"Innovative approaches in the fields of education, training and youth"

# Erasmus+
# Innovation
# Projects

2023

## Cooperation for Innovation and the Exchange of Good Practices

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EUSKADI
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**This booklet provides a comprehensive summary of the Erasmus+ Innovation projects active in the VET centres of the Basque Country in 2023.**

# Contenido

# VIRTRAIN
## Virtual Reality in Teaching

The general aim of VIRTRAIN is to construct sound knowledge about why and how to make use of Virtual Reality (VR) for language training in VET context. The targets are all parties who have an interest in promoting or experiencing language learning within vocational schools. In particular, the projects focuses on language trainers as well as their counterparts teaching various specialist disciplines within the VETdomain. VIRTRAIN has its main points on mapping the training needs, showing the benefits of VR to the full extent, training the teachers and developing their teaching skills and especially overcome the potential barriers to the use of VR in Teaching and Learning.

Our goal is to tackle the challenge of decreasing people's attention span that actually the technologies are generally lowering since the use of virtual reality can make students not only more engaged but especially more concentrated.

**GOALS:**

Center: ARMERIA ESKOLA LHII

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Project website: https://www.virtrain.eu/

# EMEU4CROSSOVERS (EMEU4C)

**EMEU4CROSSOVERS**
*Engineering Mobility in Europe*

EMEU4CROSSOVERS' goal is to raise awareness of staff, students and industry about the need for and benefits of crossover cooperation between education and industry.

Economy and society are changing rapidly, and collaboration between education and industry needs to change accordingly. During this project partners will work together to create, test and offer crossover experiences in theory and practice allowing students from different study fields to offer solutions out of their vocational area and to develop a flexible mindset.

Virtual activities and study modules will be developed and tested to raise the students' awareness. The initiative will bring out into the open the need for all partners to break down the walls between different vocational educations by developing the project results and by implementing fixed crossover modules in their respective curricula (e.g. ICT and Health Care, Urban Landscaping and Automation).

**GOALS:**

4 QUALITY EDUCATION

8 DECENT WORK AND ECONOMIC GROWTH

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

17 PARTNERSHIPS FOR THE GOALS

Center: UNI-EIBAR-ERMUA BHI

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Project website: https://em-eu.eu/

# D-LIGHT

## Network Building for Digital Learning Innovation in Geriatric Healthcare Technology



The VALUE we wish to achieve within the partnership is to build and validate.

1. A functional, efficient, and INNOVATIVE CLUSTER-BASED inter-regional co-operation partnership model - involving VET schools, employers, and digital learning solutions development resources - for joint identification of emerging VET skills needs and addressing of these needs by joint partnership development of digital learning solutions for common use by all regions.

2. A FULLY DOCUMENTED BEST PRACTISE METHODOLOGY for international co-operation in developing advanced digital learning material together for common use, as a significant development efficiency improvement on the traditional practice of developing solutions for own use at each VET school or within each VET system separately.

3. A STRENGTHENED SYSTEMATIC ROLE OF VET EMPLOYMENT SECTOR REPRESENTATIVES IN VET SKILLS NEEDS ANALYSIS – involving both business and public sector organizations in communicating emerging, observed VET skills needs into a prepared cluster set-up led by Centre of Vocational Excellence (CoVE)-level VET providers, and take part in methodology- and cluster-based international needs comparison for identification of joint transnational relevance and addressing of the needs in question.

**GOALS:**



Center: CALASANZ SANTURTZI

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# CONNECTING-EUROPE!

## Connecting Europe through Blended Mobilities under the Erasmus+ programme -

The Covid-19 pandemic made it clear how vulnerable current ways of organizing mobilities are and forced us to rethink the way we work with internationalization of our students. During the past year virtual mobilities have been piloted/implemented by several of the partners involved in this project and they have proven to be a valuable complement to the traditional Erasmus+ KA1 mobilities. By sharing existing practices obstacles and our experiences will allow us to create and evaluate (existing) tools and methods that enables us to deliver qualitative blended Erasmus+ mobilities an merge these experiences in the project results that will be developed within Connecting Europe. Doing this will enable us to make current and future Erasmus+ KA1 mobilities fit the requirements and quality standards of the new Erasmus+ program 2021 – 2027. Our aim is to improve the collaboration between sending and hosting partners and intermediary and VET providers.

By giving hosting organization a bigger role in the preparations of students, the students will receive accurate and first-han information which will increase their preparedness and readiness to enter their transnational mobility with realistic expectations. This in turn will have a positive effect on their ability to adapt and work in a foreign company.

**GOALS:**

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Project website: https://connectingeurope.eu/

# VET FOR WESTERN BALKAN

The general objective of the call is to contribute to the improvement and modernisation of VET systems in Albanian, Bosnia and Hercegovina, Montenegro and Kosovo.The main objective of the "VET for Western Balkan" project is to initiate and support processes that will make the participating Western Balkan countries take important and secure steps on their way to this goal. All activities of the project carried out by the Balkan partners and the involved EU membership partners in cooperation, serve this purpose, directly or indirectly. The project aims to find constructive solutions to problems and challenges already identified, however also to uncover obstacles not yet recognized – and to tackle them. Not only will the concrete initiatives in the project, but also the approaches and the methodologies that will be used, stimulate the efforts to be done to ensure a positive development in the VET systems. This includes involving all relevant stakeholders and decision makers in the processes to ensure future exploitation and sustainability of the results.

**GOALS:**

Center: CDEA

Contact: Irida Tase

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Project website: https://vet4wb.com/

# TEF
## Tourism Education of the Future

The objectives of the project have been defined as a positive reformulation of the negative situation analysed by the partners. In line with the analysed difficulties, the specific objective of the project is to improve the ability to reduce skills gap between schools and tourism industry.

The specific objective of the project will be achieved through the following results:

- Improved digital competences of teachers and students;

- Improved soft skills of students;

- Improved professional competences of students and professionals.

The achievement of the project specific objective and results will lead to a better quality of VET provision, to an increased employability of students and professionals, and to an improved quality of the tourism offer in the partners' tourism ecosystems.

**GOALS:**

Center: CDEA

Contact: Irida Tase

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Project website: coming soon

# WELEAD
## Women Leadership in tourism, leisure and hospitality

WeLead's overall objective is to improve the quality & relevance of women leadership in tourism education so that women are better equipped to use their skills to embrace leadership roles & empower them to face challenges, especially transition towards climate neutrality.

To achieve this, WeLead's main objectives are:

• Equip VET educators with EYE OPENER knowledge of current facts and best practices relating to challenges, development needs & opportunities faced by women in tourism, hospitality & leisure.

• Develop pedagogic and digital competencies of 60+ VET educators aligned with the principles of SDG5 to develop practical skills needed to become agents of change.

