**Information on**

**the solution to promote digital education for young people and to ensure their protection from online threats**

1. What are the main challenges that young people in your country face in accessing digital education? Please consider the specific situation of marginalized young people and those in vulnerable situations in your response.

The indicators of the ICT infrastructure in the general education system in the country are as follows:

* The ratio of students to computers in general educational institutions across the country is 12:1.
* A total of 4 ,305 educational institutions across the country have been provided with access to the Azerbaijan Education Network and the Internet.
* In 2023, 43,350 pieces of computer equipment were distributed to educational institutions of the country.

Nevertheless, there are the following challenges in ensuring access to digital education:

* Internet access may be limited in some remote regions and areas;
* Deficiencies in technology infrastructure, including a lack of computers, tablets, or smartphones, can limit students' access to digital learning tools;
* Some teachers need training to effectively use digital tools and online platforms.

1. . What steps is the Government taking to ensure that digital education is accessible and promoted among young people? Please provide examples of specific laws and regulations, measures, policies, and programmed directed at ensuring young people’s universal access to digital education.

* In accordance with "State Program for the implementation of the National Strategy for the development of the information society in the Republic of Azerbaijan for 2016-2020”, approved by the Order No. 2345 of the President of the Republic of Azerbaijan dated September 20, 2016, "Digital Skills" pilot project has been implemented since the academic year 2017-2018.

The project aims to equip students with comprehensive skills on information and communication technology (ICT).

The project focuses on enhancing the teaching of the "informatics" subject. It emphasizes the development of algorithmic thinking, logical reasoning, project-building skills, and the fundamentals of programming.

In 2023, the project reached more than 410 ,000 students in 532 schools across 53 regions.

In 28 general educational institutions (Baku, Sumgait, Mingachevir, Ganja), more than 950 students in X and XI classes were involved in digital skills training.

-The "Code for Future" project is a collaborative initiative between Ministry of Science and Education and educational institutions and IT training organizations.

The project aims to equip students with essential skills and knowledge in the rapidly evolving field of Information Technology (IT). It is designed to meet the demands of the current market economy and adapt to technological changes.

The project spans a four-month duration, offering intensive courses in various IT domains, including programming, network administration, IT specialist roles, system administration, web development, QA and etc.

Over the past three years, within the project more than 4 ,000 students have successfully graduated.

-The STEAM (Science, Technology, Engineering, Art, and Math) project was established in 2019 with the purpose of foster Ing critical and creative thinking, cooperation, and the improvement of 21st-century skills among students. The initiative aims to provide a holistic learning experience by integrating various subjects into a cohesive model, allowing students to tackle real-world problems through a creative process.

The teaching process within the project is implemented in secondary schools, encompassing modules such as "30 printing," "Microbit programming," "Electrical engineering," "Biotechnology," "Nanotechnology," "Robotics," "Genetic engineering," "CNC laser cutters," "Unmanned flight devices (educational drones)," and "Entrepreneurship."

In 2023, the STEAM project covered 400 secondary schools and 25 STEAM Centers. In total, 180,000 students were involved in STEAM education.

-The application of electronic technologies has been expanded. In 2023, more than 19500 video resources were posted on the video.edu.az portal 61 textbooks and methodical materials are posted on the www.trims.edu.az. In total, 1,014 resources for general education institutions are available on the website. The interactive version of the textbooks is posted on the www.e-derslik.edu.az platform. Currently, 351 resources for the general education level are available on the portal.

1. What steps is the Government taking to ensure that young people are protected from online threats? Please provide examples of specific laws and regulations, measures, policies, and programmes.
   * Since 2020, by using "Cisco Umbrella" technology the Ministry of Science and Education ensures safe access of students to online information of Azerbaijan Education Network, which connects all educational institutions across the country and limits the search for harmful information.
2. Can you provide information on any programs or activities your organization has implemented regarding solutions to protect digital education for young people and to ensure their protection from online threats?
   * Seminars are annually organized in connection with "International Safe Internet Day" by the Ministry of Science and Education. V-XI grade students from different cities and regions across the country participate in the seminars. The main purpose of organizing the seminars is to inform students about the current threats in the global network, and to promote safer and more responsible use of online technologies among children and adolescents.