

# Digital transformation of education in Estonia

Policies and measures to support transformation

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# strategic approach to digital education

Key enabling condition for Estonian Education 2035

- + digital solutions as tools for educational innovation that enable the differentiated and personalised learning
- + educators are familiar with trends, opportunities, risks and methodologies related to new technologies, and apply the technologies in a purposeful way

# essential

A large crowd of people is gathered at dusk, many holding Estonian flags. In the background, there is a large arched structure and a tall tower with a flame on top. The sky is a mix of orange, red, and blue.

- + population 1,3 mln
- + 300 000 learners in formal education,  
26 000 teachers
- + internet is a social right
- + 99% of services are online
- + Estonians trust e-solutions

# electronic ID

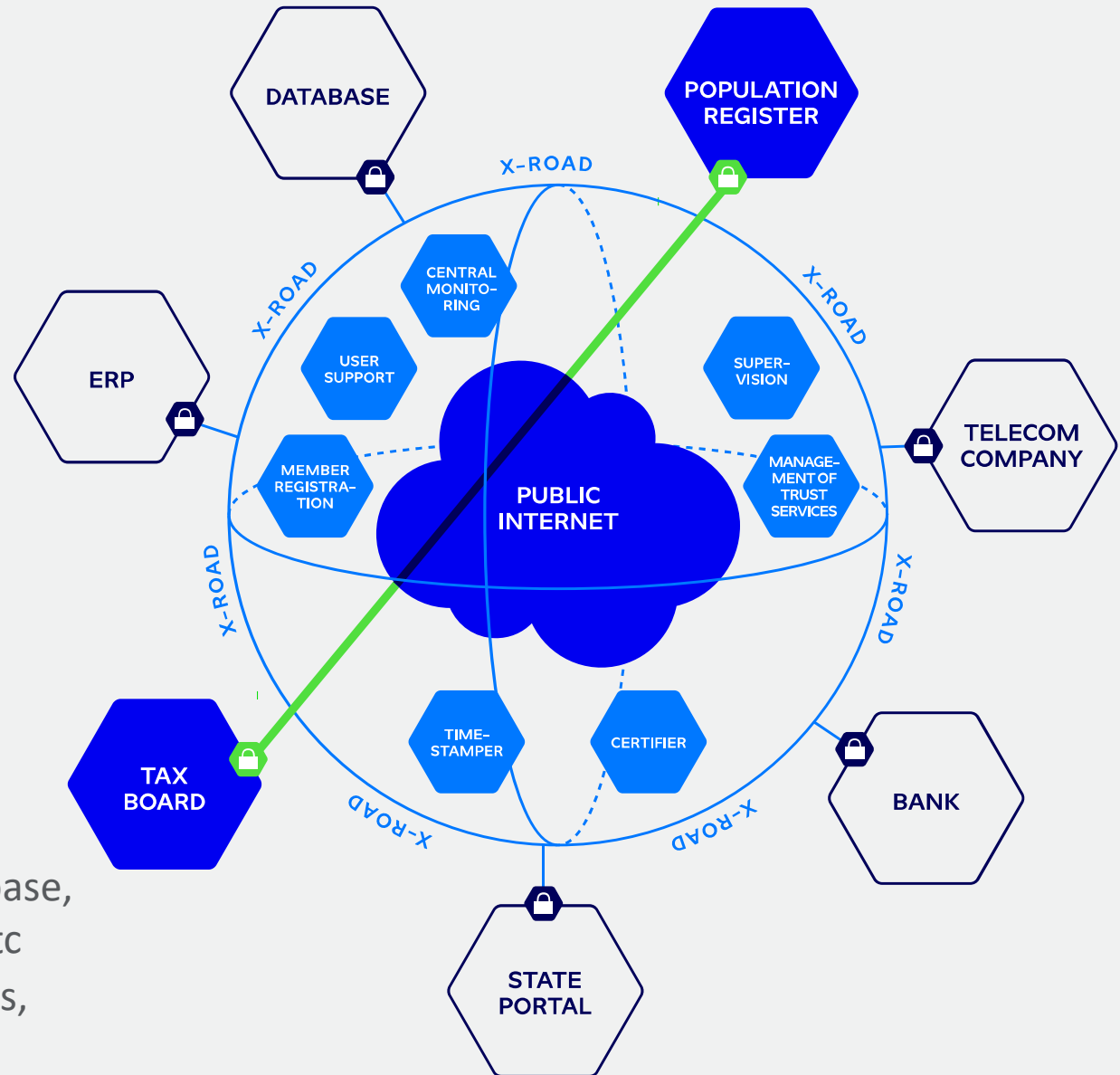
The strongest identity

- + every Estonian has an electronic ID
- + digital signature since 2002
- + HarID for education
  - OpenID Connect/OAuth standard, MIT open source software licence
- + e-Residency



# exchange

Security and interoperability



- + Main partners outside education: population database, health board, social insurance, credit institutions etc
- + In education: admission, LMS, EMS, tests and exams, digital learning materials

