

Certificate of participation

Unlocking the power of teachers' digital competence

Innovative teaching and learning strategies

This is to certify that

Sabine Wengert

has successfully completed the

"Innovative teaching and learning strategies"
from the [Unlocking the power of teachers' digital competence](#) course series

Brussels

Saturday, 30. May 2026.

Course details

Workload: 15-20 hours

Description: academy.europa.eu/courses/unlocking-the-power-of-teachers-digital-competence-innovative-teaching-and-learning-strategies

Organiser: European School Education Platform school-education.ec.europa.eu

Course competences

The recipient of this certificate has demonstrated B2 level proficiency of the following competences according to the digital competence framework of the European Commission's Selfie for Teachers tool:

- Teaching: Integrating digital technologies to enhance learning outcomes.
- Guidance: Using digital technologies for feedback and reflection to refine teaching and learning.
- Collaborative Learning: Using digital technologies to foster learner collaboration in both individual and group settings.
- Self-regulated Learning: Using digital technologies to support students' self-regulation for active and autonomous learning.
- Emerging Technologies: Ethically exploring new learning experiences and content using emerging technologies.

*This course is a self-paced version of the course "Innovative teaching and learning strategies"
The recipient of this certificate has visited all course sections and completed a multiple choice quiz
and a peer-reviewed activity to assess their learning.*

If you want to have more information about the competences and the proficiency levels see the [SELFIE for TEACHERs toolkit](#).



Learning Objectives & Activities

Module 1

1. Understand various digital technologies and their role in enhancing educational practices by watching a series of expert teacher interviews and reflective practice activities.
2. Demonstrate the ability to select and apply appropriate digital tools to design and implement learning activities that enhance student engagement and achievement by mapping tools against learning strategies and discussing specific teaching scenarios.
3. Reflect on your current use of digital technologies in the classroom, articulating both the benefits and limitations you have encountered through reflective practice activities.

Module 2

1. Analyse a related article and listen to an expert teacher interview to identify the benefits and challenges of collaborative learning.
2. Analyse how digital technologies can support student collaboration in face-to-face and online settings by examining the features of selected digital technologies and how they support the scaffolding of collaborative learning.
3. Explore eTwinning as a powerful platform for international collaboration by preparing for a Q&A session with an eTwinning ambassador.
4. Demonstrate the ability to select and apply appropriate digital technologies to support collaborative learning by identifying tools for a specific teaching & learning scenario.

Module 3

1. Identify pedagogical strategies for fostering learner autonomy, including self-regulated learning,
2. Select and use digital technologies in your learning designs based on their affordances to facilitate your students' self-regulated learning skills and learner autonomy,
3. Design a digital reflection plan that promotes students' self-regulated learning,
4. Select and use digital technologies to provide opportunities for students to engage in self-assessment, peer teaching and peer assessment and the co-design of their learning,
5. Develop a plan for incorporating self- and peer-assessment strategies supported by digital tools into future teaching practices.



Learning Objectives & Activities

Module 4

1. Select and use emerging technologies in your learning designs to engage your students in novel learning,
2. Identify and apply ethical principles and privacy regulations when using emerging technologies in educational settings,
3. Incorporate tools such as Artificial Intelligence (AI), Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR) to create interactive, dynamic, and personalised learning environments.

European School Education Platform and eTwinning are initiatives of the European Commission, funded by Erasmus+ and operated by European Schoolnet (EUN Partnership), under a contract with the European Education and Culture Executive Agency (EACEA). The opinions expressed are those of the contractor only and do not represent the contracting authority's official position.

