Project No 2019-1-PL01-KA201-065421 ” Effective strategies in students' reading education”

„Digital infrastructure in Lithuanian schools: IT possibilities and implementation“

Kęstutis Viselga

2021 m.

The aim and objectives of the Module

Aim	• Improvement of digital infrastructure in educational institutions
Objectives	• To provide theoretical and practical knowledge for educational institutions considering digital infrastructure improvement.
Actuality	• Educational services should work properly. To reach this aim, infrastructure and services (websites, portals, Wi-Fi, Clouds) should be widely accessible.

Introduction

According to DigCompOrg, the digital infrastructure consists of 10 descriptors:

Acceptable Use Policy Implemented.

Investments in digital technologies are based on pedagogical and technical expertise.

Digital learning technologies allow you to learn anywhere, anytime.

The principle of bring your own device (BYOD) is encouraged.

Reduces the risk of inequality and pursues digital inclusion.

Technical and user assistance is provided.

Assistive technologies help meet special needs.

Measures are in place to ensure privacy, confidentiality and security.

Procurement is clearly planned effectively.

An action plan for the provision of ICT basic infrastructure and services has been implemented.

Investment in digital technologies

1 topic

Why should we invest in digital technologies?

1) Enriches education;

2) Provides with new educational possibilities;

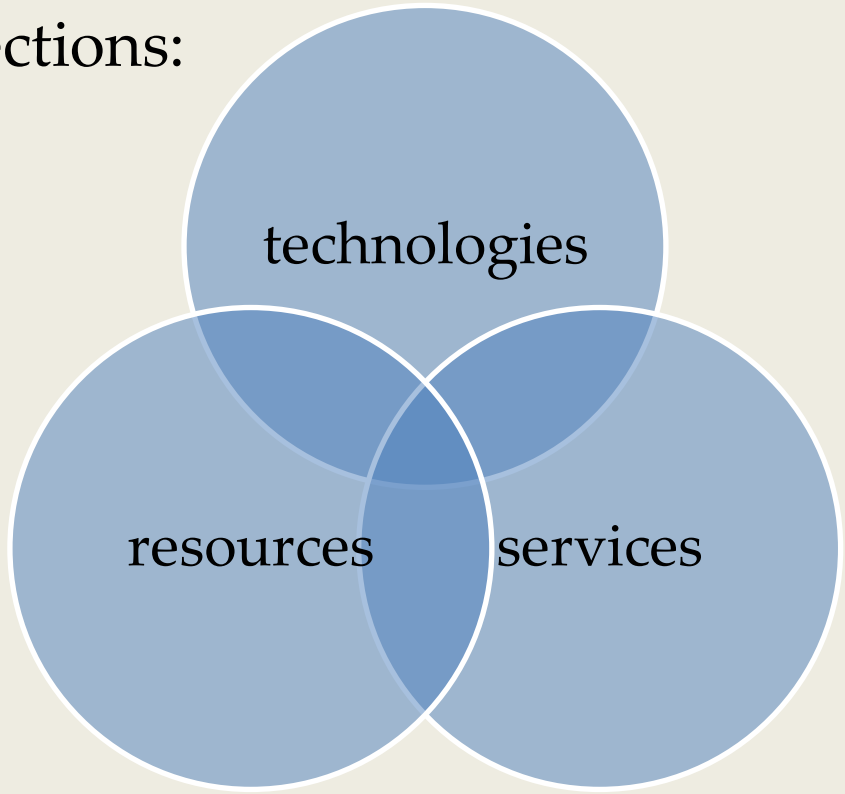
3) Improves educational productivity;

4) <...>

Main aspects

Investment in digital technologies must be based on pedagogical and technical expertise.

- Investment directions:

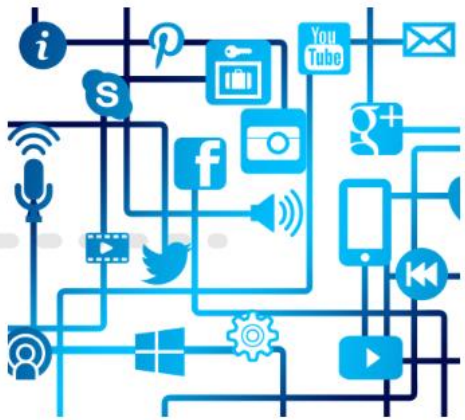


PAGRINDINIAI RODIKLIAI

Kompiuteriai (įrenginių/mokinių santykis)

Saugus belaidis tinklas mokykloje

Internetinis ryšys - duomenų perdavimo sparta (ES tikslas iki 2025 m. visos mokyklos 1 GB/s)



Interaktyvios lentos

VMA naudojimas

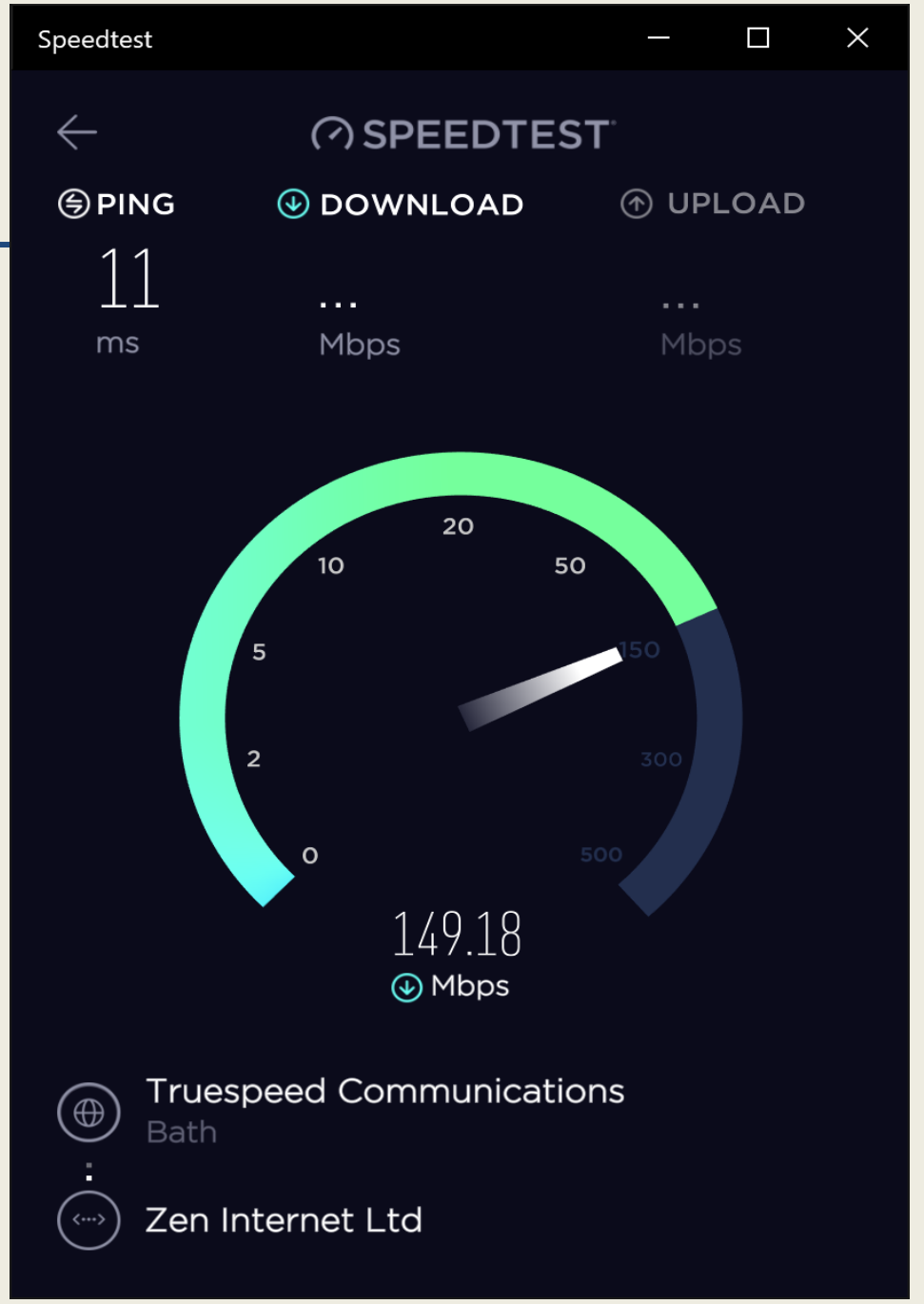
Internet speed – transport road

Road speed is measured - km / h. We all know and see the daily movement of cars.

