



# 21st-Century skills and competences challenges



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## 21st-Century skills and competences challenges

1. Context: a global trend
2. Key competences for lifelong learning
3. New skills agenda for Europe
4. DigComp
5. EntreComp



## Context: a global trend

A wide range of initiatives around the world



[The future of learning: what kind of learning for the 21st-century? Report](#)

[Measuring 21st Century competencies](#)



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## Context: a global trend

A wide range of initiatives around the world



[P21's Framework for 21st Century Learning](#)

[21st Century skills and competences for New Millennium Learners in OECD countries](#)



...and EU

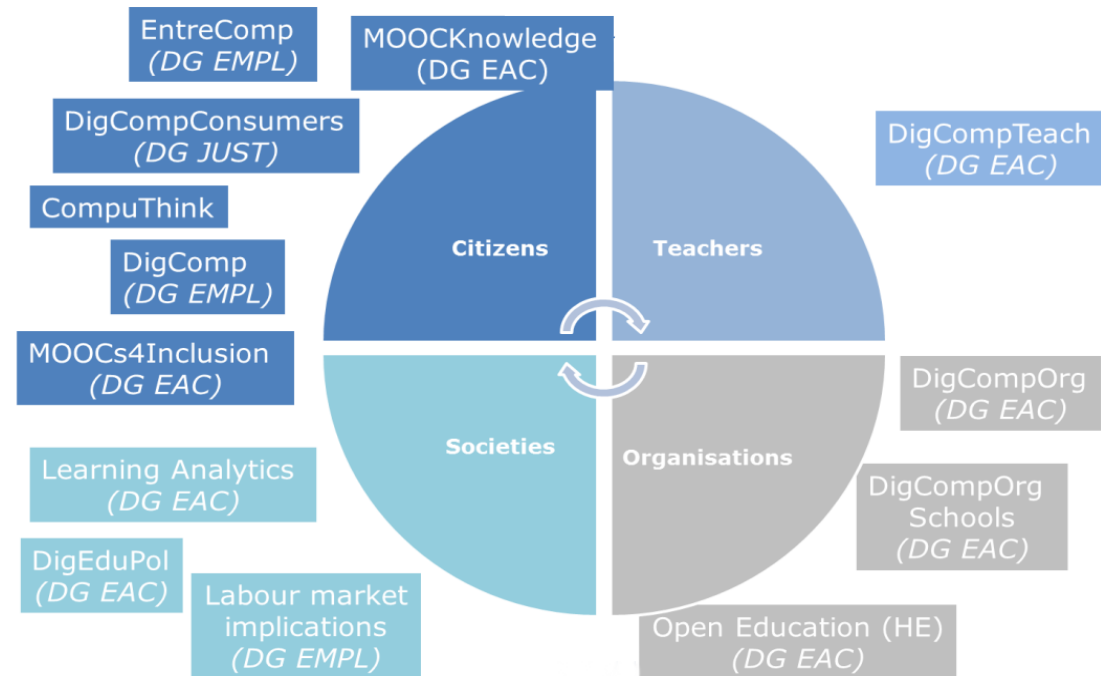


Image available EU Science Hub [website](#)

