



- May 2017
  - National digitalization strategy
- October 2017
  - National computer-based tests
- March 2018
  - Strengthened digital skills in curricula
  - A national action plan for digitizing the school system
- July 2018
  - Update of the Swedish curricula
  - Computer based essays only
- July 2022
  - All tests are computer based

# National action plan for school digitalization #skoldDigiplan



[www.skolddigiplan.se](http://www.skolddigiplan.se)

Skolverket

# #skolDigiplan – National project

- Cooperation between
  - The Swedish National Education Agency
  - Swedish Association of Local Authorities and Regions
  - Research Institutes of Sweden
- A support for school municipals and principals at municipal and independent schools to achieve the goals of the national digitalization strategy
- Three focus areas
  - Digital competence
  - Equal access and use
  - Research and follow-up on the possibilities of digitalization

*Skolverket*



# Digital competence for all

- Objectives
  - To be able to work - and influence - in a digitized society
  - To be able to use digital tools to support learning
- Investigation areas
  - Learning processes & management of technology
  - Working methods that can add value to the teaching
  - Dissemination of digital skills to achieve equality in the school system across the country.
- Current achievements
  - Goal definitions

# Equal access and use

- Objectives

- Access and use of appropriate digital tools and teaching resources
- Appropriate infrastructure to support the business
- Interaction between tools and infrastructure so that children, students and staff get a smooth use of digital tools.

- Investigation areas

- School principals with obsolete agreements with IT service providers
- Inability to access student and business data in the manner required to ensure an effective and secure flow of information between all the services used
- Manual work, ineffective duplication of work with great risks, such as the safe handling of data

- Current achievements

- Goal definitions

# Research

- Objectives

- how research and follow-up of digitization in school can be more practical, conducted in closer cooperation with the principal and become a more clearly integrated part of the school's everyday life.

- Investigation areas

- Identify successful models for internship development between academia and principals.
- Identify examples of initiatives and funding that support research into the impact of digitization on education and learning at school.
- Suggest how research on the impact of digitization on education and learning in schools can be encouraged and supported.
- Map good examples of how follow-ups are used to develop business

- Current achievements

- Goal definitions

# Changes in curricula

GRUNDSKOLAN

Läroplan för grundskolan,  
förskoleklassen och fritidshemmet

REVIDERAD 2017



Skolverket

# Update in the Curriculum

- Change and Digital competency defined as
  - Be able to understand how digitalization affects society and the individual
  - Be able to use and understand digital tools and media
  - Be able to have a critical and responsible approach to digital technology
  - Be able to solve problems and translate ideas into action creatively using digital technology



Syllabuses	Arts	Civics	Mathematics	Science studies	Technology
<p><b>Core content</b> Year 7-9 Age 13-15 (extract)</p>	<p><b>Digital processing of photographs</b> and other images.</p> <p><b>Rights and obligations,</b> ethics and values regarding use of pictures.</p> <p><b>Freedom of speech and integrity in media</b> and other contexts.</p>	<p>Assessing news and how this can affect people's views /.../.</p> <p>How individuals and groups are portrayed /.../ and <b>how information in the digital media can be controlled by underlying programming.</b></p> <p>The <b>importance of digitalisation for development of society</b> in various areas, such as the impact on the labor market and infrastructure, as well as changing attitudes and values.</p>	<p><b>How algorithms can be created and used in programming.</b></p> <p><b>Programming in different programming environments.</b></p> <p><b>How algorithms can be created, tested and improved in programming for mathematical problem solving.</b></p>	<p>Field studies, experiments and <b>how simulations can be used to support modelling.</b></p> <p>Formulating simple questions, planning, execution and evaluation.</p>	<p><b>Technical solutions for information and communication technology</b> for the exchange of information, such as computer, internet and cellphone.</p> <p>Technical solutions using electronic equipment and <b>how they can be programmed.</b></p>