**GOALS:**

Center: CDEA

Contact: Irida Tase

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# AURORA
## AUgmented Reality OERs for Regional Attractiveness

The AURORA project - Augmented Reality OERs Design for Territorial Attractiveness aims to provide students with basic technical skills to increase their labor market opportunities in the tourism and cultural sector. Augmented marketing is catching on faster and faster today especially in the tourism sector, and the need of applying experiential marketing strategies is growing. In this aspect new professions will be in high demand in the future. The project focuses on territorial marketing for tourism purposes but includes the acquisition of digital skills that can be reused in other sectors as well.

In the coming two years partners from three European countries – Italy, Spain and The Netherlands will gather their efforts together to work on AURORA project aiming to:
- provide students with basic technical skills needed for new professions in the tourism and cultural sector;
- connect students with local companies, interpreting their needs and understanding the real future employment;
- contribute to the enhancement of local and European cultural heritage.

The project addresses:
- VET students involved in tourism, communication and marketing that will be able to benefit from the results of the project;
- teachers, who will benefit from the project activities by gaining knowledge that they can also transfer to students not directly involved;

**GOALS:**

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Project website: coming soon

# LEADER
# Scale Up

**LEADER**

Leader Scale Up is a continuation of LEADER that aims to help Vocational Education and Training (VET) students develop appropriate basic soft skills, enabling them to take control of their careers. In most competitive job markets, employers do not only look for technical ability and specialist knowledge. Instead, they seek candidates who can become leaders, and leadership itself depends on both technical and soft skills. Our aim is to reuse many activities of LEADER and make the most of the project by adapting it to multiple forms of training to the needs of the labor market and thus creating diversity in use and target groups. All activities of LEADER Scale Up contribute to the chosen priorities because

1. A big contribution is made to innovation through the reuse of the game;

2. By giving the target group the tools to contribute to create an innovative learning environment and by giving the SDG a prominent place, especially in raising awareness of the importance;

3. The work packages contribute to the flexibility of education such as hybrid & self-regulated learning, the use of new mobile technologies and also professionalize teachers in their use and take innovation. Especially the re-use of a lot of activities and extracting the most out of the project by adapting it to multiple training ways to the labour market needs and creating thus diversity in use and target groups.

**GOALS:**

**4** QUALITY EDUCATION

**8** DECENT WORK AND ECONOMIC GROWTH

**9** INDUSTRY, INNOVATION AND INFRASTRUCTURE

Center: CEBANC

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# ITEACHWELL

Technostress and its negative consequences have been identified and reported. In the education sector, the problem is even more visible and was greatly amplified by the COVID-19 crisis. Nevertheless, not much attention has been given to the teachers, suffering in this new situation, with efforts focused mainly on strengthening their ICT competences.

Identifying the need for a more holistic approach, ITeachWell has the ambition of providing teachers with the necessary support to approach the transition between traditional and online teaching more confidently while reducing the technostress it causes and preserving their wellbeing. ITeachWell tools are expected to have significant positive impact on teachers.

GOALS:

Center: CENTRO DE ESTUDIOS AEG IKASTETXEA

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# PLA(I)N VET

## Inclusion of young learners with special needs into VET through the use of Plain Language

Pla(i)n VET aims to support young learners with special needs in the transition period between school and labour market entry. To obtain a successful bridging of this gap, the learners are empowered and given a voice within VET to decide their own path for allowing professional self-realization. By creating adequate and comprehensive material in Plain Language, a contribution to a more inclusive VET system is made. In the long term, the disadvantaged target group will be considered on the primary labour market, rendering the latter more inclusive. One key objective of Pla(i)n VET is the use and application of Plain Language for the integration and inclusion of learners with special needs linked to accessibility.

The concept of the project relies on the fact that accessibility includes overcoming language barriers and should therefore be part of an inclusive strategy in VET. Plain Language follows a certain structure, design, and expression and needs to be evaluated - these rules are firm, also on a European wide level. In our project, Plain Language is used to make content easier and faster to understand for the target group. This leads to a better involvement of the target group in decision-making processes about their professional future and simultaneously brings about a broader understanding of the use of Plain Language in VET.

**GOALS:**

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Project website: https://kultur-life.de/projekte/plainvet

# SIMPLY digitally INCLUDED SdI

SIMPLY digitally INCLUDED aims to support learners with a refugee or migration background to successfully complete VET, even under difficult conditions e.g. Covid 19 pandemic, to make a significant contribution to the social inclusion of this group. Furthermore, VET teachers should increase their digital competences and readiness through the project results to be able to offer high-quality digital lessons and to be digitally prepared in the best possible way to deal with unpredictable events.

SIMPLY digitally INCLUDED develops a series of podcasts in storytelling format and complementary learning sessions for VET learners with migrant or refugee background to prevent them from dropping out of VET and to empower them in the completion of their training. The second result is a digital toolkit addressed to VET teachers to train them as digital experts in online education and to equip them with methods to succeed in the transformation process from analogue teaching to digital teaching.

**GOALS:**

4 QUALITY EDUCATION

10 REDUCED INEQUALITIES

**Center: Centro Formativo Otxarkoaga**

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# KEYS!

Educational paths have shortened, and migrants enter VET earlier than before, with lower basic skills that they used to develop in integration training or in a language course before entering VET. Due to these changes, education providers involved in migrant education have been facing new challenges.

The objectives of the project are:

- Increasing the number of migrants entering VET and getting a VET degree by developing their key competences

- Smoothening transition from language/integration training to VET levels 1–3 Increasing the employability of migrants and strengthen their social inclusion Developing migrants' key competences so that they can cope with the different work-life situations in terms of continuity of employmen

- Increasing the cooperation between language teachers, VET trainers and employers

- Sharing awareness of the significance of the key competences Sharing and implementing best practices from the participating organizations and countries

**GOALS:**

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Project website: https://keys-project.eu/

# 3H
## Head, Heart, Hand



The general objectives of the 3-H project are to contribute to reduce the number of VET learners who are unmotivated or do not feel well at school through the adoption in Spanish and Italian VET contexts of teaching methodologies that value socio-emotional competencies, possibly also taken from the non-formal and informal education. This can lead to significant innovation in the VET contexts of the two countries. In different European countries there are significant experiences of schools that are strongly incorporating social-emotional aspects into their learning paths. The project wants to study some of these experiences and the approaches that underlie them in order to replicate them in other contexts.

**GOALS:**

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**Project website: https://www.san-viator.eus/es/s/proyectos-formacion-profesional**

# AIDA
## Active Aging for the Elderly People

The AIDA project was born from a need, a need that our partnership detected and that we do not see covered today. That's how AIDA started, five partners from four different countries (UK, Sweden, Greece and Spain) wanting to cover the need of an specific training for people who deal with elderly people with ID, making sure the people that help them through their aging period have had an specific training to cover their needs, that are different from the ones from elderly people without ID.