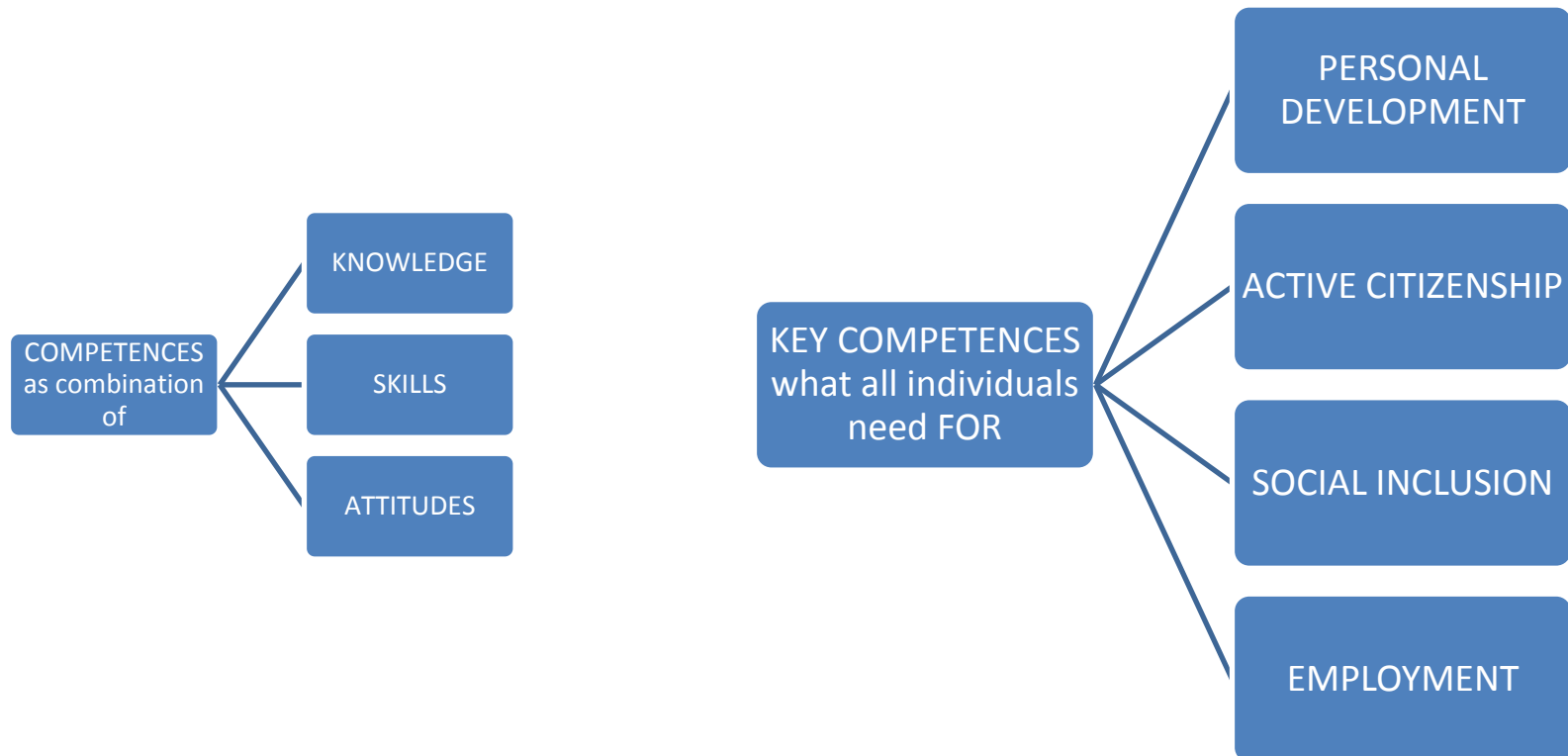


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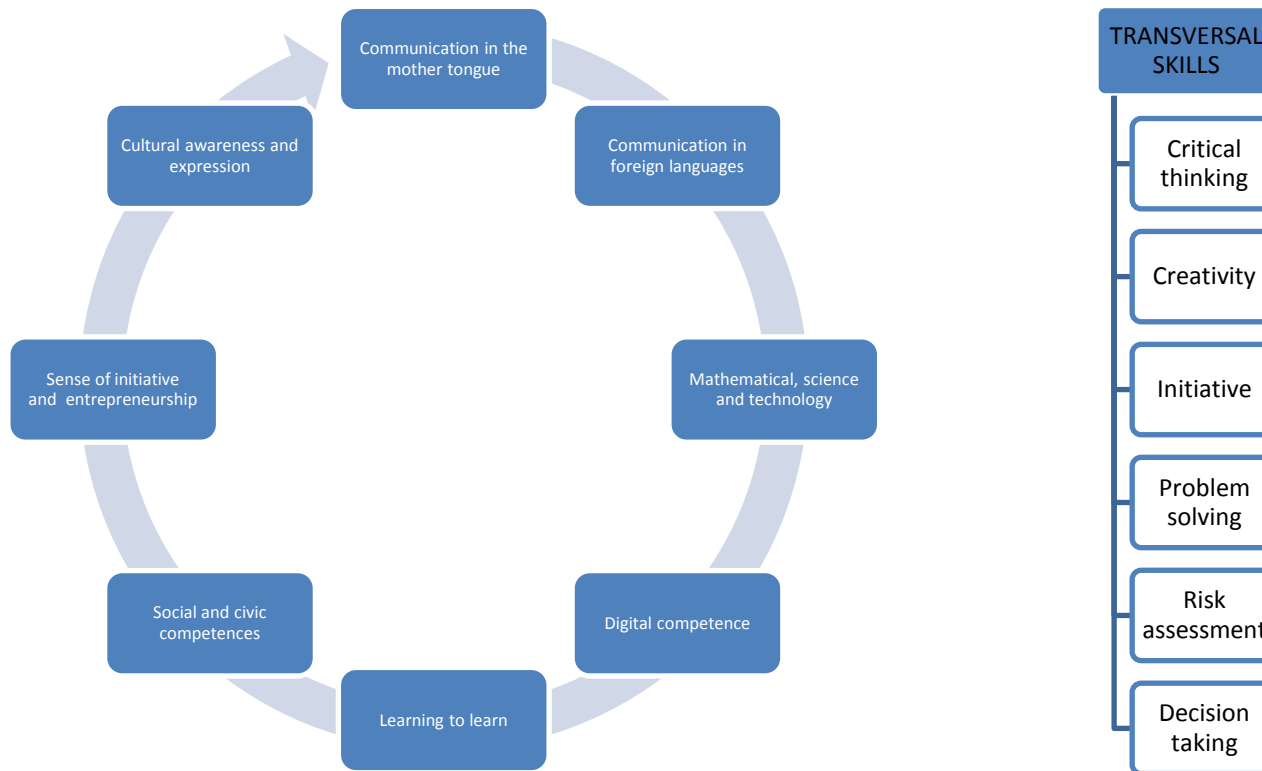


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# KEY COMPETENCES FOR LIFELONG LEARNING – A EUROPEAN REFERENCE FRAMEWORK (2006)



