

Competences and skills needed for using Gen-AI and OER

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OER Consultancy



Skills and competences for using OER

Open Educational Resources Competency Framework

D1 Becoming familiar with OER

- D1.1 : Distinguish an OER from another resource
- D1.2 : List some factors in the emergence of OER
- D1.3 : Consider a specific role in the OER movement

D2 Searching for OER

- D2.1 : Use a search tool to find OER
- D2.2 : Select appropriate OER

D3 Using OER

- D3.1 : Distinguish between the different types of Creative Commons licences
- D3.2 : Respect the terms of Creative Commons licences

D4 Creating OER

- D4.1 : Design OER
- D4.2 : Revise OER
- D4.3 : Remix OER
- D4.4 : Co-create OER

D5 Sharing OER

- D5.1 : Choose a licence for an OER
- D5.2 : Assign a licence to an OER
- D5.3 : Publish an OER
- D5.4 : Promote an OER



(IOF, 2016)

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Field of competence **D4.Creating OER**

Abilities	Capabilities
D4.1 : Design OER	1. Produce original or reusable content that can be assembled into a work that may be licensed to become an OER
	2. Know the right practices to design resources that take into account the educational and cultural dimensions of the resource, its technical quality and ergonomics as well as basic concepts in order to ensure its discovery and accessibility
D4.2 : Revise OER	1. Be able to identify and distinguish a modifiable OER in open format (in particular by ensuring the original design format is available)
	2. Know the different options for adaptation of an OER (translation, sound, illustration, accessibility, contextualization, etc.)
D4.3 : Remix OER	1. Know how to create an OER comprising various OER taking into account the specificities of licences and their potential for dissemination
	2. Know how to create an OER comprising various OER and content that is not open within the constraints associated with this type of composite work and specifying the rights associated with the individual content
D4.4 : Co-create OER	1. Distinguish between the different modes of co-creation in order to use them wisely for the creation of OER
	2. Identify the contributors involved in the creation of OER by establishing and clearly stating the levels of contributions and intellectual property of each of them



Skills and competences for using (Gen-)AI

Framework

- UNESCO effort toward competency frameworks for teachers and students
- Objectives:
 - Teacher: define the knowledge, skills and attitudes that teachers should possess to understand the roles of AI in education and utilize AI in their teaching practices in an ethical and effective manner
 - Student: articulate the knowledge, skills and attitudes students should acquire to understand and actively engage with AI in a safe and meaningful manner in education and beyond
- Publishing foreseen in Digital learning week 2024

Competences needed for teachers

Aspects	Progression		
	Acquisition	Deepening	Creation
Human-centred Mindset	Benefit-risk analysis	Human accountability	AI society responsibility/ Social human agency
Ethics of AI	Ethical principles	Safe and responsible uses	Co-creating commons of AI ethics
AI Foundations & Applications	Basic AI technique and applications	Application skills	Creating with AI
AI Pedagogy	AI-assisted teaching	AI-pedagogy integration	AI-enhanced pedagogical transformation
AI for Professional Development	AI as enabler of lifelong professional learning	AI to enhance organizational learning	AI to support professional transformation

