C3 The national standard in digital education

implementing 21st century skills

L-ICT C3 kien ir-riżultat ta' sentejn riċerka li ġiet ikkwotata mill-Unjoni Ewropea, il-Kummissjoni Ewropea u l-European Schoolnet bħala eżempju ta' edukazzjoni fil-ħiliet diġitali mill-aqwa.

L-għan ta' C3 huwa li jgħallem il-ħiliet u l-prinċipji fundamentali meħtieġa tas-seklu 21 b'mod eċċitanti u interessanti. Il-coding huwa mgħallem permezz ta 'robots u logħob, il-prinċipji fundamentali tal-coding bħal iterazzjonijiet, is-sekwenzjar huma mgħallma fil-forma ta'

żvilupp tal-games. L-istrutturi ġerarkiċi huma mgħallma bil-forma ta 'oġġetti tad-dinja reali. Il-flowcharting u s-soluzzjoni tal-problemi huma mgħallma fil-forma ta' animazzjonijiet u storyboarding.

Permezz ta' dan il-vjaġġ ta' 5 snin l-istudenti jiżviluppaw pedament estremament sod f'ħiliet diġitali li se jibbenefikaw minnhom tul ħajjithom bħala soċjeta digitali.

Dan il-kurrikulu u sillabu jistiednu metodoloġija li tiżviluppa dawn il-ħiliet diġitali mhux biss permezz

tal-kontenut iżda b'mod immersiv u permezz ta' metodi ta' assessjar differenzjati filwaqt li toffri wkoll approċċ ta' tagħlim imħallat li jpoġġi lill-istudenti bħala mexxejja fl-edukazzjoni tagħhom.

ICT C3 hija certifikazzjoni b'sahhita fit-tielet livell li tista tigi prezentata f'istituzjonijiet post sekondarji bħala rekwiżit tad-dħul.

C3, certifikazzjoni b'livell dinji ta' rikonoxximent, bla ħlas għal-uliedek.

ICT C3 was the result of 2 years of research which was quoted by the European Union, European Commission and European Schoolnet as examples of optimal digital skills education.

The aim of C3 is to teach the necessary 21st century skills and fundamentals in an exciting and engaging manner. Coding is taught through robots and games, fundamentals of coding such as iterations, sequencing are taught in the form of game development. Hierarchical structures are taught in the form of real-world objects. Flowcharting and problem solving are taught in the form of animations and storyboarding.

Through this 5-year journey the students develop an extremely solid foundation in digital hard skills and soft skills that they will benefit from through their life as digital natives.

This curriculum and syllabus invite a methodology that develops these digital skills not only through content but in a fully immersive and through differentiated assessment methods while also offering a blended learning approach putting students as leaders in their education.

ICT C3 is a fully moderated level 3 certification, that can be presented in post-secondary institutions as an entry requirement.

C3 is a certification with international recognition at no cost to you, for the benefit of our children and society at large.

· Basic Skills
· Computer Systems
· Operating Systems
· Evolution of Tech
· The Internet
· Female Role Models in Computing
· Digital Footprint
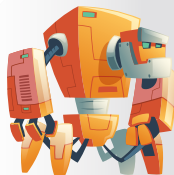· Coding Through Robotics

YEAR 7
11-12 YEARS OLD
C3.1

· Game Development
· Animation
· Computational Thinking / Objects
· Social Networking
· Women in Tech
· IoT
· Roles in IT
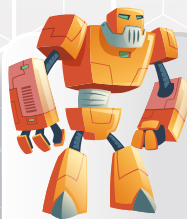· 3D Printing

YEAR 8
12-13 YEARS OLD
C3.2

· Web Development
· Video Editing
· Digital Ethics
· Social Media
· Mobile OS's
· Cyber Bullying & Sextortion
· Cybersecurity
· Cryptography

YEAR 9
13-14 YEARS OLD
C3.3

· 3D Modelling
· Sound Editing
· Music Creation
· Spreadsheets
· Data Processing
· Digital Divide
· Robotics and AI
· The future of work

YEAR 10
14-15 YEARS OLD
C3.4

· Image Editing
· Image Creation
· Blockchain
· Digital Currencies
· AI
· Intro to:
  · Machine Learning
  · Computer Vision
  · NLP
  · Data Science

YEAR 11
15-16 YEARS OLD
C3.5

C3 CERTIFICATION
Level 1 to Level 3
DQSE Certified
The national standard in digital education