**GOALS:**

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Project website: https://active-ageing.training/

# CTVR
## Creative Teaching through Virtual Reality

CT:VR project addresses positive use of digital tools in adult educational institutions to ensure more inclusive and interactive learning. Creating VR classrooms will enhance skills development and competences that reinforce creativity. Digital tools should complement traditional learning. We would blend the idea of digital and analog learning to achieve better educational outcomes. Throughout the project we aim to address digital equity. In summary, project objectives are:

• New ability of adult educators to implement VR/AR as part of curricula to be used in distant education

• improved knowledge of innovative pedagogical tools and new technologies in adult education

• improved teaching skills for raising attractiveness and usability of learning over distance

**GOALS:**

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Project website: https://ctvr.eu/

# MOVET
## Mobility for VET in Europe

MOVET aims to contribute to the improvement and modernisation of VET systems in Albania, Kosovo and Montenegro, as well as reinforcing the links between VET and the Labour market, by the mean of organising mobility activities to improve the skills of VET staff and learners, as well as the occupational prospects of young VET students. The projects implementation strategy foresees the following 5 steps: in-field analysis of each WB partner, capacity building and upskilling dedicated to VET staff and trainers, training and technical assistance to staff and managers of WB country, supported, but autonomous, piloting of mobility programs and activities for teachers and learners, training actions to foster equality and inclusion in all WB VET providers' activities.

**GOALS:**

MOVET aims to contribute to the improvement and modernisation of VET systems in Albania, Kosovo and Montenegro, as well as reinforcing the links between VET and the Labour market, by the mean of organising mobility activities to improve the skills of VET staff and learners, as well as the occupational prospects of young VET students.

Center: CENTRO SAN VIATOR

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Project website: http://www.enaip.net/en/movet-en/

# NERDVET
## Think smart! Enhancing critical thinking skills & media literacy



Nerdvet intends to design and implement a Model for integrating in an organic way critical thinking and media literacy skills as learning outcomes within VET curricula. The Model adopts a "critical learning approach" based on a constructivist learning theory, which aims to develop in the student the ability to critically reflect on what he hears, reads and observes as a prerequisite for a conscious and autonomous growth of his knowledge and ability to act responsibly and innovatively.

Based on this model, the project will develop and test a toolkit to support VET teachers and trainers on improving critical thinking and media literacy in VET students: it will be composed by a mix of teaching methodologies, content and best didactical practices tailored for this task and this target.

**GOALS:**

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Project website: https://www.nerdvet.eu/

# GIVE
## Governance for Inclusive Vocational Excellence

The project GIVE (Governance for Inclusive Vocational Excellence) aims at designing and developing a European Platform of Centres of Excellence devoted to innovate VET sector for the social inclusion of individuals belonging to disadvantaged groups.

Particular reference will be given to learners with:

• A migration background

• Disabilities

• Low skills and obsolete qualifications

• A drop-out history

• Special learning needs

• Difficult socio-economic background

**GOALS:**

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Project website: https://www.thegiveproject.eu/

# I-WOBAL

## International Work Based Learning in Highereducation

i-W@BAL

The aim of i-WOBAL (International Work Based Learning in HE) is to build up an international WBL model through an online trainingfor the academic and company facilitators for the development of an innovative and more effective teaching-learningprocess that will revert to the improvement of student employability and will adjust it to what companies need, trainingstudents specifically on market`s demand. We want to actively involve all parties (companies, HE centres and students) showing them the importance of proper training and how it can revert positively for each one of them.

The project will also achieve fast adaptability to the different trends in the labour market, as the produced results will be a versatile product susceptible to change.

**GOALS:**

4 QUALITY EDUCATION

8 DECENT WORK AND ECONOMIC GROWTH

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

17 PARTNERSHIPS FOR THE GOALS

Center: CENTRO SAN VIATOR, CPIFP EGIBIDE LHIPI

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Project website: https://iwobal.eu/

# END- GBV

## Full service to increase capacity and awareness for disrupting gender-based violence in the VET sphere



The project focuses on piloting a full service operating office for students, trainers (incl. administrative staff) and parents so as to increase the capacity and awareness for disrupting gender-based violence in the VET sphere. This will be achieved by improving the development of VET school students, their teachers/staff and interested parents in addressing issues relevant to GBV, to strengthen the existing structures of the institutions by offering an integrated approach through the operation of a full service in the campus that will provide information, training, support and consultations. Within this context, the END GBV in VET project aims at the creation of a more supportive VET school environment for learners in vocational education and training on issues relating to GBV.

**GOALS:**



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Project website: **https://endgbv-in-vet.eu/es/inicio/**

# 21ST CENTURY STUDENTS

'21st Century Students' will offer school learners as well as their educators' different perspectives and approaches to find their interests and strengths in STEM education, while providing a better working knowledge of digital design and manufacturing in line with industry needs. The project aims to tackle skills gaps and mismatches through the creation and rollout of innovative learning tools that better meet the learning needs of students, while also being relevant to our ever-more-technological society.

The products developed during the project:

- Learning materials (students)

- Project-based learning materials & exercises focused on student-centred pedagogy and active exploration of real-world challenges and problems. Platform with online learning material / Online Toolkit

- Short course (staff)

- Teacher / Trainer Handbook

**GOALS:**

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# OLA

## Open Learning for All-enhancing digital Open Educational Resources for inclusion against stereotypes

It aims to give a boost to "open educational resources" and "open educational practices" as an opportunity to reduce the digital divide in the European educational context, building a more inclusive society. Open educational resources - thought of as free digital educational resources, developed collaboratively by networks of teachers with other social actors - already exist, but they are still a fragmented reality, not sufficiently widespread and valued at the institutional level.

The OLA project aims to promote their development and dissemination through: MOOC courses for teachers; creation of guidelines on open educational resources for teachers and publishers; participatory construction of an open access online platform usable by teachers to develop and disseminate multimedia educational scenarios. 80 interdisciplinary scenarios related to STEAM subjects will be developed.

**GOALS:**

Center: CF SOMORROSTRO

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Project website: https://mooc.olaproject.eu/

# VRINVET
## Virtual Reality Mainstreaming and Innovating in Vocational Education and Training

The VRinVET project will test the features of virtual reality (VR) in the Altspace and GLUE environments for education and vocational training, and create new learning spaces for meeting, learning, teaching, co-creation and exchange.

The results will be inspiring VR learning environments and pedagogical models for the use of VR in the pilot fields of mathematics, languages and communications, and electricity.

**GOALS:**

Center: CF SOMORROSTRO

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Project website: https://www.vrinvet.eu/

# DIGITAL LEARNING PATHS - DLP

Our main objectivity of the project (objective 1) is to develop and implement digital education in VET through the use of a digital platform with as key component "digital learning paths. In this way, we contribute to the digital transformation of education.

As we will integrate in our project many stakeholders (other VET-schools, industry, pedagogical experts, we will contribute to a digital readiness and capacity in a broad way. VET: With the development of our results, we want to meet the increasing need for quality in technical training. And we want to increase the influx into technical education, by increasing the attractiveness of VET, which we certainly expect, with our developments.

