

**DDL
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GOVERNMENT OF MALTA
MINISTRY FOR EDUCATION, SPORT, YOUTH
RESEARCH AND INNOVATION

PAIDEIA & AI in Education:

**Transforming Classrooms with Innovation &
Empowering Educators**

Brief Introduction of the DDLTS



DDL
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Directorate for Digital Literacy and Transversal Skills (DDLTS)

- Part of Malta's Ministry for Education, Sport, Youth, Research, and Innovation (MEYR).
- The Directorate focuses on equipping students with essential 21st-century digital and transversal skills.
- **Mission:** Seamlessly integrating digital literacy and transversal skills into Malta's education system through strategic initiatives and projects.

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DDLTS Projects

Digital Education Strategy 2024-2030:

- A long-term strategy for digital literacy in schools that focuses on students, teachers, the greater community, and increasing resources.

AI Guidelines:

- Developing guidelines for educators and administrators on AI tool usage in education. With the aim of enhancing teaching, learning, and assessment practices by providing tailored programs based on students' learning styles.

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Education AI Project

Funded by: MEYR & MDIA

Objective: Address global educational challenges:

- Diverse student abilities
- Digital engagement
- Educational equity

Solution: AI-powered system:

- Preloaded curricula to reduce teacher workload
- Personalized exercises and explanations for each student
- Continuous assessment and proactive intervention
- Gamified homework for better engagement

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DDLTS Projects

PAIDEIA

- An Erasmus+ initiative with DDLTS as one of the EU partners, is dedicated to the integration of artificial intelligence in education, with a focus on empowering educators.

Competitions and Initiatives for Students

- The DDLTS takes part in various initiatives such as Bebras, Embed, and Minecraft competitions with the aim of enhancing students' digital skills such as computational thinking.

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DDLTS Projects

- Strives to provide resources such as the ODPC project as well as inhouse facilities such as labs for training and creative projects.
- Provides read pens to assist children with special needs.
- Welcomes students from all schools and provides them with hands on activities with the aid of our HODs and support staff.
- Serves to showcase new technologies to students (e.g. VR sets).

PAIDEIA

The integration of artificial intelligence
in education



PAIDEIA Work Packages

WP1 - Management & coordination

WP2 – Research & Preparation



WP3 – Definition of AI & ED competency framework and creation of the spiral curriculum



WP4 – Implementation & piloting



WP5 – Sustainability & policy exploitation

WP6 - Impact & Dissemination

The M.E.L. Strategy

The **M.E.L. strategy** stands for **Monitoring, Evaluation, and Learning**. It is used in educational and development programs to systematically track progress, assess impact, and inform decision-making.

- **Monitoring:** regular collection and analysis of data to track the performance of educational initiatives against set targets to ensure activities are on course and any need adjustments are identified.
- **Evaluation:** assessing the outcomes and impact of educational policies and programs to determine if the objectives are being met and provide evidence on the effectiveness of interventions.
- **Learning:** using insights gained from monitoring and evaluation to improve ongoing and future programs. It supports adaptive management, ensuring that lessons learned are applied to refine strategies and increase impact.



Current work being done related to PAIDEIA

DDLTS is working on several ongoing research projects with Educators and Stakeholders

- Survey with teachers related to their perception and experience (if any) with AI.
- Interviews with various academics and professionals (sociology, anthropology, and pedagogy).
- Focus groups with teachers of various levels.



Work being done by DDLTS related to PAIDEIA

DDLTS will work in close collaboration with the other EU partners to:

- Identify the policies, strategies and measures in AI in education in participating countries in the project and on a European and International Level.
- Analyse the achievements of the policies and measures in place and provide policy recommendations to reach objectives.
- Mapping of the main stakeholders that are interested in AI in Education.
- Organisation of the final conference of the project.

Aspects being looked at through the PAIDEIA project:

1. Conceptual Foundations and Pedagogical Innovation

- Clarify AI concepts and its role as a pedagogical innovation.
- Address challenges and ethical considerations in AI-driven education.
- Focus on digital competence, technical skills, critical and media literacy.

2. Inclusive and Interdisciplinary Approaches

- Ensure inclusive education and accessibility.
- Provide authentic, interdisciplinary learning experiences with real-life applications.
- Promote interactive, collaborative, and cooperative learning environments.

Aspects being looked at through the PAIDEIA project:

3. Practical Implementation and Professional Development

- Emphasize continuous professional development for educators.
- Balance AI tools with human input to enhance teaching effectiveness.
- Apply AI basics based on competence frameworks for practical and interactive teaching.

4. Assessment and Empowerment

- Implement AI in assessment to personalize learning.
- Empower educators and students through AI tools to create meaningful and interactive learning experiences.



Curriculum Goals

- Basic Awareness of AI
- Impact of AI in Teaching and Learning
 - Teaching with AI
 - Guiding students how to learn with AI
- Ethical and Legal use of AI

Thank you!

