

# Software

## Competency

Software

## Competency description

I can apply programs to create digital materials (in particular software, text, video, image) and store them in a file format appropriate for my purposes.

## Level

Basic competency

## Taxonomy level

2. Apply

## Column/number in the document

A/45

## Explanatory notes

This competence describes the ability to use different software programs to create digital media such as texts, images, audio, video. This is about selecting suitable tools and saving the created content in matching file formats.

## Rationale

Depending on what kind of digital content is to be created, different software programs are required. Storage in suitable file formats ensures compatibility with different devices and applications.

## Example

Text: Use of text processing programs to create teaching materials/guides. Video: Video editing programs like Adobe Premiere to record, cut and shape video content. Image: Graphic design software like Photoshop to create diagrams, illustrations/graphs. Adequate file format: text as PDF,

video as MP4, images as PNG file.

## Sources

KMK, 2017. Redecker et al., 2019. Brandhofer et al., 2019.

## Teaching material

### Link to other competencies

All competencies that are listed under the Digital Resources section illuminate different aspects that are important for the use and creation of digital media and resources. These competencies build on each other and together form a well-founded approach for competent handling of digital resources in the field of education. These basic competencies aim to provide teachers with necessary skills to effectively use digital resources. A comprehensive understanding of the use of digital resources in education is to be obtained.

## Tagging

Software application, digital materials, file formats, media creation, application programs, content creation, software knowledge, file storage.

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Last update: 2023/11/21 15:13