



# 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



United Nations  
Educational, Scientific and  
Cultural Organization



ALECSO



**OPEN EDUCATION  
CONSORTIUM**

The Global Network for Open Education



جامعة تونس الافتراضية  
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.

Mr Ma-Umba Mabilia  
Director for Education and Youth  
International Organisation of La Francophonie

## Acknowledgements :

### Francophone expert group on open educational resources (OER) :

*Papa Youga Dieng (International Organisation of La Francophonie – IOF), Robert Grégoire (Solva Stratégies Inc.), Adel Ben Taziri (Virtual University of Tunis), Stephen Downes (National Research Council Canada – NRC), Sébastien Hache (Iparcours), Mar Mbodj (Gaston Berger University, Saint Louis, Senegal), Sophie Touzé (Open Education Consortium), Zeynep Varoglu (UNESCO).*

### Participants at the Tunis workshop on open educational resources :

*Christian Ambaud (IOF), Khalid Aoutail (UNESCO Office in Rabat), Molka Belcdhi (Virtual University of Tunis), Lilia Cheniti (University of Sous), Paul Constantin (IOF), Christian Depover (University of Mons), Mame Omar Diop (UNESCO International Institute for Capacity-Building in Africa – IICBA), Michèle Drechsler (Academy of Orléans-Tours), Annick Englebert (Free University of Brussels), Mouhamadou Mansour Faye (Virtual University of Senegal), Daniele Houpert (Academy of Versailles), Mohamed Jemni (Arab League Educational, Cultural and Scientific Organization – ALECSO), Khaoula Jlassi (Virtual University of Tunis), Koutheair Khribi (Arab League Educational, Cultural and Scientific Organization – ALECSO), Jean-François Maynier (Agency of Francophonie Universities – AUF), Eric Seigne (ABULEDU/Data), Ezedine Zagrouba (Virtual University of Tunis).*

### Partners :

*Jilani Lamloumi, President of the Virtual University of Tunis  
Bakary Diallo, Rector, African Virtual University  
Mohamed Jemni, Director of Information and Communication Technologies, Arab League Educational, Cultural and Scientific Organization (ALECSO)*

### Graphic design : Wadia Khaldi (Virtual University of Tunis)

Translated from French by UNESCO

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September 2016



## OER Competency Framework v1.1

Field of competence D1. Becoming familiar with OER	
Abilities	Capabilities
<b>D1.1. Distinguish an OER from another resource</b>	1. Define an OER in your own words
	2. List the essential characteristics of an OER
<b>D1.2. List some factors in the emergence of OER</b>	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
<b>D1.3 : Consider a specific role in the OER movement</b>	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
<b>D2.1 : Use a search tool to find OER</b>	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
<b>D2.2 : Select appropriate OER</b>	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
<b>D3.1 : Distinguish between the different types of Creative Commons licences</b>	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
<b>D3.2 : Respect the terms of Creative Commons licences</b>	1. Use a resource licensed under the Creative Commons licensing system
	2. Demonstrate understanding as applied to the Creative Commons licensing system



<b>Field of competence D4.Creating OER</b>	
<b>Abilities</b>	<b>Capabilities</b>
<b>D4.1 : Design OER</b>	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
<b>D4.2 : Revise OER</b>	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.)
<b>D4.3 : Remix OER</b>	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
<b>D4.4 : Co-create OER</b>	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



<b>Field of competence D5.Sharing OER</b>	
<b>Abilities</b>	<b>Capabilities</b>
<b>D5.1 : Choose a licence for an OER</b>	1. Select an appropriate licence for your OER
	2. Recognize which licences are less suitable for reuse when several of them are combined
<b>D5.2 : Assign a licence to an OER</b>	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
<b>D5.3 : Publish an OER</b>	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
<b>D5.4 : Promote an OER</b>	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

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

**D4**

**Creating 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