After all, how we measure the speed of the Internet and how much we need it is, we use it daily and will use it in the future.

Answer: Gbps, Mbps, kbps, bps

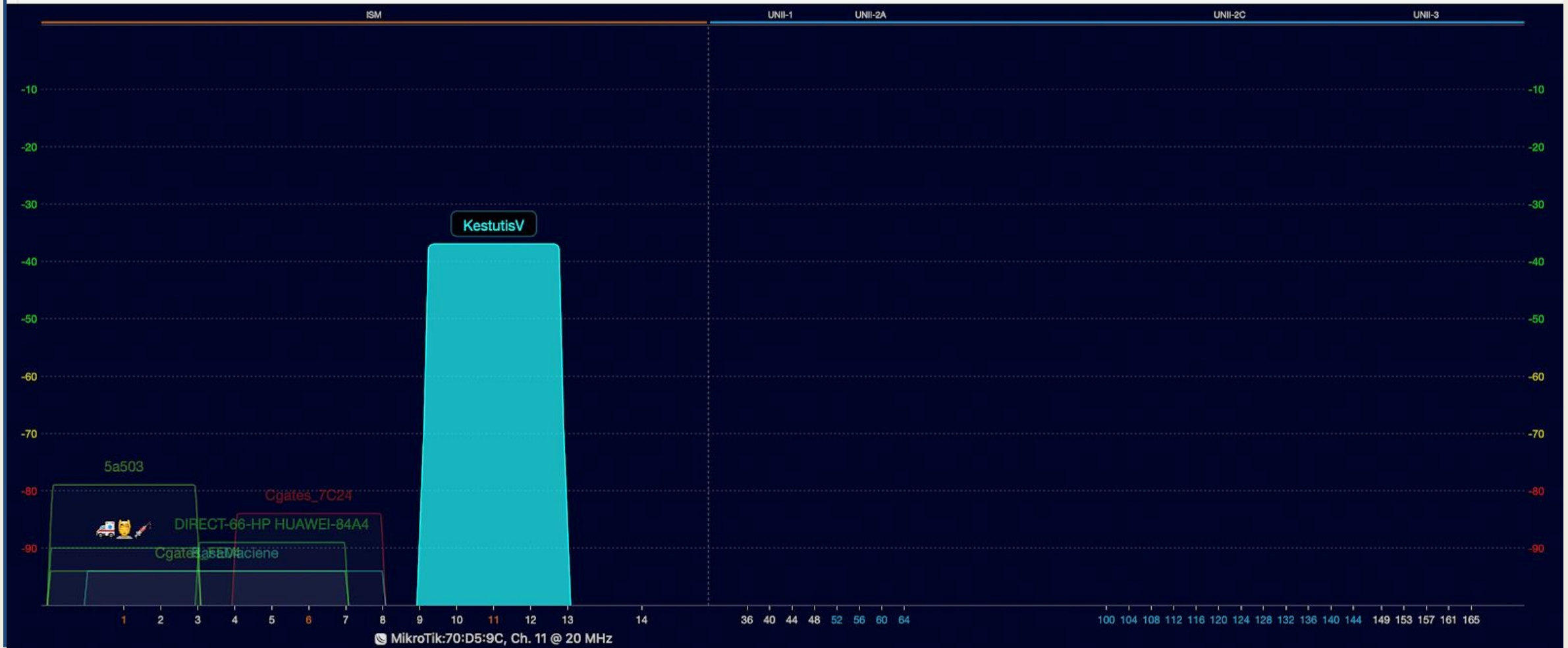
www.speedtest.net



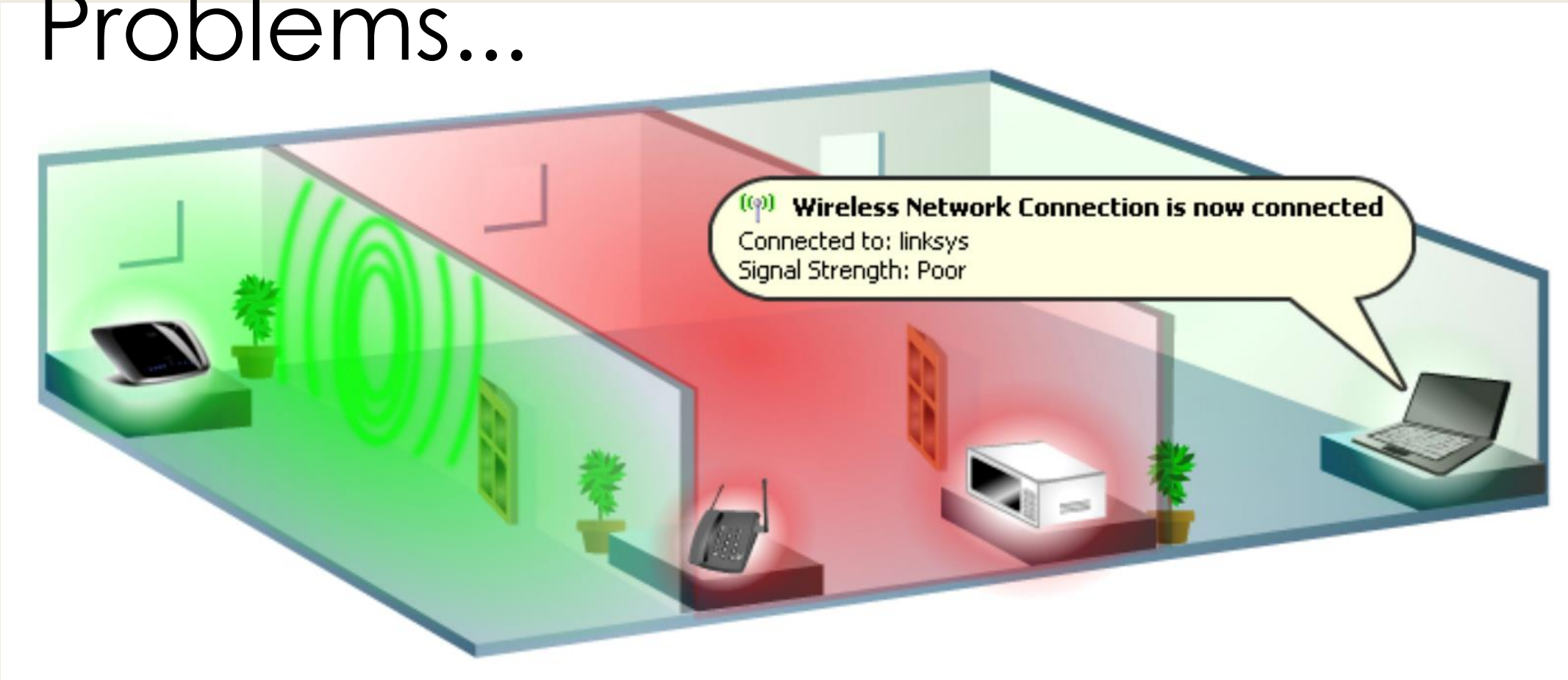
All | 2.4 GHz | 5 GHz | Open | Secure

Filter

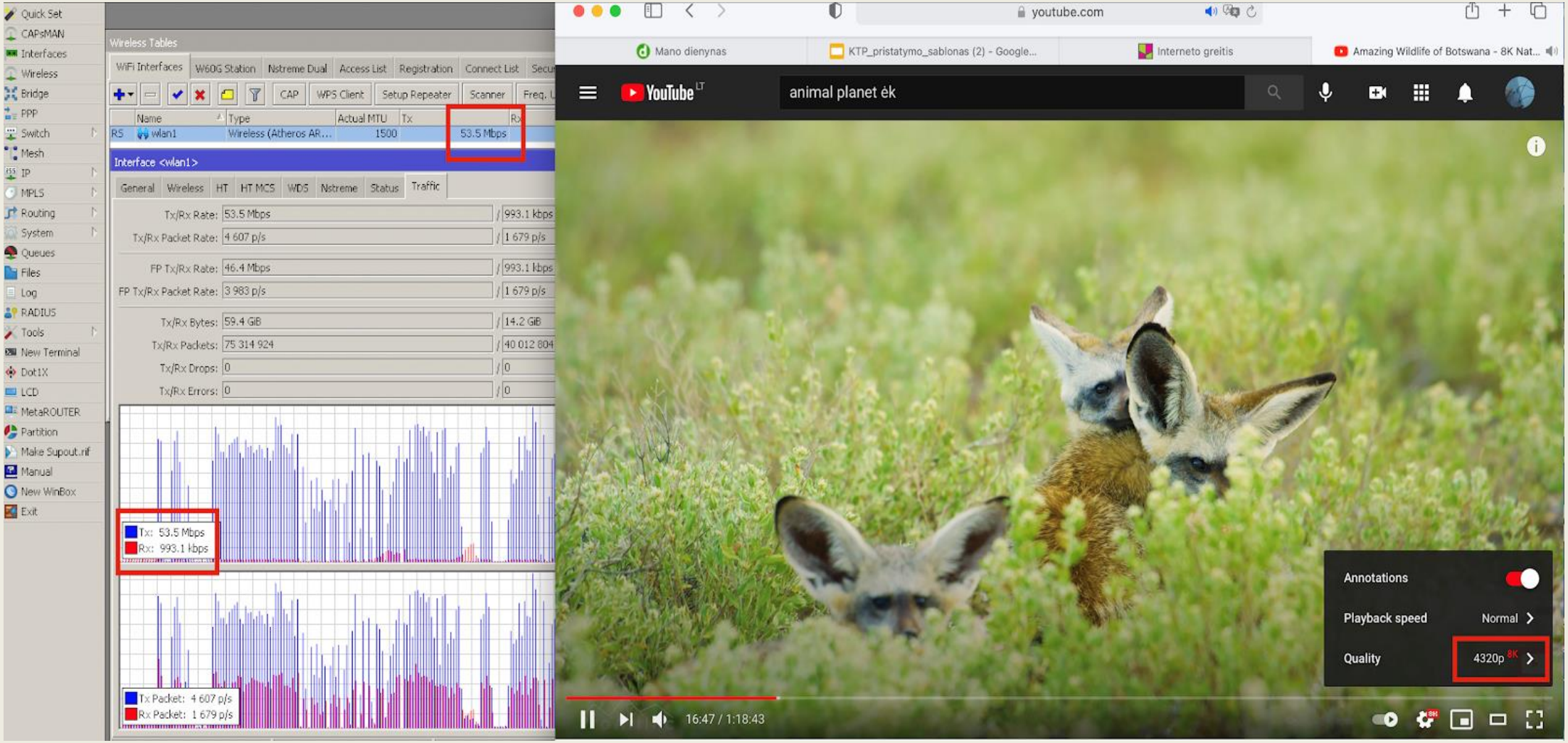
BSSID	Network Name	Vendor	Signal	Channel	Channel Width	Band	Mode	Generation	Security	Max Rate	Seen
64:D1:5...0:D5:9C	KestutisV	MikroTik	-37 dBm	11	20 MHz	2.4 GHz	b/g/n	Wi-Fi 4		144.4 Mbps	2 sec ago
64:D1:5...6:3E:9D	5a503	MikroTik	-79 dBm	1	20 MHz	2.4 GHz	b/g/n	Wi-Fi 4		144.4 Mbps	2 sec ago
A0:AB:1...E:7C:27	Cgates_7C24	D-Link International	-84 dBm	6	20 MHz	2.4 GHz	b/g/n	Wi-Fi 4	WPA2 (PSK)	144.4 Mbps	2 sec ago
A0:AB:1...E:35:9F	Cgates_359D	D-Link International	-89 dBm	1	40 MHz	2.4 GHz	b/g/n	Wi-Fi 4	WPA/WPA2 (PSK)	300 Mbps	25 sec ago