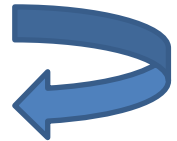
## KEY COMPETENCES FOR LIFELONG LEARNING – A EUROPEAN REFERENCE FRAMEWORK



## A new skills agenda for Europe (2016):

Working together to strengthen human capital, employability and competitiveness  
([communication full text](#))

1. More than 70 M europeans have **poor numeracy and digital skills** put them at **risk of unemployment**



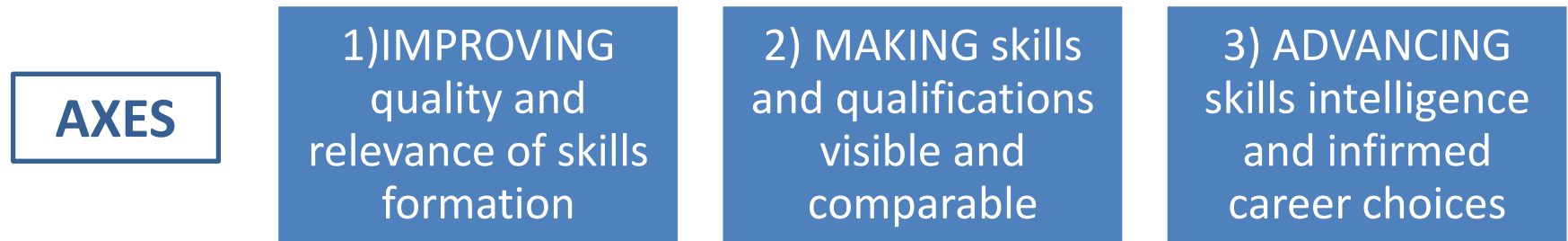
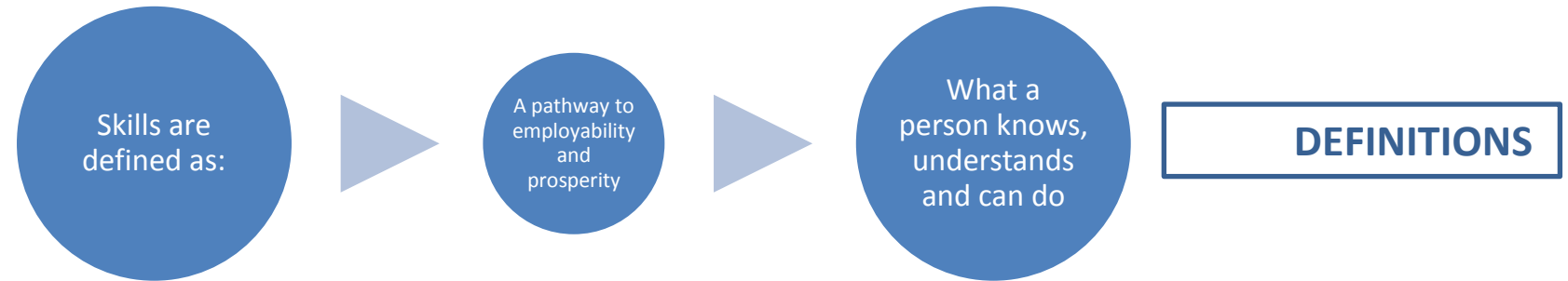
### WHY?



