

What we want to achieve

To develop digital skills and new teaching and innovation approaches to improve the learning outcomes and the employment opportunities for our beneficiaries and community members.

This objective gives reason for being to our project to promote digital skills and supposes the general route, the end that encompasses all the other objectives and actions that make up this project. It is related and responds not only to the needs that we evaluate at a specific level in CCIF Cyprus, but is also part of various initiatives and strategies set at the European level.

The development of our digital skills is a priority objective at a structural and organizational level in our NGO. We're committed to achieving differentiated, flexible, and innovative teaching to meet the expectations of our beneficiaries and society. In the field of adult education, we strive to improve their employability, intensifying their contact with professional activity and the digital innovation culture. Our training needs at a professional level are focused, therefore, on the achievement of our mission and the guarantor of our vision and values.

Measuring success

Although it is feasible to assess it, as it's easily measurable, since all efforts to develop the digital skills of our team and our entire community fit into it; achieving it completely is indeed, a challenge at an organizational level. The mere socio- community development and the technologies at our disposal to solve our daily problems, give it a cyclical and feedback nature of any action that is wanted to be sustained and sustainable.

With regard to this project, it will be the evaluation and achievement of the other two specific objectives designed, as well as the measurement of the impact on our environment, which will account for the level of achievement of this first and more general objective.

Thus, we will consider this objective achieved, as far as this project is concerned, once our staff has been trained in coding and programming, and social networks in adult education, and has transformed these new skills acquired into impact actions in our socio-community environment.

What we want to achieve

Integrate pedagogical resources based on innovative and motivating methods such as programming and coding, through educational video games to promote transversal skills necessary in entrepreneurship.

Our professional team agrees that implementing coding and programming is one of the main needs to prioritize and solve through the implementation of this mobility project for continuous training. The current objective was designed from this specific need, from a SMART point of view, as it is considered as totally achieved once the project ends, having to reformulate it when we start implementing the actions to enhance the results and impact of the project and promote its long- term sustainability. Prioritizing needs and reformulating them based on an objective, in addition to giving consistency to the project itself and making it more realistic, allows us to correctly define the functional and technical requirements to carry it out. We are aware that it is a process that will be in constant refinement until the moment of its implementation arrives, insofar we need individualized actions that provide a real solution to our needs to achieve the objectives set, having constant feedback.

Measuring success

For effective planning, as well as to facilitate the evaluation and implementation processes, we've designed SMART objectives. They're specific, referring to each of the prioritized needs mentioned. Both the second and third objectives, as they're more specific, they're measurable, as they will refer to a specific proficiency level (from 30 and 60 level of DigComp 2.1 depending on each of the competencies boosted during the courses for the achievement of these objectives). We made them realistic and attainable, as we can put certain confidence in their achievement in the selected period of 18 months. They're both relevant objectives, as are related to our evaluated and prioritized needs and long-term objectives (as it's the case of objective 1). Both have a target date, not only for their achievement but also for the development of every single task to face them. It will also increase the internal motivation regarding the project in our participants and other agents involved.

What we want to achieve

To manage ubiquitous and accessible digital environments for adult education through social networks, prioritizing their informative and educational role in feedback and collaborative processes.

Increasing the motivation and ubiquity of our training actions so that they are more sustainable and impactful, through social networks as educational resources, is the second of the prioritized needs to be resolved with the implementation of this project. From it, in the same way, as with the second objective and its respective need, an effort is made in its realistic analysis, considering the necessary material, human resources and the time frame in which the need can be tackled to reformulate it based on a SMART goal and achieve it.

This way of proceeding, consistent with our vision, tries to promote the orientation of the management systems towards the compliance with the needs and expectations of the user, internally (staff and direct beneficiaries) and externally (other related community agents), guaranteeing the simultaneous fulfilment of the objectives of quality, efficacy and efficiency.

Measuring success

The evaluation process of this objective coincides with the one that will be developed to evaluate the achievement of the second one proposed above. A holistic and transversal evaluation process is established at all times and phases of the project, from its initial design to its completion. As will be discussed in the appropriate section, the evaluation of the process is a shared responsibility between our organization and Inercia Digital, as the host entity. The needs assessment was carried out in CCIF Cyprus, and Inercia Digital will develop an initial evaluation of each course, in preparatory meetings, to adjust the level and specific topics of each course to our specific needs and interests. At a didactic level, the achievement of these objectives will be evaluated in terms of the acquisition of skills and learning results by the participants in both mobilities, in theoretical-practical evaluations that will be essential requirements for the certification of the courses.