06:0E:3...1:4D:66	DIRECT-66-HP HUAWEI-84A4	HP Inc.	-89 dBm	5	20 MHz	2.4 GHz	g/n	Wi-Fi 4	WPA2 (PSK)	72.2 Mbps	2 sec ago
D4:CA:...2:C0:C5		MikroTik	-90 dBm	1	20 MHz	2.4 GHz	b/g/n	Wi-Fi 4		144.4 Mbps	2 sec ago
58:D5:6...A:46:43	Cgates_4640	D-Link International	-91 dBm	1	20 MHz	2.4 GHz	b/g/n	Wi-Fi 4	WPA2 (PSK)	144.4 Mbps	50 sec ago
00:15:6...50:18:50	siltinklai.619.90	Ubiquiti Networks Inc.	-91 dBm	108	20 MHz	5 GHz	a		WPA (PSK)	54 Mbps	50 sec ago
1C:5F:2...9:B5:34	Cgates_B532	D-Link International	-92 dBm	1	20 MHz	2.4 GHz	b/g/n	Wi-Fi 4	WPA2 (PSK)	144.4 Mbps	25 sec ago
C4:E9:0...4:FE:07	Cgates_FE04	D-Link International	-94 dBm	1	40 MHz	2.4 GHz	b/g/n	Wi-Fi 4	WPA2 (PSK)	300 Mbps	2 sec ago
74:DA:3...1:9D:B2	RasaMaciene	Edimax Techology	-94 dBm	2	40 MHz	2.4 GHz	b/g/n	Wi-Fi 4	WPA2 (PSK)	300 Mbps	2 sec ago



Investment to the Internet. Problems...