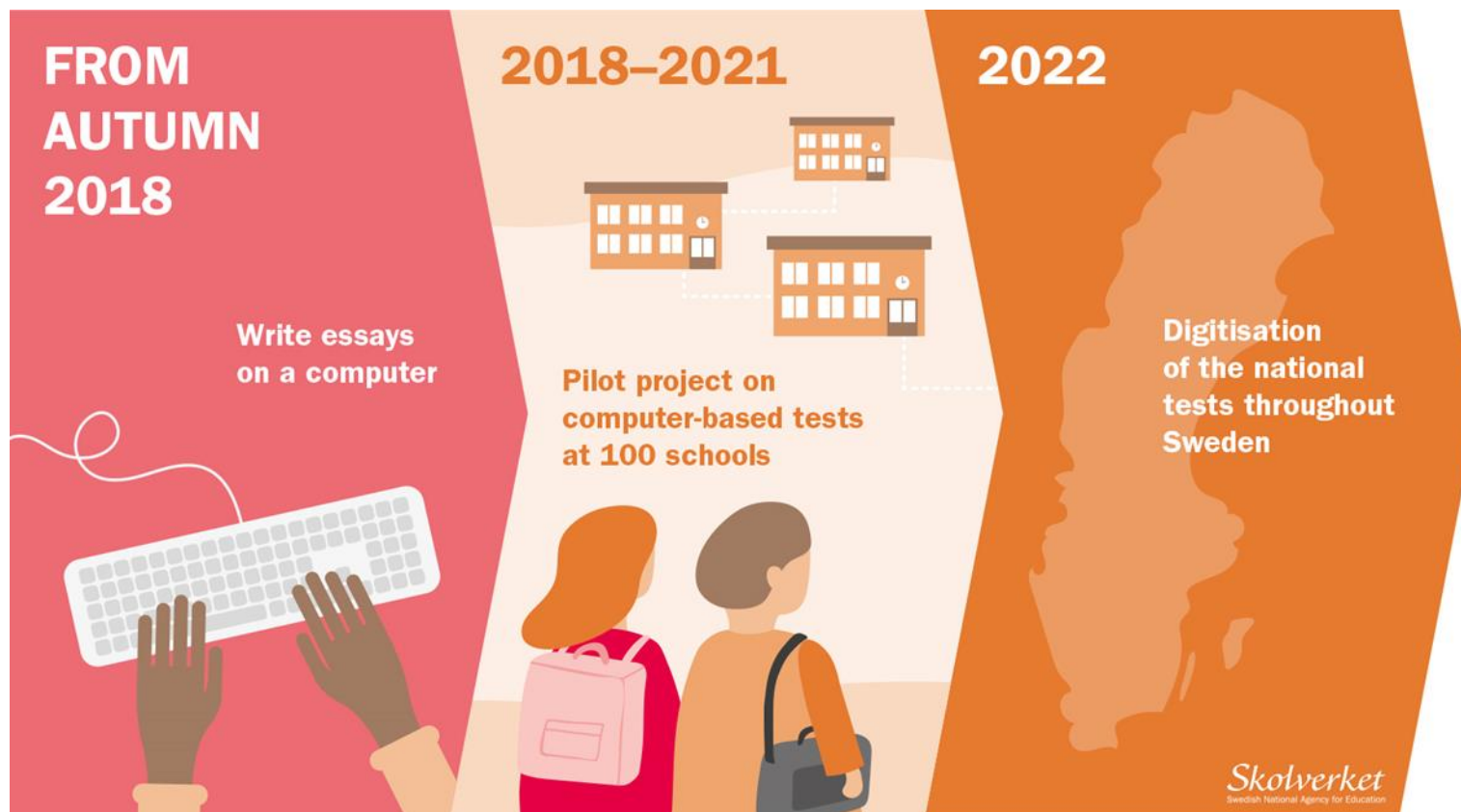
# National computer-based tests



# Mission

- Gradual digitisation of the national tests
- More equal assessment
- Increase in effectiveness
- Pilot project on computer-based tests
- External assessment
- Co-assessment

# Gradual introduction



# Challenges



Extensive system implementation



Legal certainty



Schools' preparedness

# Chosen Software solution

- Role based access
- Interorganisation collaboration via federation arrangements and specific policies.
- Plattform as a service
- Sonet Assessment Master (Online testing software)
- <https://sonet.com.au/products/assessment-master/>

# Example 1 – Ådalens skola

- *“Clear rules, quick reactions - and digitalization”*
  - Thus, the principal, Peyman Vahedi, has raised the students' attendance and reduced the sickness absence of the staff at Ådalsskolan in Kramfors, Sweden.
  - <https://chefochledarskap.se/ta-bara-tag-i-det/>

# Example 2 – Botkyrka municipality

- Strategy for children's and students' learning in a digital world
- <https://www.botkyrka.se/barn--utbildning/larande-i-en-digital-varld/strategi-for-larande-i-en-digital-varld.html>