**GOALS:**

Center: CIFP BLAS DE LEZO LHII

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Project website: https://ariadna.education/courses/

# BE EUROPE BE SOCIAL

There is a worldwide movement in which companies and individuals seek to change the world for the better. Attention to innovative companies with a primary social mission is growing. These social demands call companies not aspire to make financial profits in the first place, but to have a significant activity; as young adults who increasingly express the desire to offer added value to their local society and region.

On the other hand, the situation of young adults in Europe requires greater innovation and the development of a school support network. One form of intervention is tutoring, which focuses on the personal development of young adults. It links generations in the activity of sharing experiences and knowledge.

The "Be Europe, be social" project wants to be the added value of youth mentoring in Europe. It wants to combine social entrepreneurship with mentoring to accelerate the social inclusion of young adults and allow them to use their full potential on their way to the job market.

This project provides a good opportunity to deeply understand the social sphere that must be developed among our European companies. Contributing to social development will be synonymous with everything that Europe represents. This, for a company, is of utmost importance, because its non-profit spirit will be reflected in the development of its community.

**GOALS:**

Center: CIFP HOSTELERIA LHII

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# DIG. INT
## DIGITAL INTERNATIONAL TRAINERS

The proposal aims at assisting Vet organizations in the process of digitalization and creation of effective internationalization competences and strategies.

The project enables both organisations and individuals to level up their capacities and skill sets. In order to do so, the project builds upon the ecological system approach and considers:

- The micro-level of motivation and competences of teachers and learners (Individuals);

- The meso-level corresponding to VET Providers (Organisation);

- the macro-level of regional innovation ecosystems (Territory).

- DIG.INT project gathers organisations with different profiles (public and private VET providers, Professional HEIs, Regional Development and Innovation Agencies) in comparing their internationalization approaches and developing new tools to reach a system impact at regional level.

**GOALS:**

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# MULTIGREEN
## Creative People for Greener Cities

**MULTIGREEN**

**GOALS:**

The project is planned to demonstrate to learners and teachers of VET schools the opportunity to change and to improve the space around them by development sustainable urban design ideas. Vet learners, young design professionals may become leaders of environmental changes by efficient application of multimedia opportunities for better communication of design ideas within local communities and between communities on pan-European level. Young people are motivated to think about their surroundings not just in terms of lived or built space, but as a cohesive system in which humans have a central part to play. Video presentation of design ideas ensures better understanding, attracting more attention of wide audience and efficiently communicate right messages.

The main objective of the project is to ensure the full and effective participation of young designers in the life of society and in decision-making processes by teaching them skills of efficient video presentations. The main goal of vocational training institutions is to equip students and graduates with various competencies in order to develop graduates capabilities in finding jobs, assigning work, entrepreneurship, pursuing the work faced and renewing their work skills. This is common priority for vocational education institutions, but it become especially crucial for training in creative fields where graduators have to be equipped with a proper portfolio and presentation skills.

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# ADMIC
## Assessing Digital Maturity in Colleges



The ADMiC project aims to support colleges, across the EU, adapt to new ways of digital working. This may require digital adaptations and/or enhancements. Partners will work together to produce a self-assessment tool for assessing approaches to create or optimise digital strategy, digital culture, resources and infrastructure required to accelerate the pace of digital transformation. The team will develop joint curricula to upskill VET staff in the skills and competences required to accelerate digital transformation and also develop admic.eu, an open educational resource (OER) that will increase the accessibility to digital resources in the key areas of development required for this transformation.

The project will have a range of quantitative and qualitative measures to assess impact.

**GOALS:**

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Project website: **https://admic.eu/**

# DIGITAL VET

The COVID-19 outbreak has given distance learning major impetus. Nevertheless, vocational education requires application and interaction and must be conveyed in a structural way unique to each student. LRTRO is a teaching method that detects how an individual learns with different learning activities as well as social learning exercises.

The digital training content will be based on a structural approach and LRTRO method. The interactive simulation environment supported by the experimental and applicable projects to be prepared with this project will support the student-centered learning process in distance learning. The aim is to prepare lesson  for a course in "Smart Home Automation Systems" in the field of Electrical-Electronic Technology.

**GOALS:**

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# WBL PRO 2.0

## New era WBL: personalised approach through structured digitalisation PROcess

The project focuses on developing and building/upgrading a digital platform, on the promotion of innovative approaches to WBL, inclusion and consideration of the needs of all key players involved in the WBL process (VET students, schools and companies), use of digital technologies for pedagogical, administrative, technical and organisational change, accessibility of information, enabling learning opportunities, skills development and recognition of learning outcomes.

The strategic objective is to provide the key players involved in the WBL process innovative online tools, resources and methodologies to establish it effectively in a transnational context of school-business cooperation as well as intergenerational peer learning between teachers/trainers and pupils.

**GOALS:**

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# IN AS IN INCLUSION

## In Partnership for Promoting Successful Inclusion in a European Perspective

This ERASMUS+ project appears as a bet that integrates the different knowledge of the institutions, with its strong areas of inclusive competence. The project "In as in Inclusion" seeks to improve the concept at European level of a true Inclusive Education. In this sequence, good practices of school inclusion of different types of students will be presented which serve as an example to most of the centres in the European Union.

Two documents will be created: Inclusive Training Plan (ITP) and an Inclusive Booklet (IB). The latest will integrate the knowledge acquired by the partners in a document that can be used in a functional way within the scope of training activities for educators and teachers. The participants in the project are 6 training centres and one institution.

**GOALS:**

Center: CIFP TOLOSALDEA LHII

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Project website: https://www.inasininclusion.eu/

# DIGITECH



Digitech aims to train teachers to work with digital tools after the pandemic, building further on skills and needs developed during the pandemic. We are going to test and improve the developed toolkits in several existing educational programmes on sustainability.

First, We will focus on facilitating discussions and evaluations of teacher's experiences with using digital tools in the classroom. We will use our lessons learned to improve and strengthen digital educational tools, make them more sustainable, future-proof, and pandemic-proof.

Also, we are investigating how we can improve the content of our developed toolbox. To do this, we are testing it in multiple schools executing different existing educational programmes from our international project partners.

**GOALS:**



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Contact: Juan Luis Nazabal

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# AI4FEMALES

"AI4FEMALES" is a project aiming to create innovative tools for role-model education and fighting of stereotypes and gender discrimination in the field of STEM using as a vehicle the need to acquire new digital skills in AIOT technologies.

The cooperative creation of tools with inclusion of different partners ranging from University, VET schools, researchers, teachers and NGO which include both science communicators and digital designers ensures both the quality of the tools to be designed but also the dissemination of the project to the target groups especially teachers and young students which will be part of the project.