Investment to the Internet



Distant conferences

„Labai gerai įrengtos klasės“ modelis

Europos Komisijos atlikto tyrimą apie IKT taikymą švietime. Vienas iš tyrimo tikslų buvo sukurti „Labai gerai įrengtos klasės“ koncepcinį modelį,

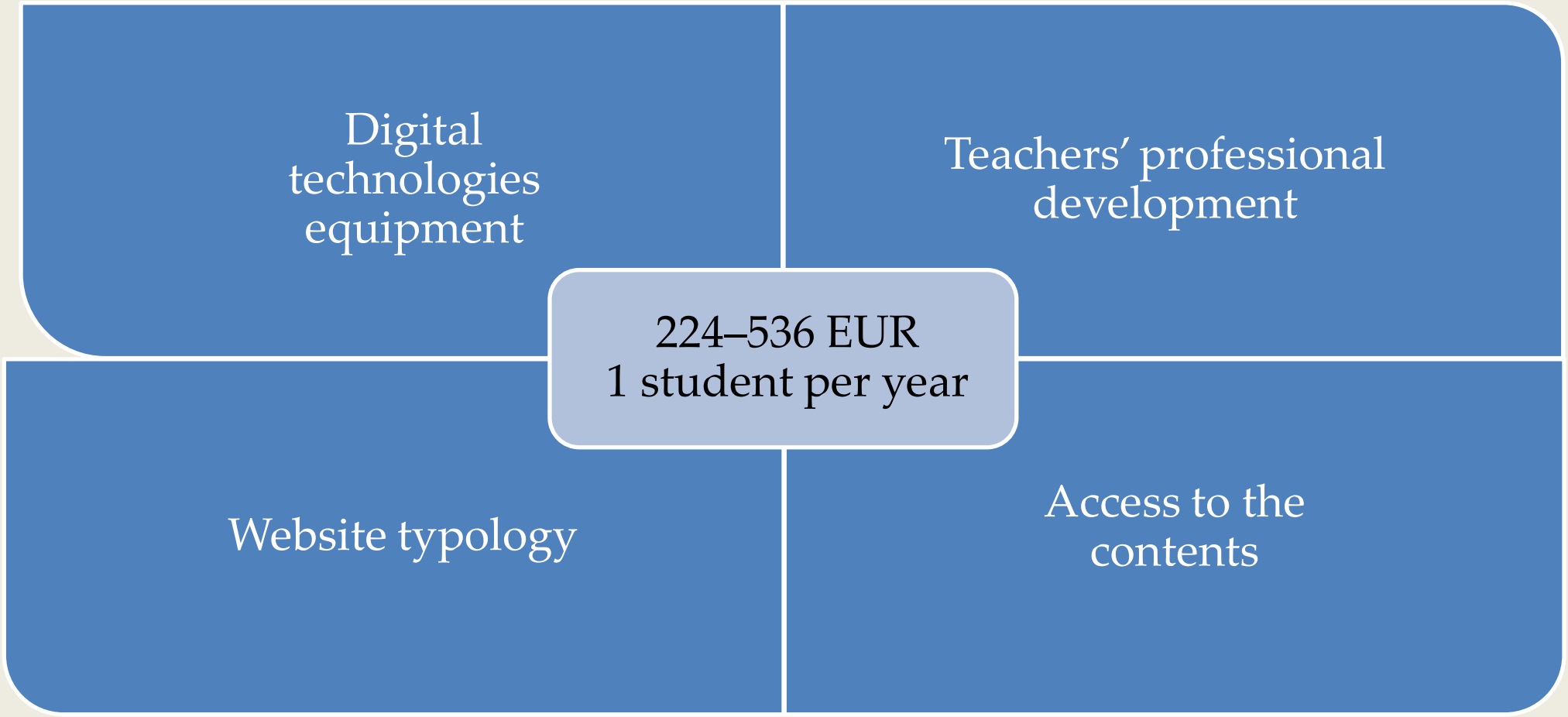
3 scenarijai:

Pradinio lygio;
Išplėstinis (pagerintas);
Pažangiausias (pranašesnis).

„Smart class“ model

	Entry Pagrindinė	Advance Pagerinta	Cutting-Edge Pranašesnė	Kaina 1 mok. per metus
Technika	1 : 3 mokiniams	1 : 3 mokiniams	1:1, el.skaitytuvai	91-150
	projektorius	Interaktyvi lenta	Interaktyvi lenta	
	Mirokontroleriai programavimui	Microkontroleriai programavimui	Microkontroleriai programavimui	
	Office (word)	Office (word),3D modeliavimo	Office (word),3D modeliavimo Video/audio redagavimo	
		VMA	VMA	
			Virtualios realybės įrenginiai	
	Tinklas, wifi	Tinklas, wifi, stebėsenos įranga	Tinklas, wifi, stebėsenos įranga	48-226
Mokytojų kvalifikacija	seminarai	Seminarai, platūs kursai, parama/coaching klasėje	Seminarai, platūs kursai, parama/coaching klasėje Pastovi parama, lyderystė	55-110
	Webinarai Atvirieji kursai Web tinklas	Webinarai Atvirieji kursai Patirtimi besidalijanti bendruomenė	Webinarai Atvirieji kursai Patirtimi besidalijanti bendruomenė	
Turinys	Mokymo pr. įranga	Mokymo pr. įranga, apps	Mokymo pr. įranga, apps, mokykliniai rinkiniai	Atvir. ištekliai 30-50
	El.vadovėliai	El.vadovėliai, e-knygos	El.vadovėliai, e-knygos	
	Žaidimai	Žaidimai, virtualios lab.	Žaidimai, virtualios lab.	
			Pastovi parama, įvairus turinys	
				224-536

Investment


Digital technologies equipment
Teachers' professional development
224–536 EUR
1 student per year
Website typology
Access to the contents

Overview at schools

Information and communication technologies in education

In early 2019, the European Commission published a study entitled "School Overview: Information and Communication Technologies in Education".

Results.

The proportion of pupils in well-digital schools varies widely in Europe, with the highest in the Nordic countries ranging from 35% to 72%. In Lithuania, from 36% to 53%, respectively: better in primary schools, worse in basic and secondary schools.

Study „Mokyklų apžvalga: informacinės ir ryšių technologijos švietime“ (angl. Survey of Schools: ICT in Education)

The report states that:

In Lithuania, schools are well equipped with digital equipment (computers, cameras, digital whiteboards).

Nearly a third of schools have high-speed internet speeds in excess of 100 Mbps, which is above the European Union average.

However, fewer Lithuanian students use a computer at school for study purposes than the European Union average.

The report indicates that a particularly large number of students in Lithuania use a smartphone for study purposes during their lessons and, according to this indicator, significantly exceed the European Union average.

The report also notes that Lithuanian schools strongly promote the use of digital technologies in teaching and learning.

Learning according to the principle“from anywhere, any time“

2 tema

Leraning „from anywhere, any time“. What’s that?

The boundaries of learning can be expanded as learning resources and content can be accessed anytime, anywhere.

However, learning content cannot be static. Increasingly, video streaming or video conferencing is being used, with external speakers or experts in a particular class being invited. Therefore, there is a need to have a high speed internet connection due to bandwidth requiring applications.


SAMSUNG

The concept of a good school

„Open educational environment - the transition from traditional classroom spaces to “classroomswithout borders”: the educational process can also take place in corridors, lobbies, the library, the school yard and other internal and external school spaces.