1. More than half of 12M long-term unemployed are considered as **low-skilled**
2. HEIs need to ensure that they equip people with relevant and **up-to-date skills**
3. 40% of europeans employers have difficulty finding people with **skills** they need **to grow and innovate**
4. Education providers, employers and learners have **different perceptions** on what the labour market needs
5. Too few people have the **entrepreneurial mindset** and skills needed to set up their own business



## A new skills agenda for Europe



## A new skills agenda for Europe

Strengthening basic  
skills

Building resilience

Making VET a first  
choice

Focus on digital  
skills

Improving  
transparency of  
qualifications

Early profiling of  
migrants' skills

Better information  
for better choices

Boosting  
cooperation in  
economic sectors

Better  
understanding the  
performance of  
graduates

### HEADLINES



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## A new skills agenda for Europe

Upskilling  
Pathways: New  
Opportunities for  
Adults

European  
Qualifications  
Framework

Digital skills and  
Jobs Coalition

Blueprint for  
Sectoral  
Cooperation on  
Skills

EU Skills Profile  
Tool Kit for Third-  
Country Nationals

Vocational  
education and  
training (VET)

Key competences

Europass

**10 ACTIONS**

Graduate Tracking

Analysing and  
sharing of best  
practice on brain  
flows

**Read more on  
these actions**



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## DIGCOMP

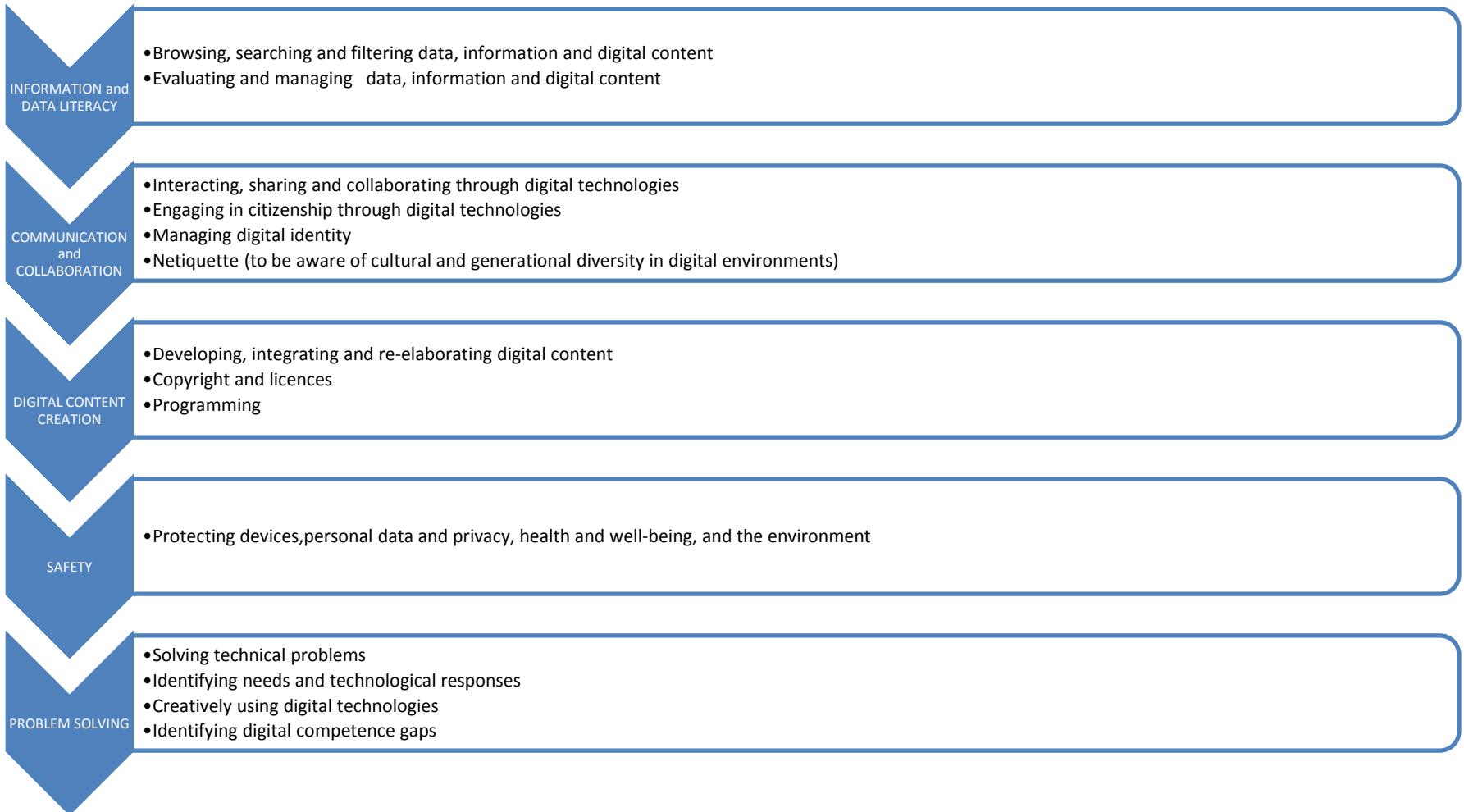
### The digital competence framework for citizens

- Launched first time in 2013
- Defined as *"Competences are needed today to use digital technologies in a confident, critical, collaborative, creative way to achieve goals related to work, learning, leisure, inclusion and participation in our digital society"*
- 5 areas, 21 competences, 8 proficiency levels
- Last version [DigComp 2.1](#)



Image available in EU Science Hub [website](#)