**GOALS:**

Center: CIFP DON BOSCO LHII

Contact: Mikel Gorrotxategi

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Project website: https://ai4females.eu/

# ROBOCUP
## Developing skills
## in safe robotics

The objective is to increase the knowledge and skills of VET students enrolled in robotics -related VET-programs: - Being aware of robot related hazards and being able to identify and mitigate them - Understanding basic safety guidelines for robotic applications - Identifying key elements related to robot safety - Applying provisions of safety standards in different operations with robots (design and manufacturing, programming, maintenance, and machine communication) - Enhancing soft skills relevant to working life (e.g. problem solving, teamwork, presentation skills, English communication, time management) The adaption of VET education for the labour market needs is our driver. 10 VET -teachers from 4 European countries will work together in developing of four MicroChallenges related to safety in robotics: Get a grip! Test for succes! Play safe! and Better together! The MicroChallenges will be tested in collaborative challenges in transnational groups of students. In doing so, the involved teachers and students network and share their expertise and learn from each other. Companies are involved in the content design and in giving feedback. A Manual on how to run the MicroChallenges in safety in robotics is produced, making it possible for institutions and organisations outside the partnership to run these or similar MicroChallenges. Video tutorials and testimonials will help to grasp the content and the method. The adaption of VET education for the labourmarket and at the same time make VET an attractive choice to the young will be our aim in this project.

**GOALS:**

Center: EGIBIDE

Contact: Rubén Landa

E-mail: rlanda@egibide.org

Project website: https://robocup.website/

# VET LOVES FOOD
## Rethink, Reduce, Reuse.,

VET LOVES FOOD is an Erasmus+ KA2 project, encompassed in the "Rethink, Reduce, Reuse mentality" and directed to VET students, teachers, trainers, VET Schools, and VET policymakers, but also to regional tourism offices, restaurants, and the catering sector.

Objectives of the project:

- To develop green skills in agro-food curricula within VET paths to contribute to the development of a sustainable approach focused on food waste prevention and sustainable food production at all levels.

- To create a performance model to contribute to the transfer of successful methodologies and tools monitoring food waste in VET.

- To engage local stakeholders in the challenge of attaining the SDGs, in particular SDG 12.3.

**GOALS:**

**Center: ESCUELA SUPERIOR DE HOSTELERÍA BILBAO, ESHBI**

**Contact: Igor Ozamiz**

**E-mail: ozamizigor@escuelahosteleria.com**

**Project website: https://vetlovesfood.eu/**

# I4I
# Internship for industry app

This project will synchronize the process of work practice between schools and enterprises in Europe to improve the quality of training and to get satisfied trainees. The aim is to improve the whole process of work placement by developing an app for supervisors in enterprises and schools, and by producing updated intercultural guides for students, apprentices and young workers to make them well prepared for participating in mobility programs. The supervising methods and procedures vary too much at the moment and need to be synchronized. Schools and industries in the industrial sector are struggling with the placing process of the student, ie to match the student with an appropriate work placement.

The information material accessible from a mobile learning app together with a multilingual e-learning platform with innovative e-learning courses and guides and manuals for validation, certification and accreditation of management of apprenticeships will facilitate the placing of trainees to appropriate work placements. This is in line with the ET 2020 framework and the European Framework for Quality and Effective Apprenticeships and will promote the co-operation between VET and industry across boarders in Europe.

**GOALS:**

Center: GOIERRI ESKOLA

Contact: Joseba Ramos

E-mail: jramos@goierrieskola.org

Project website: https://www.gtc.com/i2i/

# E-VET TRAINERS 4
## Artificial Intelligence / e-VET4AI

Support to teachers for training and development of digital competences and the use of AI in the metalworking sector. The project shares a double focus: training for AI (how to develop AI skills in workers, specially those in the metalworking sector) and AI for training (how to use AI to improve training provision, school management and students´ support).

**GOALS:**

Center: HETEL

Contact: Tamara Rodríguez

E-mail: international@hetel.org

Project website: https://evet4ai.eu/

# Build@Home. B@H

The importance of internationalization @home education will increase in order to acquire international competences. The BUILD@HOME project is aimed to meet this need by developing an easy to use toolbox that enables teachers and students to create or follow education that closely matches the curriculum/learning objectives, learning needs, talents and core qualities of the student. All this in the context of the required international competences and Agenda 2030.

The toolbox is designed for every type of education and for every type of student. In the long term, the desired impact is that every participating VET school has structurally incorporated the toolbox BUILD@HOME in education so that every student can gain international experience in regular lessons, without having to travel abroad.

**GOALS:**

Center: HETEL

Contact: Tamara Rodríguez

E-mail: international@hetel.org

Project website: http://buildathome.nl/

# EDUCHAMPIONS

The EduChampions project intends to gather inspirational stories of edupreneurs from all partner countries, rcognising the triggers for change and the innovative practices in their narratives and approaches, especially those relevant to VET. These examples will inspire others and help identify the most significant practices, strategies, and tools related to learner-centred pedagogies, relevant use of digital tools, and edupreneurship. The project will then expand on these topics and create meaningful learning resources to assist educators, trainers, and teachers in rethinking their current practices and exploring renewed possibilities to better address the diverse needs of their learners. This has the potential to nurture a culture of innovation and entrepreneurship in VET education, raising awareness on the importance of learner-centred practices that take different learner's needs into account and effectively address them through a combination of specific pedagogies and technologies, and fostering its adoption at local, national, and European levels.

The main goal of the EduChampions project is to nourish the edupreneur mindset among educators so they act as champions for change in prompting for innovation and flexibility in education, addressing learners' diversity through a combination of learner-centred pedagogies with purposefully used educational technologies. "

**GOALS:**

Center: IKASLAN BIZKAIA

Contact: Zaloa Mitxelena

E-mail: iternational@ikaslan.net

Project website: https://www.ikaslanbizkaia.eus/es/servicios/para-estudiantes/internacionalizacion-erasmus-y-global-training/

# #ME#US#NOW

## Raising awareness and self-efficacy of low-qualified young people in Vocational Education and Training concerning climate change and sustainability

The project #me #us #now focuses on young people between 15 and 30 years of age who have dropped out of the educational system on the one hand or have completed basic education only (compulsory school) on the other. As the majority of these can be defined as low-qualified-learners, tailored and motivating methods and approaches are required to catch their attention, and most importantly arouse and increase their interest in topics like climate change, sustainability, and environmental protection . Thus, this would allow them to actively contribute to a future worth living for not only us as Europeans, but for everybody around the globe on the long term based on the UN 2030 Agenda for Sustainable Development .

**GOALS:**

Center: IKASLAN BIZKAIA

Contact: Zaloa Mitxelena

E-mail: international@ikaslan.net

Project website: https://www.me-us-now.eu/

# WISE
## Working in Soft Skills for Employment



WISE is an exchange of good practices with the aim of supporting the trainers of VET organizations in finding ways to transfer soft skills for the labour market to participant of VET courses, especially initial VET education.