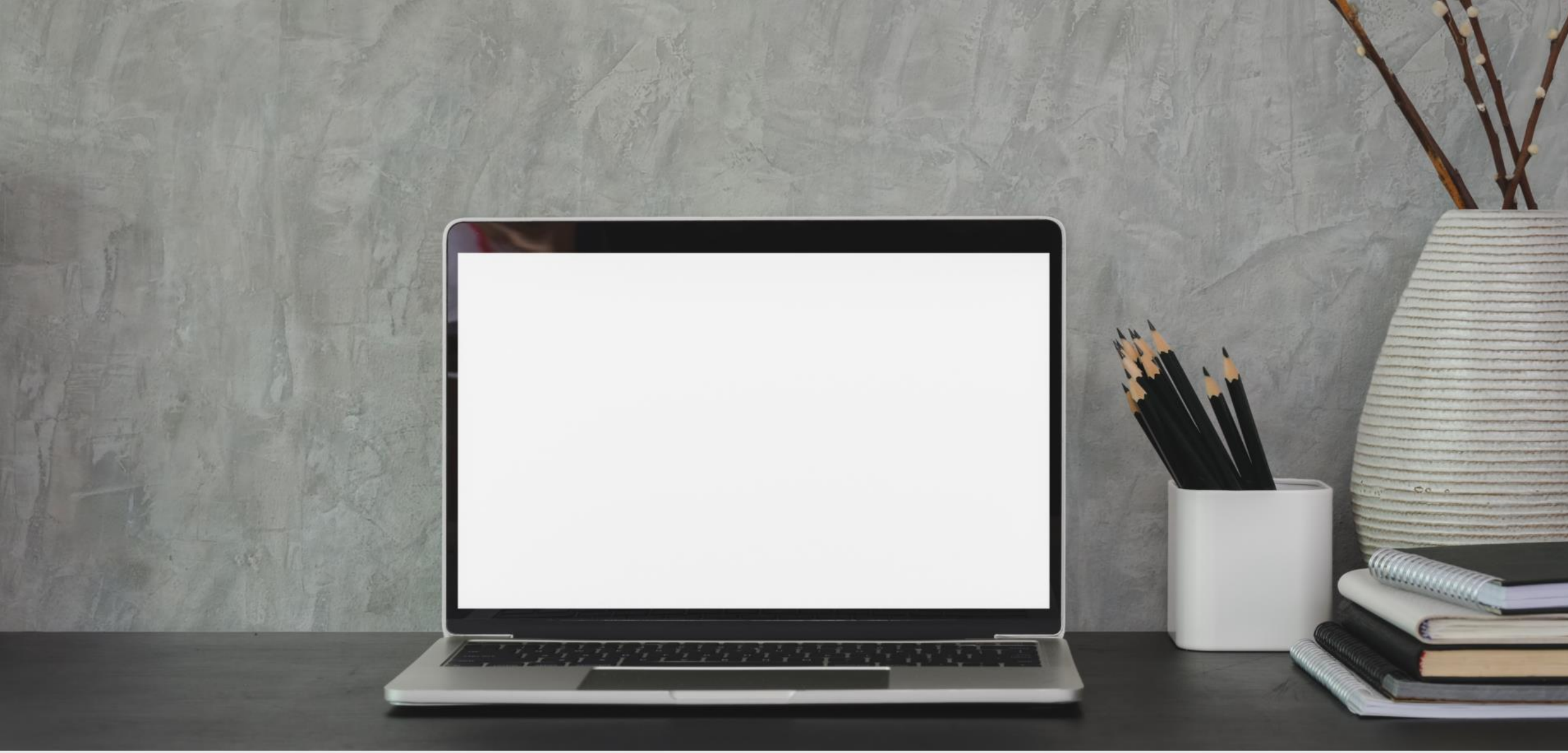
Discussion Learning to WHEN

Mokymasis pagal principą „bet kur ir bet kada“

Share your experience of organizing learning "anywhere, anytime".

The BYOD principle is to bring your device

3 topic



Ar teko girdėti apie principą BYOD?

BYOD. What's that?

BYOD – En. Bring Your Own Device, in Lithuanian - bring your mobile device.

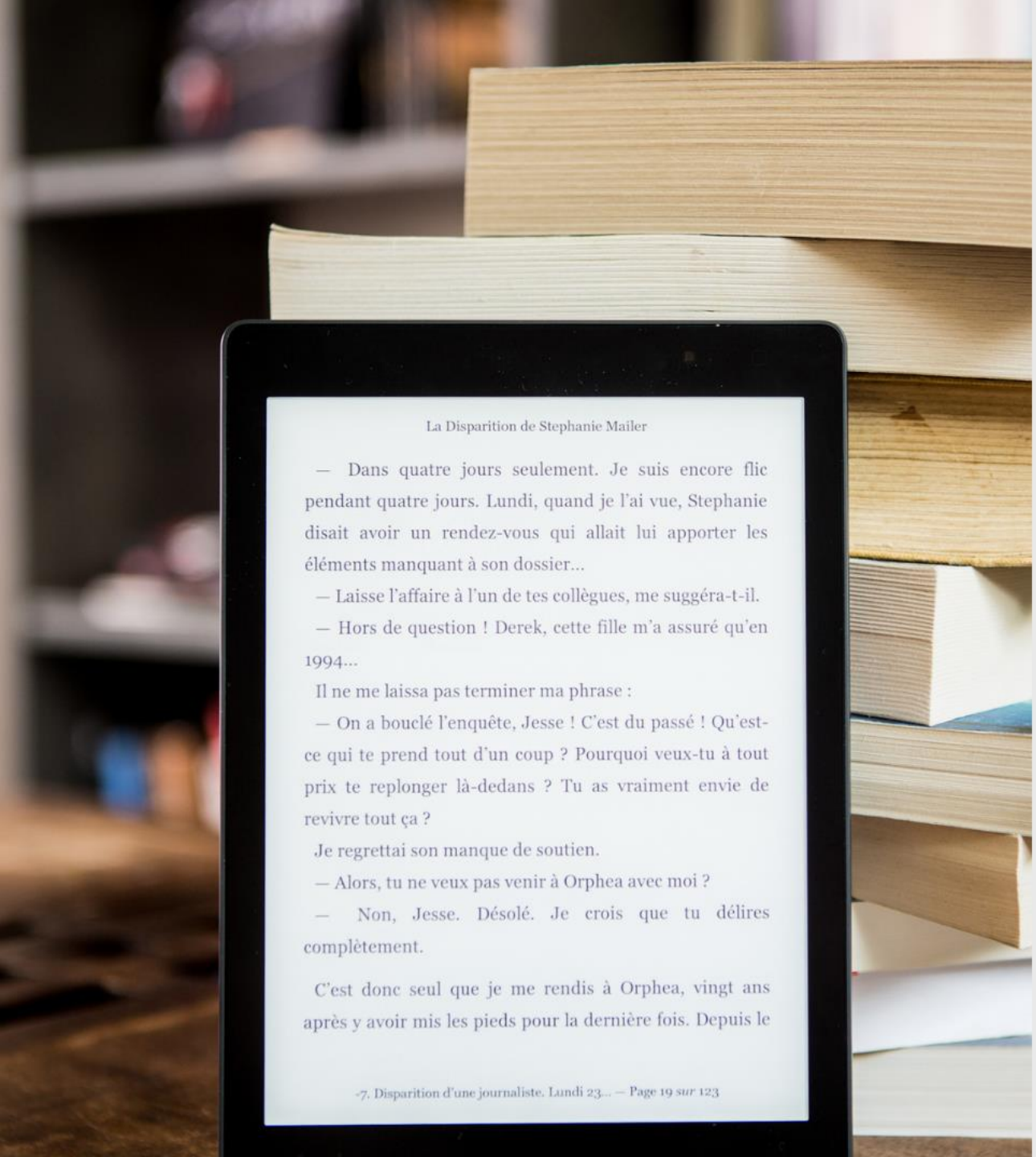
This is a practice where students carry their mobile device to school and use it for educational purposes. This practice is rapidly gaining popularity.

Keletas svarbiausių dalykų, ketinantiems taikyti šią praktiką savo mokyklose

Operacinė sistema. Pirmiausia reikėtų nuspręsti, ar mokykla rinksis vienos operacinės sistemos įrenginius, ar skirtingų.

Lygios galimybės.

Kadangi mokinių finansinės galimybės nėra vienodos, mokykla privalės užtikrinti, kad mokiniai, kurie negali nusipirkti savo įrenginio, bus aprūpinti planšetiniais kompiuteriais už mokyklos ar rėmėjų lėšas.



Vadovėliai, programėlės ir kita mokomoji medžiaga.