# DIGCOMP



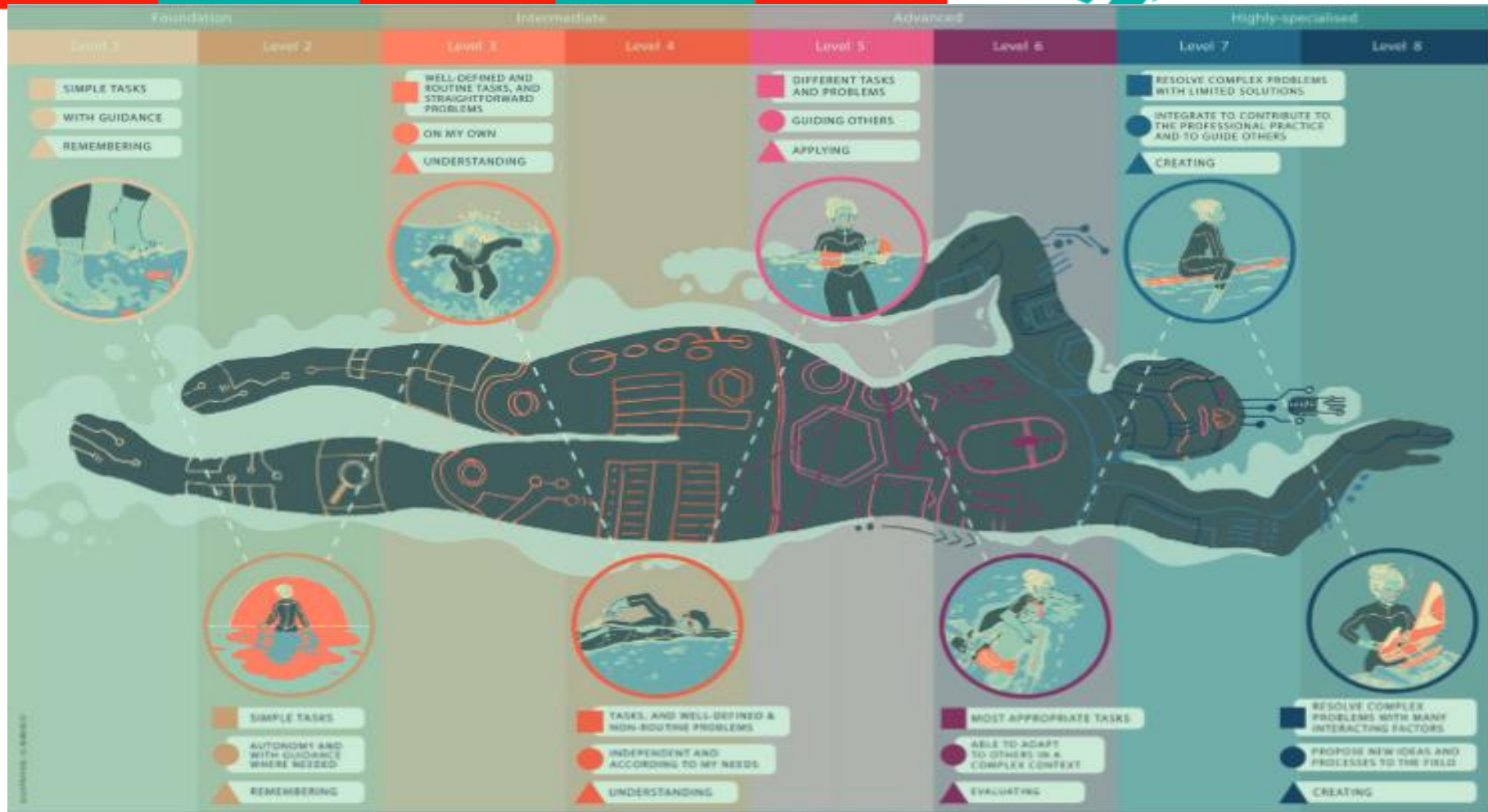


Image available in EU Science Hub [website](#)

## ENTRECOMP

### The entrepreneurship competence framework

- **Background:** Key competences for lifelong learning
- **Launched** in 2015
- **Main aim:** To establish a bridge between the worlds of education and work
- Defines **entrepreneurship** as *"a transversal competence which applies to all spheres "*
- **Made up:** 3 areas, 15 competences, 8-level progression model
- **Guide** [EntreComp into Action – Get inspired, make it happen](#)





