, expected outputs, and suggestions for effective classroom integration.



Next Steps: Scaled Pilot



Teacher Digital Content
Creation Competencies

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Welcome



Scaled Pilot Phase

5 additional schools with 5 teachers to reach 50 students each

Goal: TD3C Framework used by 80 teachers and 4000 students across the partner countries

Gathering Pre-Scaled Pilot Data currently

Culmination of project in March 2026

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Thank you!