Mokykla turės priimti bendrus susitarimus su el. vadovėlių leidyklomis ir mokinių tėveliais, reglamentuojančius, kokiu būdu bus įsigyjama reikalinga mokomoji medžiaga ir sukeliama į mokinių planšetes.

Bevielis interneto ryšys.
Būtina užtikrinti, kad visoje mokyklos teritorijoje mokiniai be trikčių galėtų jungtis prie bevielio ryšio stotelių.

Kiti susitarimai.

Be abejo, bus svarbu susitarti, kad mokiniai atsineštų įrenginį į mokyklą jau pakrautą, arba (ypač jei mokiniai namo įrenginių nesinešios) sudaryti sąlygas krauti įrenginius mokykloje. Bus svarbūs ir susitarimai dėl netinkamo turinio planšetėse, privatumo, publikavimo, tinklo etiketo ir kitų dalykų.

Possible BYOD usage scenarios

Scenario 1: Informal individual teacher initiative.

Scenario 2: Voluntary application of BYOD to senior students.

Scenario 3: A scenario planned and maintained by the whole school.

Kas yra Litnet?

Litnet

Lietuvos mokslo ir studijų kompiuterių tinklas (LITNET) – valstybinis kompiuterių tinklas, jungiantis Lietuvos Respublikos mokymo, mokslo ir tyrimo institucijas bei teikiantis duomenų perdavimo ir interneto paslaugas visoms aukštosioms mokykloms, mokslo institutams, kitoms mokslo ir studijų sistemos institucijoms, daugeliui švietimo ir kultūros įstaigų, bibliotekų bei muziejų.

sprendimai.

LIT NET Lietuvos mokslo ir studijų institucijų kompiuterių tinklas MOKYKLOMS

Internetinis ryšys

Švietimo įstaigoms yra suteikiama galimybė turėti nuolatinį ryšį į interneto tinklą.

Belaidis tinklas

LITNET KTU techninis centras padeda įsirengti saugų belaidį tinklą. Paslauga gali būti teikiama VISOMS švietimo įstaigoms.

Vardų registracija

Adresų srities simbolinių pavadinimų registracija **lm.lt** zonoje.

Elektroninis paštas

El. pašto adresai kuriami naudojant adresų srities simbolinį pavadinimą lm.lt zonoje ar/ir pagal įsigytą institucijos adresų srities simbolinį pavadinimą (domeną).

Tinklalapių priegloba

Nemokami planai internetinių svetainių prieglobai: MAXI (profesionalams) ir MINI ("žaliems").

Mokymai

Pagal poreikį paslaugų naudotojams organizuojami mokymai, teikiamos konsultacijos.

Recommendations to do the tasks

The individual task “Secure wireless network at school” is designed to assess the current situation in the school, on the basis of which recommendations can be prepared for the development of school computer networks, ensuring a safe electronic space for children.

- **Get acquainted with LITNET services „Safe Wi- fi at school“, address** https://www.lm.lt/paslauga/belaidis-tinklas**.**

Evaluate the possibilities of using this service in the organization and prepare a report about it. Make 10-12 slides.

Recommended guidelines

All students participating in BYOT must adhere to community ethics and other rules that apply to the school.

Each teacher is free to allow and regulate the use of personal devices in the classroom for specific projects.

The devices brought to the school must be in silent mode, unless the teacher allows otherwise. The headphones can be used with the permission of the teacher.

Devices may not be used to solve tasks, quizzes or tests.

Pupils are prohibited from filming and taking photographs on the mobile phone or mobile devices in and around the school, unless the teacher allows otherwise.

Recommended guidelines

Devices can only be used to access files or websites that are associated with a class application.

Students are informed that content filtering will be applied to the Internet connection and any attempt to bypass network filters is prohibited.

It is forbidden to use insecure, virus-infected devices in the school network.

Students and parents should be aware that school administrators may search for devices if they are suspected of violating the student code of conduct. If the device is locked or password protected, the student will need to unlock it at the request of the school administrator.

Printing from personal devices at school is not allowed.

Personal devices must be charged before school and must be battery-powered at school.

Task

The task is to take over good practice and apply it in your institution.
Find and study examples of Acceptable Use Policies (PAPs) online.
Develop a policy for the acceptable use of your institution for students and staff.

Reducing the risk of inequality and pursuing digital inclusion

4 topic

Reducing the risk of inequality

The organization takes into account that students from poorer socio-economic backgrounds are at risk of experiencing inequality.

A problem

All too often, our education systems promote inequality - the needs of the poor are ignored, education depends on the social situation of parents, and poverty and disadvantaged opportunities in the labor market are passed on from one generation to the next.

A problem

The same law applies in school as in our society: the richer a person is, the earlier. At least that is what the students who participated in the survey of Klaipeda University are convinced of.

48 percent. respondents stated that a student's social status influences a teacher's assessments;

45 percent argued that suggestions by richer children in class meetings are gaining more acceptance;

68 percent. admits to feeling happier and more confident if they were richer.

A problem

2017 The Commission's Education and Training Monitoring Bulletin is the sixth annual report to discuss the development of EU education and training systems in one place, with a wealth of validated data.

The bulletin assesses the EU's progress towards six education and training targets for 2020:

1) the share of people who have not completed education and training programs (18-24 years old) should be less than 10%;

2) those aged 30–34 who have acquired tertiary education. the share of older people should be at least 40%;

A problem

3) not less than 95% children between the ages of four and the age of primary education should participate in educational programs;

4) the proportion of 15-year-old students with poor reading, maths and science skills should be less than 15%;

5) 82 percent. people with a recent secondary or tertiary education (aged 20-34) who are no longer in education or training should be recruited;

6) not less than 15 percent. adults (25-64) should participate in formal or non-formal learning programs.

Achieving digital inclusion

The concept of digital inclusion has become more widely explored in the scientific literature over the last five years, highlighting the key principles of digital inclusion:

Access to ICT,

ability to use ICT and application of ICT,

defining groups in society that lack digital inclusion and often experience social exclusion (people with disabilities, the unemployed, the elderly, etc.),

analyzing the possibilities for increasing digital inclusion (development of diversity and accessibility of digital services, inter-organizational interoperability, etc.),

benefits.

Kulikauskienė, Šaparnienė, Viešosios bibliotekos veikla socialinę atskirtį patiriančių visuomenės grupių skaitmeninės įtraukties didinimo srityje, 2020

Achieving digital inclusion

Activities:

Provides impartial access to appropriate digital technologies and resources;

Digital pedagogical strategies are chosen, such as contextual constraints on the use of technology (say, accessibility), competencies, expectations, attitudes, misunderstandings and misuse;

Digital technologies and strategies are used, such as assistive technologies for students with special needs (for example, students with physical or mental disabilities; students with learning disabilities);

Achieving digital inclusion

Activities:

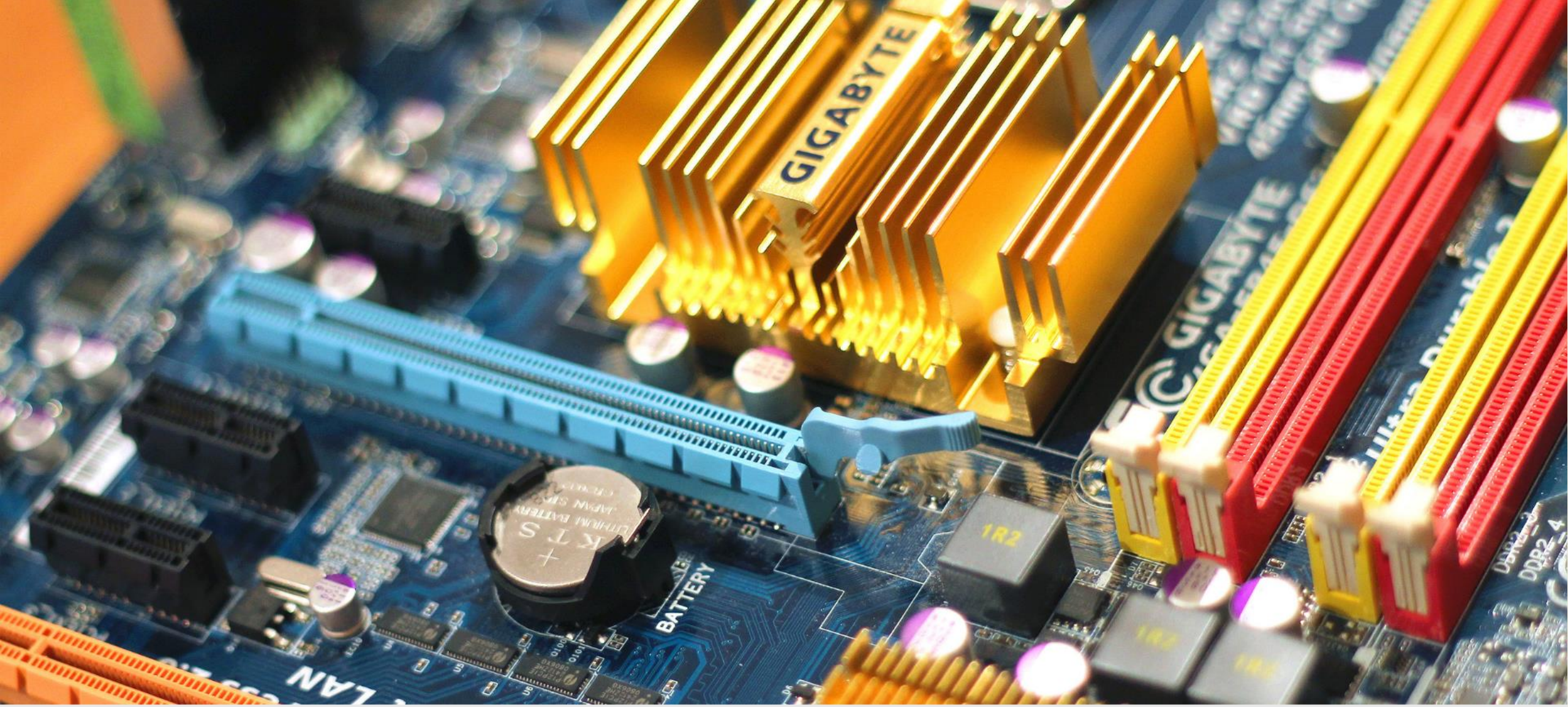
Increasing the availability of resources and digital learning environments;

Potential accessibility issues are taken into account and addressed in the selection, modification or creation of digital resources, and alternative or compensatory measures or methods are provided for students with special needs;

Continuously monitor and evaluate the adequacy of the measures used to improve accessibility and adapt strategies accordingly.

Technical assistance and user assistance are integrated into the digital infrastructure

5 topic



Kas mokykloje teikia techninę pagalbą?

Technical assistance and consumer assistance

Technical assistance is assistance in the event of technical problems with the use of electronic devices required for the successful implementation of digital teaching, learning and assessment.

The coverage of services and the assistance provided (internally or by external suppliers) can be regulated through service level agreements.

A Service Level Agreement (SLA) is an agreement between a service provider and a service recipient on the administration and service conditions of the services provided and the quality parameters of the services provided.

Technical assistance and consumer assistance

The contract should answer the questions:

Why should an organization care about a service level agreement?

How should the required SLA be determined?

Technical assistance and consumer assistance

Services normally provided to consumers:

computer maintenance;

installation, updating, configuration and maintenance of software (Windows, MS Office / Open Office, Outlook, Internet Explorer, etc.) on computers;

software troubleshooting; identification and troubleshooting of hardware (computers, printers);

prevention of computers and their components (updating of antivirus and other essential programs).

Technical assistance and consumer assistance

Remote Assistance

IT assistance is provided remotely using a secure connection to the user's computer.

The customer must download special software that allows the IT professional to connect to the computer and solve computer problems.

Techninė pagalba ir problemos...

Solving digital problems through learning activities

Includes learning activities, tasks, and assessments where students are required to identify and solve technical problems or transfer technological knowledge creatively to make new decisions.

Includes learning activities that encourage students and require:

identify and resolve,

to adjust and adapt,

to evaluate,

to understand,

to help

to take advantage of.

Solving digital problems through learning activities

Includes learning activities, tasks, and assessments that encourage students and require:

identify and resolve technical issues arising from the use of devices and digital environments;

adapt and adapt digital environments to personal needs;

identify, evaluate, select and use digital technologies and possible technological solutions to solve tasks or problems.

use digital technologies in innovative ways to accumulate knowledge

Solving digital problems through learning activities

understand which areas of digital competence need to be improved or updated;

to help others improve digital competences;

seize opportunities for improvement and keep up with digital evolution.

DISCUSSION

Solving technical problems

Discuss:

How can students be encouraged to solve technical problems through trial and error?

What pedagogical strategies can be used to encourage students to transfer their digital competencies to new situations or new contexts?

Measures to ensure privacy, confidentiality and security

6 topic

National legislation

National Cyber Security Strategy

Law of the Republic of Lithuania on the Protection of Minors from the Negative Impact of Public Information

Law on Gambling of the Republic of Lithuania

Law on Education of the Republic of Lithuania

The legislation specifies what public information has a negative impact on minors and is prohibited, and what measures are in place to restrict the dissemination of public information to minors.

KRAŠTO APSAUGOS MINISTERIJA

NACIONALINĖ KIBERNETINIO SAUGUMO STRATEGIJA

National Cyber Security Strategy

Nacionalinės kibernetinio saugumo strategijos (toliau – Strategija) pagrindinis tikslas – efektyviai ir laiku identifikuojant kibernetinius incidentus, užkertant kelią jų atsiradimui ir plitimui, valdant kibernetinių incidentų sukeltas pasekmes užtikrinti galimybę Lietuvos visuomenei saugiai naudotis informacinių ir ryšių technologijų (toliau – IRT) teikiamomis galimybėmis.

National Cyber Security Strategy

1. Strategija nustato svarbiausias nacionalinės kibernetinio saugumo politikos viešajame ir privačiame sektoriuose kryptis. Įgyvendinant Strategiją siekiama stiprinti valstybės kibernetinį saugumą ir kibernetinių gynybos pajėgumų plėtrą, užtikrinti nusikalstamų veikų, kurias vykdant naudojami kibernetinę erdvę sudarantys objektai (toliau – nusikalstamos veikos kibernetinėje erdvėje), prevenciją, užkardymą ir tyrimą, skatinti kibernetinio saugumo kultūrą ir inovacijų plėtrą, stiprinti glaudų viešojo ir privataus sektorių, tarptautinį bendradarbiavimą ir užtikrinti tarptautinių įsipareigojimų kibernetinio saugumo srityje vykdymą valstybėje iki 2023 m.

Cyber Security Act

1 straipsnis. Įstatymo paskirtis ir taikymas

1. Šis įstatymas nustato kibernetinio saugumo sistemos organizavimą, valdymą ir kontrolę, apibrėžia kibernetinio saugumo politiką formuojančias ir įgyvendinančias institucijas, jų kompetenciją, funkcijas, teises ir pareigas, valstybės informacinių išteklių valdytojų ir (arba) tvarkytojų, ypatingos svarbos informacinės infrastruktūros valdytojų, viešųjų ryšių tinklų ir (arba) viešųjų elektroninių ryšių paslaugų teikėjų ir elektroninės informacijos prieglobos paslaugų teikėjų pareigas bei atsakomybę ir kibernetinio saugumo užtikrinimo priemones.

