Good crossectoral practices of Digital learning

The compendium of good practices in digital learning

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Background:

Over the past decade, digitalisation has profoundly reshaped the ways in which we learn, teach, collaborate, and participate in society. What was once considered an additional layer or a temporary substitute for face-to-face education has become an integral part of contemporary learning ecosystems. Digital and hybrid learning environments now influence not only how knowledge is accessed, but also how relationships are built, how communities are formed, and how learning processes unfold over time.

How can digital learning support depth, reflection, and meaningful engagement rather than fragmentation and overload? How can technology strengthen participation, inclusion, and agency instead of reproducing existing inequalities? And how can learning processes be intentionally designed to connect online and offline spaces into coherent, human-centred experiences?

This compendium of Good Cross-sectoral Practices of Digital Learning responds to these questions by shifting the focus from tools alone to learning as a process-driven, relational, and ethical practice. The practices presented here originate from diverse contexts — youth work, formal education, higher education, libraries, civil society, cultural institutions, and global initiatives — yet they share a common commitment to quality, care, and intentional learning design.

Rather than offering a single model or universal solution, this publication brings together concrete examples that demonstrate how digital learning can be implemented thoughtfully across sectors and contexts. The selected practices illustrate different approaches to hybrid learning, digital participation, inclusion, creativity, intercultural dialogue, and lifelong learning. They highlight how digital environments can prepare, extend, and deepen learning experiences, and how technology can support connection, reflection, and collaboration when guided by clear pedagogical intentions.

The compendium is developed within the framework of the Digital Horizons project, which understands digital education not as a purely technical challenge, but as a continuous learning journey.

1. 🇹🇷 Gençlik Servisleri Merkezi (GSM) – Digital Volunteering & Storytelling

Description: GSM integrates digital platforms into youth participation, online volunteering, and digital storytelling. Their hybrid structures enable access for rural and disadvantaged youth.

Why it matters: Demonstrates inclusive digital engagement for underserved youth.

Link: https://gsm.org.tr

2. 🇹🇷 TOG – Community Volunteers Foundation – Digital Civic Engagement

Description: A national youth-led digital ecosystem coordinating thousands of volunteers, offering online civic education and leadership training.

Why it matters: Scalable youth-led digital participation ecosystem.
Link: https://www.tog.org.tr

3. 🇹🇷 Habitat Association – Digital Skills, Coding & Future Competences

Description: Provides coding, cybersecurity, financial literacy, and entrepreneurship programs through hybrid and online learning, often in partnership with global tech companies.

Why it matters: Strong model for future-skills-oriented digital education.

Link: https://habitatdernegi.org

4. 🇸🇮 TiPovej! (Partner in Digital Systemic Project) – Digital Youth Work Capacity Building

Description: TiPovej! (Slovenia) participates in the Digital Systemic Erasmus+ partnership to foster digital transformation and innovation in youth organisations, develop digital youth work resources, competence assessment tools, and strengthen organisational capacity to lead digital youth work.

Why it matters:: Example of strategic capacity building for digital youth work within and beyond Slovenia.

Link:: https://www.digitalyouthwork.net/

5. 🇸🇮 Computer History Museum Slovenia – Educative Workshops & Open Labs

Description: The Ljubljana Computer History Museum hosts interactive workshops, open labs, and educational events for children and youth, blending digital heritage, technology understanding and hands-on digital creation. Workshops include building historical computing projects and learning about digital evolution.

Why it matters: Connects digital literacy with historical and practical learning activities.

Link: https://www.racunalniski-muzej.si/

🇸🇮 7. Časoris – Media Literacy and Critical Thinking (Online Newspaper)

Description: Časoris is an online newspaper specifically designed for children. Beyond delivering age-friendly news, it encourages reading comprehension, critical thinking, reflection and media literacy through questions and guided activities for students, parents and teachers.

Why it matters: Offers structured digital media literacy learning embedded in real-world content.

Link: https://casoris.si/

🇸🇮 8. DIGI LAND – Programming & Digital Literacy for Youth

Description: The DIGI LAND programme focuses on increasing digital literacy of children and young people (ages 6–29), introducing programming, AI basics, robotics and cyber security through interactive learning experiences. It emphasises safe and responsible digital tool use and equal access, regardless of social or geographic background.

Why it matters: Offers early engagement with key digital competences and strengthens confidence in digital environments.

Link: www.codinggiants.si/

🇸🇮 9. Online Youth Centre Legebitra – Digital Youth Space & Learning

Description: Legebitra operates an online youth centre where young people can connect, participate in forums, access learning opportunities, and engage with thematic digital content. The initiative also combines digital experiences with local youth work and supports digital open badges to recognise informal learning achievements.