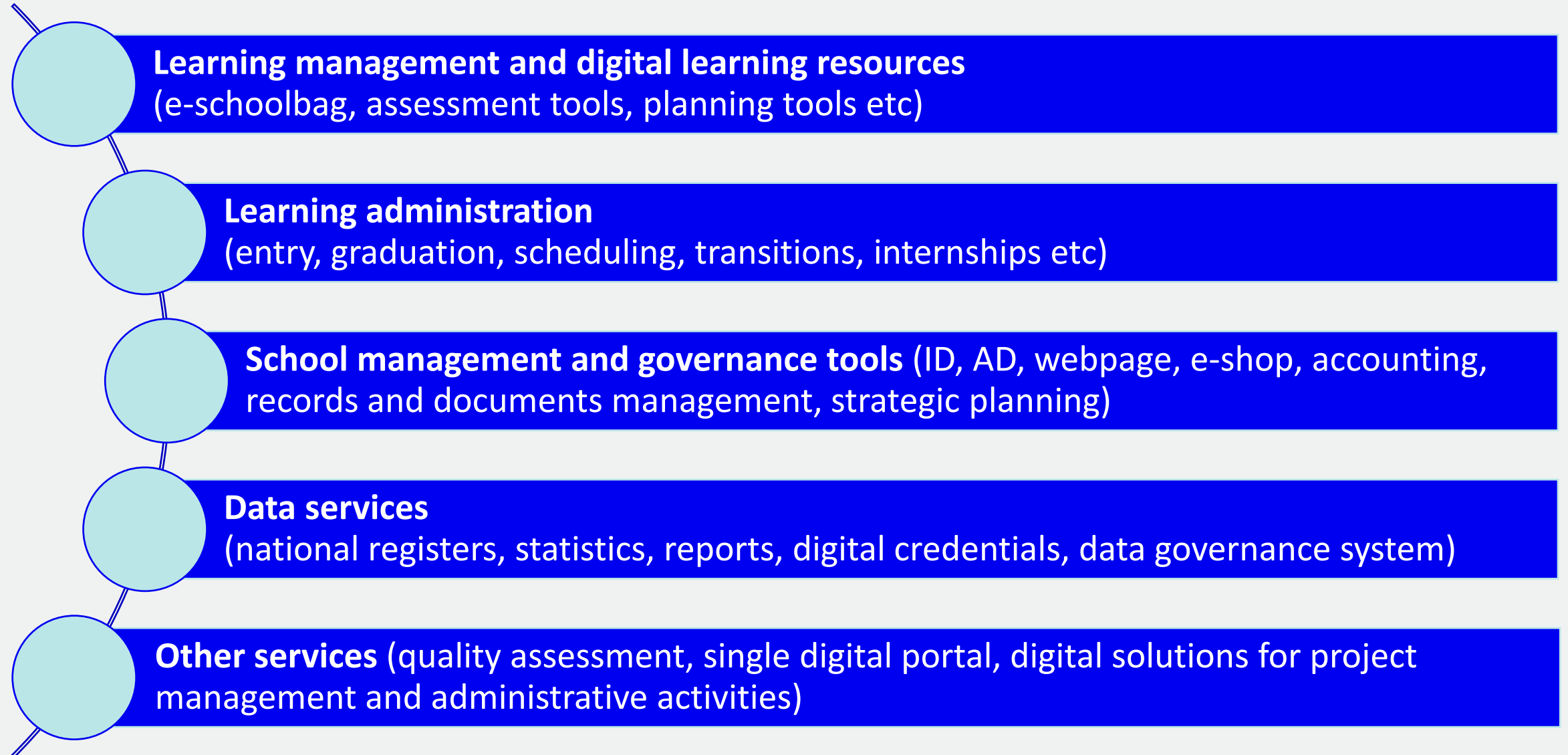
# education technology

Clear and honest principles

- + once-only
- + digital first
- + user centred approach
- + disclosing the data
- + open source code
- + focus on governance and collaboration

enter e-estonia

## Over 20 digital solutions covering five functional domains



# rethinking

A low-angle shot of a wind turbine against a dark, starry night sky. The turbine's tower and nacelle are illuminated with a vibrant red light, creating a strong contrast with the deep blue and black of the night. The blades are also lit from below, and the overall scene has a futuristic and contemplative feel.

- + access to education
- + equity and equality in and through education
- + role of a teacher
- + educational content
- + assessment ...



# digital infrastructure for personalised learning

A person wearing glasses and a striped shirt is using a red tablet to interact with a digital design tool. The tablet screen shows a grid-based interface with various tools and a 'Transform' panel. The tablet is placed over a large architectural plan on a wooden table. The plan features a central rectangular shape with a circle inside, surrounded by several smaller rectangular boxes, each containing coordinate data (x, y, w, h). The background is a wooden table with some blue pins and a cardboard box.

- + digital solutions as tools for educational innovation that enable the diversification and personalisation of education
- + a systematic approach to the introduction of new solutions

# Roadmap for implementation of personalised learning concept at school level

## Planning and design

### Preconditions:

- Learning outcomes graph
- Learning resources linked to learning outcomes' graph
- **Dashboard for planning learning outcomes and pathways to achieve the goals for teachers and students**