The methodologies for transferring soft skills will be exchanged keeping in mind that they will be useful for the insertion in the labour market . Each partner will involve stakeholders coming from the business sector so as to have a point of view of the companies that  normally insert the students for work- based learning experience (WBL).

The main aims of the project are on the one hand the exchange of good practices and on the other hand, starting from the findings, also the building of a future project of "development of innovation", developing tools and methodology that can be transferred to other contexts and courses of the partners .
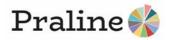
**GOALS:**

Center: IKASLAN BIZKAIA.

Contact: Alba Estanyol

E-mail: kudeatu@ikaslan.net

Project website: www.ikaslanbizkaia.eus/es/proyectos/wise/

# PRALINE.
## Promoting Adult Learning in Networks

"The general objective of this project is to strengthen the existing EUproVET network, a representational platform for European VET and Adult Education providers' associations at either national or regional level . All members are commited to Adult Learning and Education (ALE). Strengthening of the transnational network will be done through best practice sharing during peer learning activities and establishing of peer networks and capacity building where cooperation highlights a need:

1. whose responsibility ALE is

2. responding to AI, automation and digital skills

3. basic skills for all

4. integration strategies and host language learning for migrants

5. learning in the workplace and

6. how ALE will meet the demands of the future and the Sustainable Development Goals. A secondary general objective is the support of capacity-building to our new partners in their existing national or regional networks of ALE providers and improve their cooperation at European level . "

**GOALS:**

Center: IKASLAN BIZKAIA. LANBIDE HEZIKETAKO IKASTETXE PUBLIKOEN SAREA

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Project website: https://www.euprovet.eu/praline

# LEARNING THROUGH GAMEPLAYING. Habilitas!

LEARNING THROUGH GAMEPLAYING: HABILITAS! (2020-1-PT01-KA202-078758) is a KA2 project whose aim is to create innovative, appropriate and accessible learning resources related to the Sector of Personal Caregivers / Geriatrics that can be easily used by students, between the ages of 15 and 25, with SEN or/and with learning difficulties, through an e-learning approach. The resources that will be produced will build literacy and technical competences in 4 main areas: Diet & Nutrition, Basic health care, Community and social intervention and Animation activities. The creation and subsequent gamification of these educational materials (power points, webquests and tutorial videos recorded in elderly centres) will increase students' understanding, proactivity, motivation and commitment, as well as increase their job opportunities and bring teachers closer to new technologies.

**GOALS:**

Center: IURRETA LHII

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Project website: https://habilitas.aeva.eu/Project/

# TAR
## Tools to prevent racism and enhance multiculturalism in VET colleges

Main objective of the project: Exchange of Good Practices. The chosen concept is four-day workshops that are to be carried out in each project participant's country.

The structure of a workshop will be as follows:

Day 1: Introduction to the local context

Day 2: Presenting the findings and discussion + exercises

Day 3: Developing and preparing a small pilot activity

Day 4: Pilot day + evaluation

**GOALS:**

Center: JESUITAK INDAUTXU

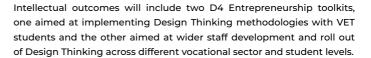Contact: María Pando

E-mail: pando.maria@indautxujesuitak.org

# 4D ENTREPRENEURSHIP
## (Dream, Dare, Design, Do)

D4 Entrepreneurship (Dream:Dare:Design:Do) is a partnership between six VET colleges (UK, Finland, the Netherlands, Spain and Slovenia) and a Business Incubation Centre in the UK. VET partners will also act as a host for 90 wider entrepreneurship ecosystem organisations/enterprises to participate. Commencing on 1 September 2020 and finishing on 31 August 2023 this is a three year project whereby 42 VET staff and 540 students from five countries will form six D4. Entrepreneurship Clubs and participate in Design Thinking projects aimed at developing new, innovative, creative, entrepreneurial education. VET students will have the opportunity to develop innovative ideas and 'Pitch' solutions to solve real-world challenges. Staff from the Business Incubation Centre will act as a source of expertise in developing a transnational Design Thinking competition and independently evaluate the project.

Intellectual outcomes will include two D4 Entrepreneurship toolkits, one aimed at implementing Design Thinking methodologies with VET students and the other aimed at wider staff development and roll out of Design Thinking across different vocational sector and student levels.

**GOALS:**

Center: NAZARET FUNDAZIOA

Contact: Luis Urteaga

E-mail: lurteaga@nazaret.eus

Project website: https://www.instagram.com/4d_entrepreneurship/

# EDP EUROPEAN DIGITAL PLAYGROUND

**GOALS:**

Considering the possibilities in technology and the growing relevance of digital education, partners want to explore and share good practices in digital education, entrepreneurial projects and simulations. The aimed result is to develop a transnational, interconnected online simulation that enables business VET students to learn in a work-based environment, and encourages and stimulates them to learn more about entrepreneurship and working in a multicultural environment.

In the long-term, the idea is to implement the course as a part of blended learning. The added value of transnational activity is based on partner organisations' existing knowledge, common ambitions to improve digital readiness and the need to ensure our students internationalisation in changing circumstances. Giving opportunities to work with international partners contributes to the students' competence to work in an international environment, which is highly demanded by employers, but difficult to develop, for example due to the present Covid-19 situation.

The impact on an organisational level is the ability to provide internationalisation in changing circumstances. Other VET schools can benefit directly from the project outcomes. The gathered best practices and the framework on how to implement an international business simulation into the teaching of entrepreneurial skills will give a set of theory and practical tools to use for better teaching and thus guiding the students to acquire better entrepreneurial and international skills.

Center: NAZARET FUNDAZIOA

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Project website: https://www.facebook.com/ebbdplus

# GENZ4GREENDEAL (GENZ4GD)

The overall goal of the project is to increase the competencies of young people for positive action aimed at the development and sustainability of communities through the support of civil society organizations, local communities and peers from other cultural backgrounds.

GenZ4GD project aims to develop a training and capacity building program for young people to actively participate in the development of their (local) community and environment and encourage young people to think more actively about sustainable development, environmental protection and others "green" topics.

Also, through the project, young people will learn how they can advocate for the positive changes they see a need for.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Lidia González de Diego

E-mail: lgonzalez@txorierri.net

Project website: https://genzproject.eu/

# IMPACK

## Training in Innovative and Sustainable Packaging Design - Embracing the impact of COVID-19 in e-commerce

The IMPACK project addresses the need to promote engaging and interactive training for the packaging industry, bringing forefront the need for an upskilling VET training programme, that will promote education in new areas of innovation, personalisation and sustainability in Packaging through interactive educational resources. The project will design, develop, test, implement and disseminate an innovative training programme in Innovative, Personalised and Sustainable Packaging Design, comprising of a modular online training course, facilitated by two innovative tools:

(a) the IMPACK open online Learning Motivation Environment.

