ORGANISATION
INTERNATIONALE DE
la francophonie

Open Educational Resources Competency Framework
OER

Produced by the Open Educational Resources (OER) expert group of the International Organisation of La Francophonie **IOF** at the Tunis Forum

Ressources Educatives Libres

UNESCO
United Nations
Educational, Scientific and
Cultural Organization

ALECSO

OPEN EDUCATION CONSORTIUM
The Global Network for Open Education

UVT
UNIVERSITÉ VIRTUELLE DE TUNIS

African Virtual University
Université Virtuelle Africaine
Universidade Virtual Africana

Open educational resources (OER) have extraordinary transformative potential. They are a powerful asset to attaining the fourth Sustainable Development Goal (SDG): "Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all". While awareness about OER is progressing day after day, it is essential to make available all the tools conducive to deep and lasting change in practices.

This competency framework shows the commitment of the International Organisation of La Francophonie (IOF), in partnership with the United Nations Educational, Scientific and Cultural Organization (UNESCO), the Arab League Educational, Cultural and Scientific Organization (ALECSO) the Open Education Consortium and the Virtual University of Tunis, to build together on the foundations of shared humanist values and promote the richness of the world's cultural and linguistic diversity to accompany and support the movement of OER.

With a view to developing training that can address diverse audiences, and in order to transmit the four fundamental skills of searching for, reusing, designing and disseminating OER, a coherent approach, integrating educational and technological dimensions, is proposed. Mastering such skills can enable everyone to be an actor of innovation and improvement of the quality and equity of education, and thus join a dynamic community, with global reach, rooted in local realities and needs.

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OER Competency Framework v1.1

Field of competence	D1. Becoming familiar with OER
Abilities	**Capabilities**
D1.1. Distinguish an OER from another resource	1. Define an OER in your own words
	2. List the essential characteristics of an OER
D1.2. List some factors in the emergence of OER	1. Describe the place of education in the Sustainable Development Goals (SDG) of the United Nations
	2. Identify the actors and triggers that have made OER possible
D1.3 : Consider a specific role in the OER movement	1. Identify the "5 Rs" that characterize a copyright-free resource
	2. Determine what your contributions could be to the OER movement

Field of competence	D2. Searching for OER
Abilities	**Capabilities**
D2.1 : Use a search tool to find OER	1. Understand the meaning of the various terms bank, deposit, directory and repository of resources, and be able to recognize them as the source of an OER
	2. Searching for OER on Internet with simple and advanced search mechanisms by manipulating the search parameters in order to modulate the search results of OER as required
	3. Know the major OER repositories and be able to specify those that are the most suited to your needs
	4. Understand the role played by the standardization of metadata in the interoperability of banks
D2.2 : Select appropriate OER	1. Know the quality criteria of an OER
	2. Know the validation mechanisms of the quality of OER
	3. Identify some of the key data in order to correctly attribute an OER
	4. Recognize a licence and know how to determine whether a resource has one

Field of competence	D3.Using OER
Abilities	**Capabilities**
D3.1 : Distinguish between the different types of Creative Commons licences	1. Set out in simple terms the comparative advantages offered by Creative Commons licences
	2. Understand the exceptions to the laws of intellectual property and name at least two of them that apply in teaching
	3. Identify the four basic options for Creative Commons licences, know their initials and explain their meaning
	4. Identify at least one of the reasons given by those who oppose the licensing system
D3.2 : Respect the terms of Creative Commons licences	1. Use a resource licensed under the Creative Commons licensing system
	2. Demonstrate understanding as applied to the Creative Commons licensing system

Field of competence   D4.Creating OER

Abilities	Capabilities
D4.1 : Design OER	1. Produce original or reusable content that can be assembled into a work that may be licensed to become an OER
	2. Know the right practices to design resources that take into account the educational and cultural dimensions of the resource, its technical quality and ergonomics as well as basic concepts in order to ensure its discovery and accessibility
D4.2 : Revise OER	1. Be able to identify and distinguish a modifiable OER in open format (in particular by ensuring the original design format is available)
	2. Know the different options for adaptation of an OER (translation, sound, illustration, accessibility, contextualization, etc.)
D4.3 : Remix OER	1. Know how to create an OER comprising various OER taking into account the specificities of licences and their potential for dissemination
	2. Know how to create an OER comprising various OER and content that is not open within the constraints associated with this type of composite work and specifying the rights associated with the individual content
D4.4 : Co-create OER	1. Distinguish between the different modes of co-creation in order to use them wisely for the creation of OER
	2. Identify the contributors involved in the creation of OER by establishing and clearly stating the levels of contributions and intellectual property of each of them

Field of competence   D5.Sharing OER

Abilities	Capabilities
D5.1 : Choose a licence for an OER	1. Select an appropriate licence for your OER
	2. Recognize which licences are less suitable for reuse when several of them are combined
D5.2 : Assign a licence to an OER	1. Assign a Creative Commons licence to a resource
	2. Demonstrate best practices in the attribution of authorship, for both the authors of the OER and for your own creations
D5.3 : Publish an OER	1. Use an OER within its information envelop and its licence to ensure usability
	2. Make your resource available in every way possible
	3. Identify the major OER repositories in which OER creators can publish their creations
D5.4 : Promote an OER	1. Understand the lifecycle of a resource
	2. Use social networks to publicize OER
	3. Identify communities of practice to discover and analyse the uses of OER

Open Educational Resources
Competency Framework

D1 *Becoming familiar with OER*

D1.1 : Distinguish an OER from another resource
D1.2 : List some factors in the emergence of OER
D1.3 : Consider a specific role in the OER movement

D2 *Searching for OER*

D2.1 : Use a search tool to find OER
D2.2 : Select appropriate OER

D3 *Using OER*

D3.1 : Distinguish between the different types of Creative Commons licences
D3.2 : Respect the terms of Creative Commons licences

D4 *Creating OER*

D4.1 : Design OER
D4.2 : Revise OER
D4.3 : Remix OER
D4.4 : Co-create OER

D5 *Sharing OER*

D5.1 : Choose a licence for an OER
D5.2 : Assign a licence to an OER
D5.3 : Publish an OER
D5.4 : Promote an OER