## Organisation of self-driven independent learning

### Preconditions:

- Access to quality learning resources relevant and ability to use the resources in purposeful way
- Digitalising the traditional learning activities (digital imprints)
- **Students' dashboard for navigating the personalised learning pathways**

### Preconditions:

- Contemporary approach to learning targeting at developing the 21st century skills
- **Teachers' dashboard for navigating the personalised learning pathways**

### Preconditions:

- Collecting data – digital imprints – on everyday learning activities
- **Learning analytics dashboards for students and teachers**

## Collaborative learning spaces

## Data-driven learning process analysis and design

# a digital focus in lifelong learning – a strategic goal

the digital content development skills  
in all age groups create equal  
opportunities for all learners and  
conditions for increased  
competitiveness

- + digital competence as a key competence in curriculum
- + ICT basic skills for all
- + ICT related subjects available for all  
(coding, robotics 3D design and 3D printing)
- + a digital solution for the management of individual educational paths and  
careers and assessment of skills

# policy measures

- + Digital infrastructure support schemes
- + Collaborative networks and co-creation spaces for boosting innovation
- + Investments in digital learning resources and e-services
- + Investments in skills and education technology
- + Investments in research and research uptake
- + Data governance regulations and open data
- + E-services marketplace principles



# cooperation with EdTech

fastest growth in sector

- + sophisticated ecosystem
- + 2021 – 50% growth
- + governance of educational data, collaboration with research institutions

LINGVIST

Foxcademy

moleL

KiDed

SPEAKLY

SPORTLYZER

EDTECH  
ESTONIA