4. **Kibernetinis incidentas** – įvykis ar veika, kuri sukelia ar gali sukelti neteisėtą prisijungimą ar sudaryti sąlygas neteisėtai prisijungti prie informacinės sistemos, elektroninių ryšių tinklo ar pramoninių procesų valdymo sistemos, sutrikdyti ar pakeisti, įskaitant valdymo perėmimą, informacinės sistemos, elektroninių ryšių tinklo ar pramoninių procesų valdymo sistemos veikimą, sunaikinti, sugadinti, ištrinti ar pakeisti elektroninę informaciją, panaikinti ar apriboti galimybę naudotis elektronine informacija, taip pat sudaryti sąlygas pasisavinti ar kitaip panaudoti neviešą elektroninę informaciją tokios teisės neturintiems asmenims.

5. **Kibernetinis saugumas** – visuma teisinių, informacijos sklaidos, organizacinių ir techninių priemonių, skirtų kibernetiniams incidentams išvengti, aptikti, analizuoti ir reaguoti į juos, taip pat įprastinei elektroninių ryšių tinklų, informacinių sistemų ar pramoninių procesų valdymo sistemų veiklai, įvykus šiems incidentams, atkurti.

Law of the Republic of Lithuania on the Protection of Minors from the Negative Impact of Public Information

LIETUVOS RESPUBLIKOS
NEPILNAMEČIŲ APSAUGOS NUO NEIGIAMO VIEŠOSIOS INFORMACIJOS POVEIKIO ĮSTATYMAS

2002 m. rugsėjo 10 d. Nr. IX-1067
Vilnius

1 straipsnis. Įstatymo paskirtis

Šis įstatymas nustato viešosios informacijos, darančios neigiamą poveikį nepilnamečiams, kriterijus, jos skleidimo tvarką, taip pat šios informacijos rengėjų, skleidėjų ir jų dalyvių, žurnalistų ir jų veiklos priežiūrą atliekančių institucijų teises, pareigas ir atsakomybę. Šis įstatymas taikomas visai viešajai informacijai.

Law of the Republic of Lithuania on the Protection of Minors from the Negative Impact of Public Information

4 straipsnis. Neigiamą poveikį nepilnamečių vystymuisi daranti viešoji informacija

1. Neigiamą poveikį nepilnamečiams darančia informacija laikoma tokia viešoji informacija, kuri gali būti žalinga nepilnamečių psichinei ar fizinei sveikatai, fiziniam, protiniam, dvasiniam ar doroviniam vystymuisi.

Papildyta straipsnio dalimi:

Nr. XI-594, 2009-12-22, Žin., 2009, Nr. 154-6959 (2009-12-28), i. k. 1091010ISTA00XI-594

2. Neigiamą poveikį nepilnamečiams darančiai informacijai priskiriama ši viešoji informacija:

1) smurtinio pobūdžio, skatinanti agresyvumą ir nepagarbą gyvybei;

2) kai skatinamas turto naikinimas ar gadinimas;

3) kai stambiu planu rodomas mirusio, mirštančio arba žiauriai sužaloto žmogaus kūnas, išskyrus atvejus, kai toks rodymas reikalingas asmens tapatybei nustatyti;

4) erotinio pobūdžio;

5) sukelianti baimę ar siaubą;

6) skatinanti lošti, raginanti, siūlanti dalyvauti azartiniuose lošimuose ir kituose žaidimuose, kuriuose sudaromas lengvo laimėjimo įspūdis;

Law on Gambling of the Republic of Lithuania

LIETUVOS RESPUBLIKOS
AZARTINIŲ LOŠIMŲ
Į S T A T Y M A S

2001 m. gegužės 17 d. Nr. IX-325
Vilnius

PIRMASIS SKIRSNIS
BENDROSIOS NUOSTATOS

1 straipsnis. Įstatymo paskirtis
Šis įstatymas nustato azartinių lošimų organizavimo sąlygas ir tvarką Lietuvos Respublikoje.

Law on Gambling of the Republic of Lithuania

2. Draudžiama organizuoti lošimus šiose vietose:

1) gyvenamuosiuose namuose, išskyrus tuos, kurių pirmuosiuose aukštuose esančios negyvenamos patalpos pagal namo projektą ir eksploataciją yra pritaikytos kitai veiklai ir turi pagrindinį įėjimą iš gatvės pusės, nesutampantį su įėjimu į namo laiptinę;

2) ikimokyklinio ugdymo įstaigose;

3) bendrojo lavinimo mokyklose;

4) profesinio mokymo įstaigose;

5) aukštesniosiose mokyklose;

6) aukštosiose mokyklose;

7) papildomo ugdymo ir neformaliojo švietimo įstaigose;

9. Draudžiama lošti asmenims, kuriems nėra sukakę 18 metų. Lošimus, organizuojamus lošimo namuose (kazino), gali lošti asmenys, kuriems yra sukakę 21 metai. Jaunesnius kaip 21 metų asmenis draudžiama įleisti į lošimo namus (kazino). Šių reikalavimų laikymąsi privalo užtikrinti lošimų organizatorius.

Important note

The Law on Education of the Republic of Lithuania, in accordance with Article 23, prohibits bullying in cyberspace and prohibits other types of information that despise, humiliate or otherwise degrade a person's personality and dignity.

IT SECURITY TIPS

Use antivirus programs;

Keep the software up to date;

Beware of emails of unknown origin with attachments;

Use firewalls;

Save backups of important files;

Use strong passwords;

Encrypt important messages.

According to the recommendations of the Ministry of the Interior of the Republic of Lithuania.

Task. National legislation

Familiarize yourself with the following legislation:

National Cyber Security Strategy;

Law of the Republic of Lithuania on the Protection of Minors from the Negative Impact of Public Information;

Law on Gambling of the Republic of Lithuania;

Law on Education of the Republic of Lithuania.

Articles

- Studio „Bring Your Own Device FOR SCHOOLS“ https://sitc.vma.lm.lt/pluginfile.php/389/mod_page/content/4/Studija%20%E2%80%9EBring%20Your%20Own%20Device%20FOR%20SCHOOLS%20%E2%80%9C.pdf

Vaino Brazdeikis. Digital-tools of primary education informatics https://sitc.vma.lm.lt/pluginfile.php/389/mod_page/content/4/Vaino-Brazdeikis-Pradinio-ugdymo-informatikos-skaitmenines-priemones.pdf

Education and training in Europe. Inequality persists https://ec.europa.eu/commission/presscorner/detail/lt/IP_17_4261

General advice on IT security issues https://vrm.lrv.lt/lt/apie-vidaus-reikalu-ministerija/bendro-pobudzio-patarimai-it-saugos-klausimais

Educational material on social networks

Learning "anywhere, anytime". Good experience from Kaunas Adult and Youth Training Center:

https://youtu.be/av9rfSyiqWI

https://youtu.be/CLZ2M59quVo

Dr. Natalijos Valavičienės pranešimas „Socialinė nelygybė ir atskirtis visuomenėje: sociologinis požiūris“.Paroda „Mokykla 2019“ https://youtu.be/uQhCDcJsxWo

Nuorodos

- The second research at schools: IT in education https://www.itc.smm.lt/wp-content/uploads/2019/04/tyrimo_pristatymas20190321.pdf

- Executive Summary of 2nd Survey of Schools: ICT in Educationhttps://ec.europa.eu/information_society/newsroom/image/document/2019-10/ictineducation_en_executive_summary_objective2_469AEA24-02DD-E50A-C24FA4E428123AF7_57737.pdf