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Generic

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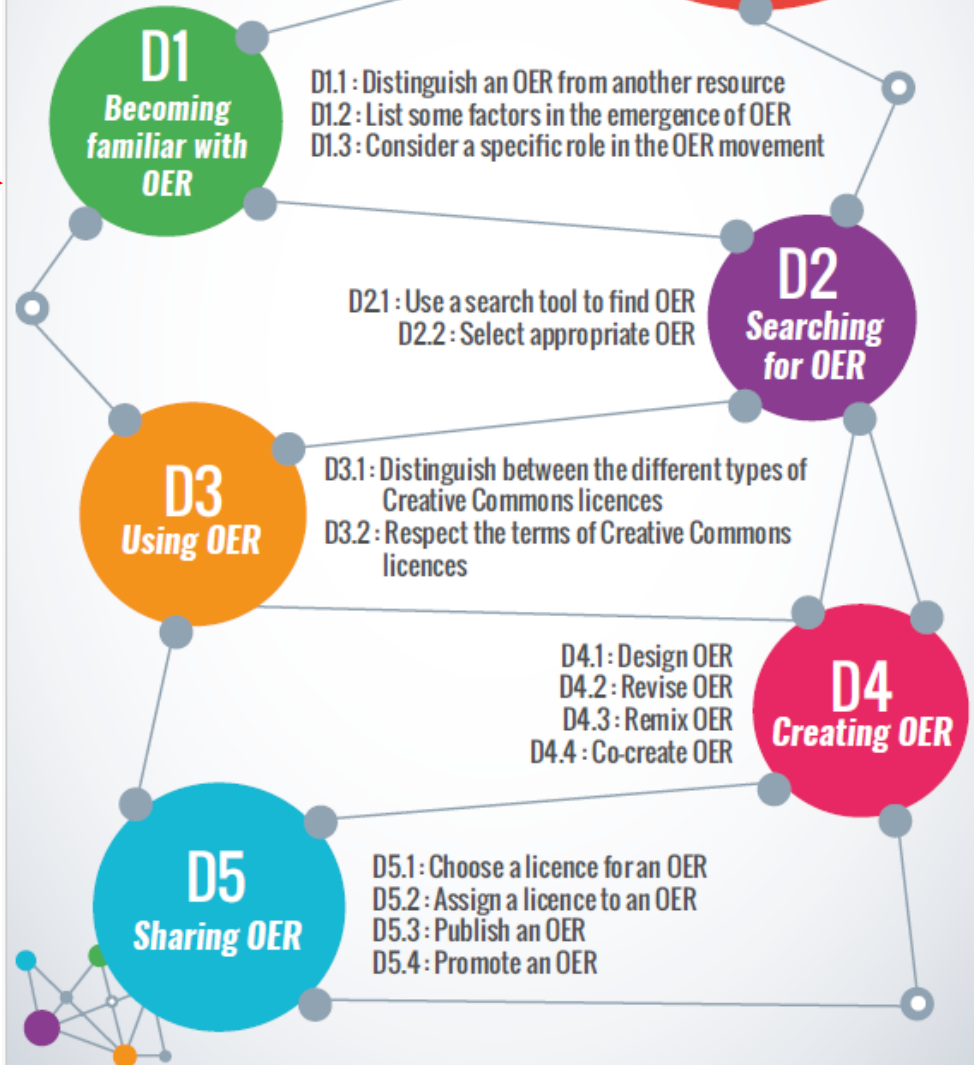