# ENTRECOMP

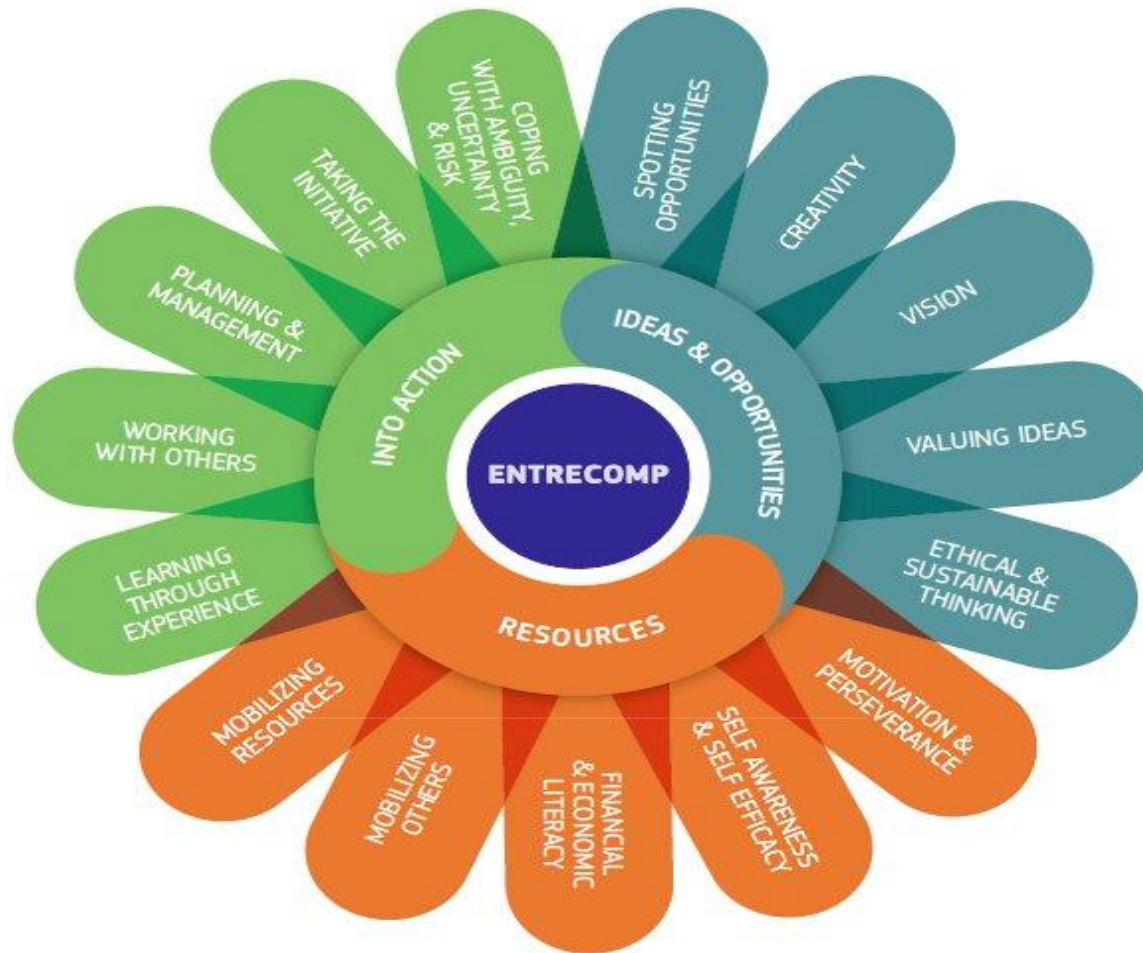


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# ENTRECOMP

**Table 2:** EntreComp Progression model

Foundation		Intermediate		Advanced		Expert	
Relying on support <sup>6</sup> from others		Building independence		Taking responsibility		Driving transformation, innovation and growth	
Under direct supervision.	With reduced support from others, some autonomy and together with my peers.	On my own and together with my peers.	Taking and sharing some responsibilities.	With some guidance and together with others.	Taking responsibility for making decisions and working with others.	Taking responsibility for contributing to complex developments in a specific field.	Contributing substantially to the development of a specific field.
Discover	Explore	Experiment	Dare	Improve	Reinforce	Expand	Transform
Level 1 focuses mainly on discovering your qualities, potential, interests and wishes. It also focuses on recognising different types of problems and needs that can be solved creatively, and on developing individual skills and attitudes.	Level 2 focuses on exploring different approaches to problems, concentrating on diversity and developing social skills and attitudes.	Level 3 focuses on critical thinking and on experimenting with creating value, for instance through practical entrepreneurial experiences.	Level 4 focuses on turning ideas into action in 'real life' and on taking responsibility for this.	Level 5 focuses on improving your skills for turning ideas into action, taking increasing responsibility for creating value, and developing knowledge about entrepreneurship.	Level 6 focuses on working with others, using the knowledge you have to generate value, dealing with increasingly complex challenges.	Level 7 focuses on the competences needed to deal with complex challenges, handling a constantly changing environment where the degree of uncertainty is high.	Level 8 focuses on emerging challenges by developing new knowledge, through research and development and innovation capabilities to achieve excellence and transform the ways things are done.

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## FINAL REMARKS

- ✓ A wide range of initiatives on digital competences around the world
- ✓ Digital and entrepreneurship competences apply in all spheres of life
- ✓ A better society through the most prepared citizens
- ✓ DigComp & EntreComp: flexibility in use



Thank you for your attention!

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