

# **ASEDU-2020: 1st International Conference on Advances in Science, Engineering and Digital Education**

«Organization of a system of digital education practices in  
the municipal sphere of general education»

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# Materials and methods

## Municipal project "Organization of a system of digital education practices in the urban district of the city of Yelets«

- **The goal of the project:** involvement of at least 350 management and teaching staff, 4,000 students in the active practice of using digital educational technologies in educational organizations of the urban district of the city of Yelets by the end of 2019.
- **Way to achieve the goal:** implementation of a system of digital education practices in educational institutions of the urban district, the city of Yelets: approbation, tuning and dissemination of experience in the use of software products digital educational platform LECTA, digital educational environment MEO ("Mobile Electronic Education") and areas of 3D modeling, digital video and robotics
- **The result of the project:** a system of digital education practices was created in the urban district of the city of Yelets, which ensures the active use of digital educational technologies in educational activities by participants in educational relations in the number of at least 300 managers and teachers, 2000 students.

# Results and discussion

## The level of formation of digital competencies of teachers and students

Respondenty	High level (%)		Enough level (%)		Insufficient level (%)	
	Before project implementation	After project implementation	Before project implementation	After project implementation	Before project implementation	After project implementation
Teaching staff (total); of them:	8,13%	11,32%	15,95%	38,44%	75,92%	50,24%
school teachers	8,05%	9,43%	15,40%	37,47%	76,55%	53,10%
kindergarten teachers	7,95%	13,64%	16,48%	40,91%	75,57%	45,45%
additional education teachers	12,50%	37,50%	25,00%	37,50%	62,50%	25,00%
Students (total); of them:	10,60%	17,04%	22,47%	65,26%	66,93%	17,70%
school students	13,32%	20,20%	26,98%	71,62%	59,70%	8,18%
kindergarten children	0,87%	5,74%	6,73%	42,57%	92,76%	51,69%

# Conclusions

- To achieve a positive effect of the introduction of digital practices in the field of general education, the most important thing is to appeal to the experience of the pedagogical community, accumulate, systematize and broadcast the practices of using digital educational technologies in educational organizations. Of course, to enhance the effect, it is necessary to create an informal network of educational organizations that consolidates pedagogical science and educational practice.