Educational use

Combining both frameworks for a teacher

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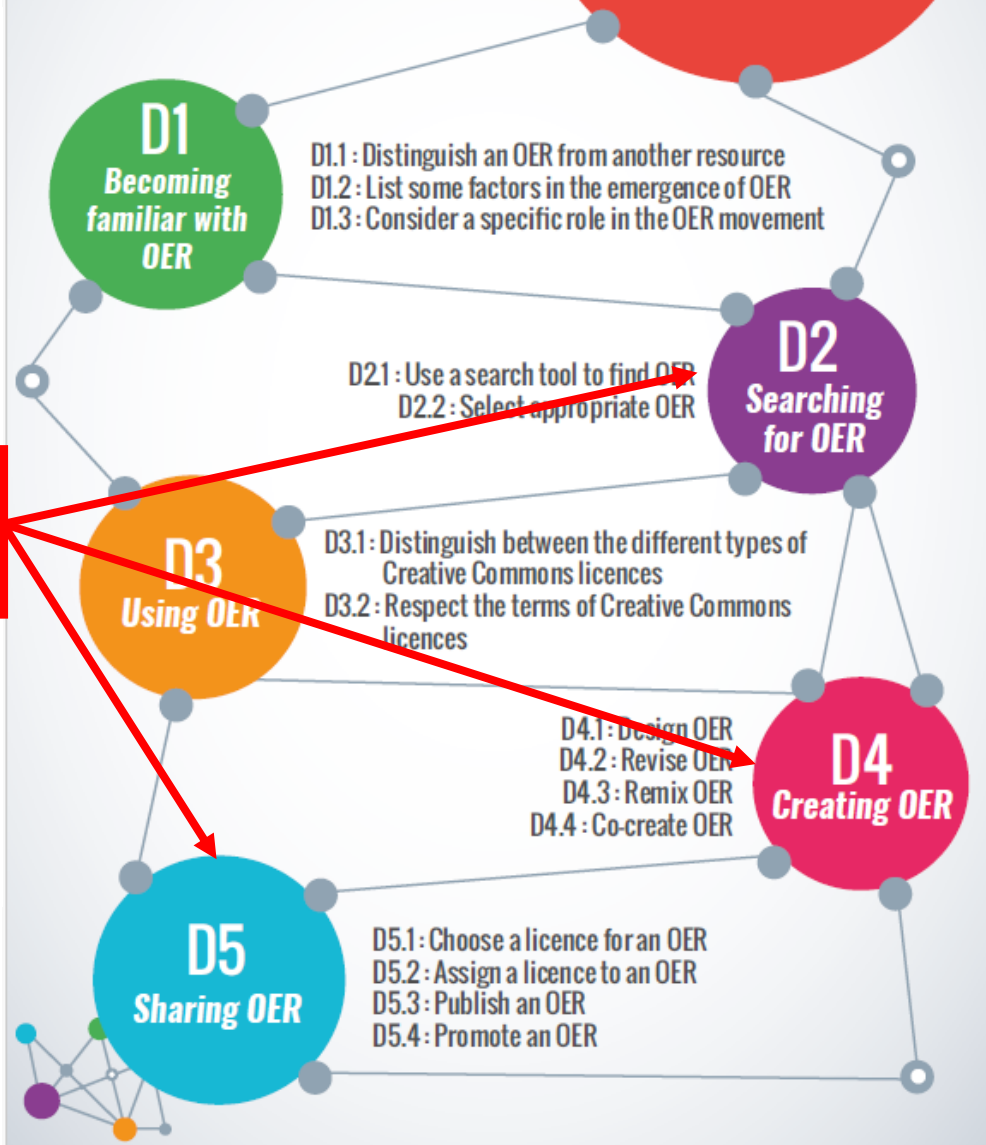