Why it matters: Provides an accessible digital youth engagement environment and recognition of informal learning achievements.
Source: Analysis of digital youth work in Slovenia cites the use of online youth centres as a digital practice for engagement, learning and participation.

Link: https://legebitra.si/aktivnosti/mladinski-program/

🇸🇮 10. SIO Academy – Digital Entrepreneurship & Skills Training

Description: Provides hybrid and digital programs for entrepreneurship, digital marketing, and innovation, accessible to youth and adults nationwide.

Why it matters: Bridges education and labor market digital skills.

Link: https://sio.si

11. European Schoolnet – Future Classroom Lab

Description: A hub for innovation in digital pedagogy, combining flexible learning spaces, VR/AR, robotics, and teacher training in six learning zones. It serves as a living laboratory where teachers test new digital methods before implementing them in their own schools. The space encourages co-design between educators, policymakers, and technology providers, ensuring solutions are pedagogically meaningful. Research from the lab informs national strategies and supports digital transformation at system level.

Why it matters: European reference point for rethinking classrooms.

Link: https://fcl.eun.org

12. Khan Academy – Adaptive Personalized Learning

Description: Free mastery-based digital learning platform offering structured lessons, videos, and adaptive exercises for learners of all ages. It uses learning analytics to identify gaps and personalize content to the learner's pace and level. Teachers can track progress, assign tasks, and differentiate learning for diverse groups. Because it is free and multilingual, it reduces inequalities in access to high-quality education across contexts.

Why it matters: Equitable access + adaptive learning at scale.

Link: https://www.khanacademy.org

13. Coursera for Campus – Higher Education Digital Transformation

Description: Supports universities in developing hybrid curricula, micro-credentials, and employability pathways aligned with global labour market trends. The platform enables institutions to integrate world-class university content into their own degree programmes.

Why it matters: Scalable, high-quality digital higher education.

Link: https://www.coursera.org/campus

🌍 14. Duolingo – Gamified Learning

Description: Language learning app using adaptive bite-sized tasks, gamification, streaks, rewards, and behavioural nudges to keep learners motivated. Its AI-driven engine adjusts difficulty in real time, making learning efficient and enjoyable. Duolingo integrates storytelling, conversational bots, and culturally relevant examples to support deeper language understanding. Its playful design lowers anxiety and increases persistence compared to traditional language learning methods.

Why it matters: Behaviour-driven digital learning engagement.

Link: https://www.duolingo.com

🌍 15. ProFuturo – Digital Classrooms for Underserved Regions

Description: Implements digital kits, tablets, connectivity solutions, and offline-friendly learning content for children in vulnerable regions worldwide. The programme includes comprehensive teacher training to ensure pedagogical transformation, not just technology deployment. Monitoring systems allow continuous improvement and ensure sustainability beyond initial implementation.

Why it matters: High-impact digital equity model.

Link: https://profuturo.education

🌍 16. UNICEF Learning Passport – Crisis-Responsive Digital Education

Description: A portable, curriculum-aligned digital learning system designed for displaced children, refugees, and learners affected by emergencies. It works both online and offline, ensuring access in low-connectivity environments.The Learning Passport also includes teacher training and life-skills modules supporting psychosocial well-being.

Why it matters: Resilient and adaptable education solution.

Link: https://www.learningpassport.org

🇺🇸 17. Scratch (MIT) – Creative Coding for Kids

Description: Introduces coding through playful, block-based programming that teaches computational thinking and creativity. Scratch fosters community learning through shared projects, remix culture, and peer feedback. It supports interdisciplinary learning by enabling students to combine art, storytelling, maths, and music in their projects. Teachers value Scratch because children can prototype ideas quickly without technical barriers.

Why it matters: Integrates STEM with creativity and expression.

Link: https://scratch.mit.edu

🇪🇺 18. Erasmus+ Virtual Exchange – Digital Intercultural Dialogue

Description: Offers moderated online dialogues and collaborative projects bringing together youth from Europe, North Africa, and the Middle East. The methodology is grounded in peacebuilding, dialogue facilitation, and intercultural competence frameworks. Participants develop empathy, communication skills, and global awareness through structured conversations. The programme enables international mobility experiences without travel costs or visas.

Why it matters: High-quality digital citizenship and intercultural learning.

Link: https://europa.eu/youth/erasmusvirtual

🇪🇺 19. SALTO Participation Pool – Digital Youth Participation Toolbox

Description: Provides toolkits, methodologies, training materials, and case studies that support digital youth participation. The platform collects best practices across Europe and connects youth workers, policymakers, and researchers interested in digital engagement. It includes guidelines for safe, ethical, and inclusive participation in digital spaces.