(b) the Development of a IMPACK Dynamic Demonstrator.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Lidia González de Diego

E-mail: lgonzalez@txorierri.net

Project website: https://impack.erasmusplus.space/

# BEQUEL:

## Benchmarking for Quality Assurance in e-learning provision of VET education

The BEQUEL project aims at assisting VET providers in their progress towards effective deployment of e-learning VET programmes and ensuring quality assurance practices. The project will include actions that contribute to building e-learning education readiness and to mitigating the impact of the crisis on VET education. BEQUEL project will have 2 main results:

1. Benchmarking methodology and tools, where partners will develop a quality assurance framework for e-learning practices for VET schools and organisations and a benchmarking methodology and self-assessment questionnaire for VET providers.

2. Online benchmarking tools, where the online tools will be launched on an online platform and partners will collect and analyse data.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Lidia González de Diego

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Project website: https://www.bequel.eu/

# ROMOTICS
## AUTONOMOUS MOBILE ROBOTS IN INDUSTRY 5.0

ROMOTICS will offer innovate teaching and learning practices. We will achieve the upskilling and reskilling of Automation and robotics students. We are also going to achieve the improvement of the educational offer. We are going to offer Training for teachers in Challenge-Based Collaborative Learning approach emphasizing in the importance of the development of transversal skills of students so that they are able to adapt to the continuous changing working environments. The two main outcomes we will provide are a high quality Training course in Autonomous Mobile Robots (AMR) with self assesment tests and a Teachers toolkit with 6 real challenges for Automation and robotics learners using a Challenge- Based Collaborative Learning approach. The outcomes will be available in the E-learning platform. The platform will also have a repository so that Teachers and students can share other challenges that are being implemented at their HE and create sinergies.

**GOALS:**

Center: **POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.**

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Project website: **www.romotics.eu**

# DRONES@STEAM

## Fostering digital tranformation in VET schools and creating new job prospects in the labour market

The DRONES@STEAM project aims to support Vocational Education and Training (VET) teachers and students in an effort to introduce drone technology into teaching and learning. Rapid developments in the labor market create needs that require new digital skills, and offer excellent opportunities for those who develop and master them sufficiently. The key competences to be promoted as part of the project are:

- High digital skills which appear to be missing from VET curricula and are currently needed to enter the labour market and be included in VET job profiles.

- Targeted 'wide and deep' digital competences and the use of technologies leading to the 4.0 industry.

- Job specific VET related skills for various fields and sectors which are not offered as work-based learning opportunities or include danger or hazards for the workers.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: https://dronesteam.eu/

# FARMBOX

## The farmer's toolbox for climate change mitigation

The project is aimed at equipping trainers with a digital environment where students and farmers can develop climate smart agriculture skills, generate awareness about challenges of climate change, and enable free access to practical knowledge in order to invest and modify agricultural practices.

The project will develop:

- a MOOC about climate smart agriculture to provide key information about CSA and to present learners some useful practices in order to improve land management in view of biodiversity principles and climate change adaptation needs

- an online Simulator that will allow learners, small farmers and farm holders to simulate in a virtual environment the benefits on a given area of the implementation of CSA measures presented in the MOOC.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Miren Arrien

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Project website: https://www.farmingbox.eu/

# PROFF
## Protection Against
## Flash Floods

The main objective of the PROFF project is to develop the skills of VET teachers on using innovative teaching methods and digital tools in the classroom, to teach students about climate change and the effects of natural disasters.

Specific objectives of the project are to:

• Create a series of workshops for VET students on "Climate change and protection from natural disasters"

• Increase the awareness about the impact of climate change to natural disasters

• Increase the use of STEAM methodology in VET education

• Train the teachers on how to apply STEAM and use Augmented Reality in teaching and learning

• To pilot deliver the series of workshops with VET teachers in VET schools

**GOALS:**

**Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.**

**Contact: Lidia González de Diego**

**E-mail: lgonzalez@txorierri.net**

**Project website: https://proffproject.eu/**

# AMT2P
## Application od Advanced Manufacturing Techniques to VET: the case of Plastic Sector

This partnership is established for a sustainable workforce development to improve its employability with advanced technologies, green and digital skills. To this end, the partnership needs to improve vocational education and raise its attractiveness in order to meet the needs of the manufacturing industry providing VET students with access for tailoring AMTs skill training and VET trainers with training methodology and tools. These will be achieved through the cross-border collaboration on matching and anticipating skills and jobs to ensure the skilling and training needs of niche sectors.

AMT2P activities will result in:

1. ECVET Profile and AMTs Training Course Development

2. AMTs Training Course and LME Development

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: https://amt2p-project.eu/

# PARADIGM
## PlAn for Green OppoRtunities: Be a Digital scIentific chanGeMaker

PARADIGM aims to use the appropriate technological infrastructure to empower the active engagement of citizens in taking action against climate change and for sustainable development through better monitoring and observing the environment.

The specific materials of PARADIGM are:

1.  A eLearning course for environmental awareness: it will train teachers in STEM projects using simple DIY platforms based on an experiential approach.

2.  IoT STEM Based Environmental Observatories Framework Development: an IoT data aggregation and visualization platform with a set of easy to use, interactive devices, to allow citizens to participate actively in the collection of environmental data.

3.  Citizen Science Platform: a virtual maker space and repository hosting the technical materials and tutorials to support the creation of an environmental data culture through citizen science actions.

**GOALS:**

**Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.**

**Contact: Sheila Larrabaster**

**E-mail: slarrabaster@txorierri.net**

**Project website: https://paradigmproject.eu/**

# SMARTAINNOVATORS

## Promoting ai-driven digital transformation nd innovation in vet schools for social change and better skills match with the labour market

ARTIFICIAL INTELLIGENCE (AI) is a collection of technologies that allow machines to detect, understand, act and learn. Moreover, AI is a strategic technology that offers many benefits for citizens, companies and society as a whole. The project aims to design, develop and pilot-test a comprehensive and ready-to implement a TOOL KIT. This tool set will support VET trainers/leaders to introduce the eco-system of AI technologies using unity engine in school curricula based on a multi-disciplinary STEAM oriented approach on real-life scenarios, which focuses on the use of DIGITAL INNOVATION for SOCIAL CHANGE.  The project foresees the development of the next four results:

a. BLUEPRINT REPORT

b. TOOL KIT

c. a virtual E- LEARNING ACADEMY

d. an EU MAKERSPACE PACK

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Miren Arrien

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Project website: https://smartainnovators.eu/

# TEACHING THE FUTURE

Teaching The Future promotes a relevant educational approach to climate change, by applying open science and open data principles to the framework of a digital citizenship educational paradigm. Specifically, TTF's expected results are:

1. An analysis of curriculum across partners and the potential for teaching the future, climate education and using open data

2. An online climate data dashboard as a teaching resource targeted at teachers. This gathers climate data and scientific information which can be used by schools to support learning and teaching climate in schools.