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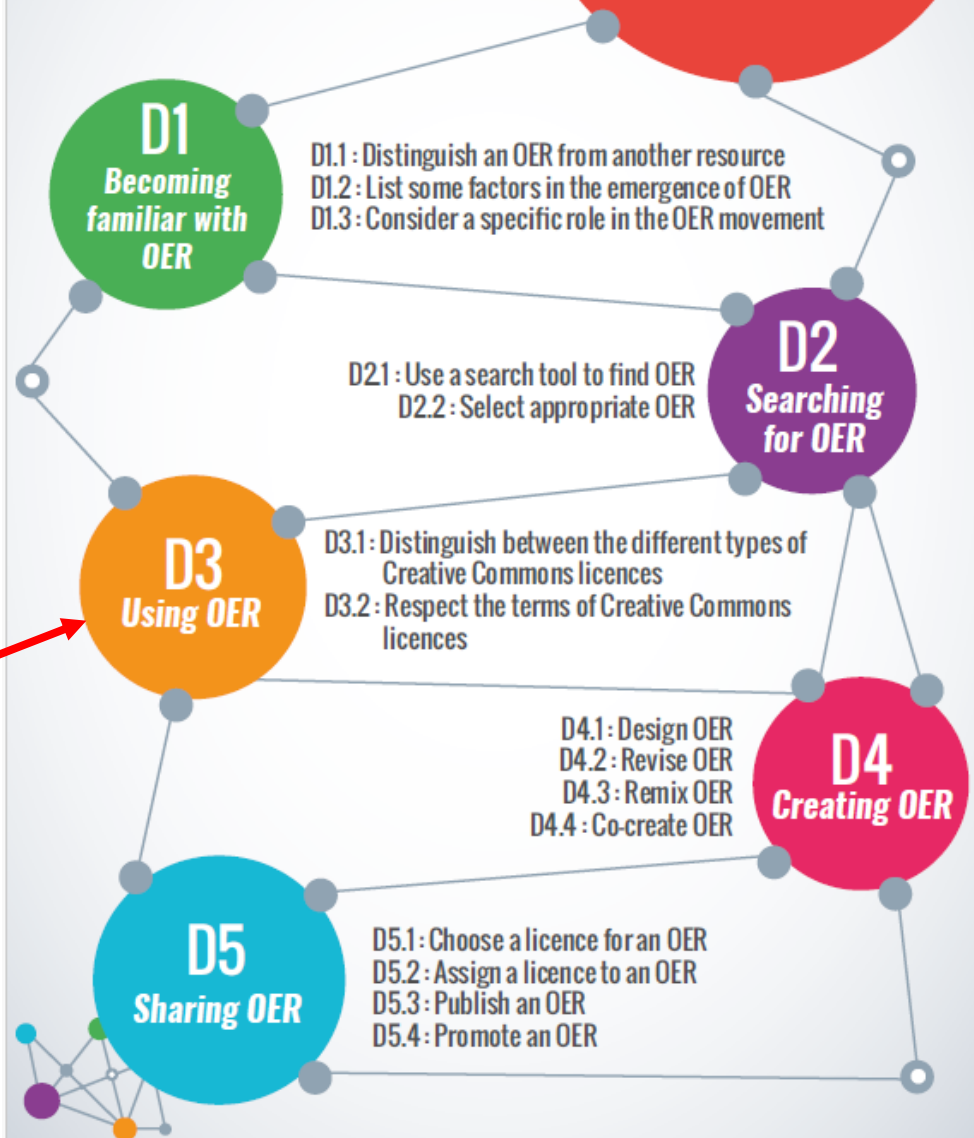
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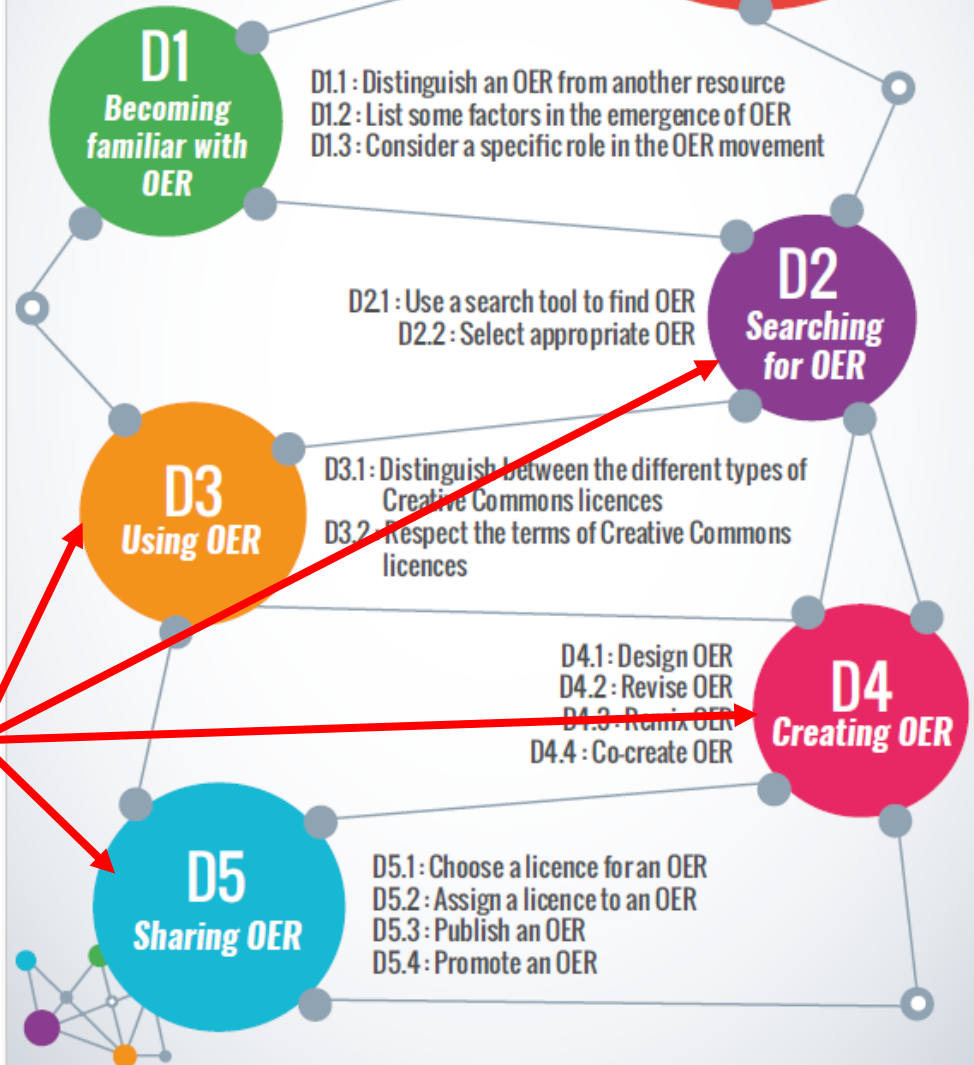
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Colophon

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References

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