Why it matters: Strengthens digital youth work across Europe.

Link: https://participationpool.eu

20. UNESCO OER Platform – Global Open Education

Description: Hosts a comprehensive collection of open educational resources, policy guides, teacher training modules, and capacity-building materials. UNESCO supports countries in creating their own OER ecosystems and integrating open content into curricula. The platform promotes multilingualism and cultural diversity by supporting regionally adapted materials. It is aligned with SDG4, advocating for inclusive and equitable quality education.

Why it matters: Major global driver of accessible learning.

Link: https://www.unesco.org

22. edX – University Courses & Microcredentials

Description: Offers high-quality courses from Harvard, MIT, and other global universities structured into short modules, nano-degrees, and professional tracks. The platform supports lifelong learning with flexible pacing and verified certificates. edX integrates interactive simulations, peer assessments, and forums for learner engagement. Universities use edX to expand digital access and experiment with new pedagogies.

Why it matters: Global standard for digital higher education pathways.

Link: https://www.edx.org

23. Mozilla Web Literacy Curriculum

Description: Provides open-source learning modules that teach critical digital competences such as verifying information, understanding algorithms, and protecting privacy. Educators can adapt materials for workshops, schools, libraries, and youth work settings. The curriculum emphasises agency, helping learners understand not only how to use the web but how it shapes society. Mozilla encourages a participatory approach through community contributions.

Why it matters: Strengthens critical digital citizenship skills.

Link: https://mozilla.github.io/web-lit-curriculum

24. 🇪🇺 European Public Libraries (PL2030) – Digital Inclusion & Literacy

Description: Network of libraries offering makerspaces, coding workshops, robotics clubs, digital literacy training, and access to technology for disadvantaged populations. Their mission is rooted in community empowerment, lifelong learning, and inclusion. Many libraries run programmes for seniors, migrants, unemployed youth, and children to reduce digital divides. These spaces act as local innovation hubs with low entry barriers.

Why it matters: Community-based digital inclusion and empowerment.

Link: https://publiclibraries2030.eu/

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27. 🇫🇮 Finland eKampus – National Digital University Ecosystem

Description: The eKampus collaboration enables Finnish universities to share digital courses, hybrid infrastructure, and research-based digital pedagogy insights. Students can cross-enrol across institutions, gaining access to a wider range of courses. The ecosystem integrates learning analytics and quality frameworks to improve teaching. Finland uses eKampus to foster innovation and reduce duplication across institutions.

Why it matters: A coordinated, systemic approach to digital higher education.

Link: https://www.ekampus.fi

27. 🇪🇪 Estonia e-School – Nationwide Digital Schooling System

Description: A national digital platform connecting students, teachers, and parents with homework, grades, attendance, and learning materials. Estonia integrates digital identity and e-governance tools, ensuring secure access and efficient communication. The system supports personalised learning pathways and integrates with national assessments.

Why it matters: One of the world's most advanced digital education ecosystems.

Link: https://e-estonia.com

28. 🇮🇸 Iceland Digital Education Strategy

Description: Focuses on teacher digital competence, equitable access to digital tools, and innovative practices for remote and rural communities. Iceland invests in cloud-based solutions and supports schools through digital mentors. The strategy integrates digital citizenship, online safety, and creative digital production. Research-driven evaluation helps adapt the strategy to emerging needs.

Why it matters: Strong example of national digital education policy.

Link: https://www.menntamalaraduneyti.is

29. 🇬🇧 FutureLearn – Social Learning at Scale

Description: Courses structured around discussion prompts, reflection questions, and community interaction rather than passive consumption. FutureLearn emphasises learner identity and agency, encouraging students to share insights and co-construct understanding. Video lectures are combined with peer interaction and short assessments. Universities use FutureLearn to reach global audiences and experiment with digital pedagogies.

Why it matters: Demonstrates conversation-based digital pedagogy.

Link: https://www.futurelearn.com

30. 🇺🇸 Harvard Project Zero – Visible Thinking Routines Online

Description: Provides structured routines—like “See/Think/Wonder” and “Claim/Support/Question”—adapted for digital platforms. These routines build depth of thought and support inquiry-based learning. Teachers integrate them into online forums, whiteboards, and digital portfolios to make thinking visible. They also help learners slow down, reflect, and articulate reasoning in digital environments.

Why it matters: Enhances depth and metacognition in digital learning.

Link: https://pz.harvard.edu

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