3. An online teacher training course focused on teaching about climate change and including suggestions on how to embed climate education in different subjects, using scientific data and encouraging pupil engagement and active citizenship in local issues, for instance through citizen science approaches.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Sheila Larrabaster

E-mail: slarrabaster@txorierri.net

Project website: https://teachingthefuture.eu/

# REGIO.DIGI.HUB
## Regional Development Digital Education HUB



VET systems are often not flexible enough to meet the changing needs of the labour market: in general, innovations in pedagogy and digital technologies tend to be implemented sporadically, forming a fragmented picture of the VET systems; thus, they need to respond to the growing demand for higher-level skills by expanding supply to higher levels. The REGIO.DIGI.HUB project aims to build the capacity of the VET system of regional development education at the European level by finding the best combination of bottom-up approaches and leadership involving teachers, trainers and learners with top-level strategy and direction.

REGIO.DIGI.HUB activities will result in:

1. An Innovative Training Methodology & Learning Strategies Definition

2. A Course Development 3. An E-Learning platform

**GOALS:**

Center: **POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.**

Contact: Miren Arrien

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# DI2LEARN

## Distance-digital teaching and learning in the post-covid-19 era

The main aims of the Di2LEARN project is to strengthen the profiles of teachers, empower and equip them with digital and pedagogical skills, as well as to provide them with the essential tools and resources to meet the challenges of distance and digital teaching and learning. Additionally, the project aims to support students to cope with the new challenges of remote and digital learning and help parents cater to the well-being of their children.

Di2Learn activities will result in the development of four project results:

1. a Blue Print Report

2. a First Aid Tool-Kit

3. a Platform and a mobile app

4. Physical and Virtual Academy

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: https://di2learn.eu/

# YOUTH CLIMATE EMPOWERMENT

Youth Climate Empowerment aims to involve students and teachers in working with climate goals, solutions and campaigning in 4 different local communities in Europe. Hereby we hope that our transnational cooperation will benefit from pre-existing knowledge on climate change from the partner schools and the countries and regions we live and work in, and use this knowledge to build new knowledge to inspire others to do the same - small steps which may cause a ripple effect.

With this project we hope the initiatives of the five partner schools will be an inspiration to other VET schools and educational institutions in Europe to involve and empower students to work with climate change at as many levels as possible.

The outcome of this project is that 10 students and two teachers from each partner school in mixed international groups work with two or more specific climate goals for the school the first year and for the local community the second year.

**GOALS:**

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Project website: https://youthclimateempowerment.eu/

# CIRCULAR STEM

## Boosting Circular Economy Competences for STEM Teachers

The project aims to develop an innovative learner-centred methodology to train STEM teachers of students aged 13-18 to introduce circular economy (CE) competences in the school curriculum, using an entrepreneurial approach to education that also leverages on digital skills. The project will have an underlying approach focusing on empowering girls in using digital tools and raising their interest in STEM subjects.

The project aims to achieve the following objectives:

- Train teachers on how to integrate circular economy concepts into their programmes.

- Train teachers to make use of difital tools in their classes, teaching students how to use them properly and safely.

- Train teachers on how to stimulate the students' entrepreneurial spirit.

**GOALS:**



Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Lidia González de Diego

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# GO GREEN
## Supporting the acquisition of Green Skills in VET through work based learning

GO GREEN is an Erasmus+ project focused on the development of innovation for Vocational Education and Training. The aim of the project is to support students in upper secondary and higher VET schools to develop green skills and competences during their apprenticeships in a company, following the global need for gradual change in our mindsets and everyday behaviour towards green practices.

The main outputs of the project will be:

- An apprenticeship framework for the development of green skills and competences
- A trainer's guide on how to implement gamification techniques, and how to use mentoring for the development of green skills
- An Orientation guide
- A trainees guide
- A web platform
- Self assessment tool for green skills
- A publication of best practices compendium

**GOALS:**

Center: **POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.**

Contact: **Sheila Larrabaster**

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# EXPECT
## Exchanges of Practices in Education for Climate Targets y

The project EXPECT is a project with the objective to exchange and to stocktake Good Practices in order to learn from each other, to report on the lessons learnt at several relevant stakeholders and to lay the foundation for a later and more comprehensive follow up project. ENVISAGED PROJECT RESULTS: 7 transnational meetings (PLA's) of 2 days for all partners. 7 documents (one from every country) with descriptions of the demonstrated Good. Practices and the programme of the meeting. 7 reflection reports. These reports contain the reflections of all partners after every PLA. 1 final report with general conclusions and recommendations for policy makers and for a follow up project. Publication of the final report on the website of all partners

**GOALS:**

4 QUALITY EDUCATION

13 CLIMATE ACTION

**Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.**

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**Project website: https://education-for-climate. ec.europa.eu/community/topic/erasmus-project- expect-exchanges-practices-education-climate-targets;**

# Energy Efficiency Expert y EEE

The purpose is to make Europe a climate-neutral continent protecting our natural habitat, thus enhancing the well-being of people, the planet and also for the economy. According to the European Union, 40% of our energy consumption is due to buildings and, consequently, renovating buildings will help people to cut their energy bills and energy use. By using energy more efficiently and thereby consuming less, Europeans can lower their energy bills, help protect the environment and reduce the EU's reliance on external suppliers of oil and gas. By making old and new buildings more energy-efficient, the EU could reduce its energy consumption to 5 and 6% and this could be reached through the creation of new experiences in sustainable energy in buildings.

**GOALS:**

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Project website: https://eeexpert-project.eu/

# ThINKER LAB
## Tinkering Laboratories for inclusive and active learning y

ThINKER LAB partnership intends, to broaden the educational offerings available to students weaving learning paths less tied to technical aspects and more connected to co-construction learning processes based on a laboratory-based approach. ThINKER LAB general objectives are to increase the social inclusion of young students and to increase students' STEM skills through active inclusion methodologies and working techniques based on Tinkering and the creation and use of low-cost fablabs with recycled materials.

ThINKER Lab activities will result in:

- Active methodologies and techniques for inclusive and participatory teaching.
- European platform "ThINKER Lab" community for and active and inclusive learning.
- Teacher's Handbook.
- Student's Handbook"

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: https://thinker-lab.eu

# 3D2ACT

**Fostering Industry 4.0 and 3D Technologies through Social Entrepreneurship: an Innovative Programme for sustainable Future**

3D2ACT aims to contribute towards the upgrade of VET provision and to strengthen the profiles of VET trainers in the use of 3D technologies and skills while promoting the acquisition of key competences among students, especially girls, such as 3D-P, STEAM, Robotics & Social Entrepreneurship. Such skills are increasingly important for the integration of young people in the society and the labour market, especially if they are equipped with greater initiative, creativity and perseverance. The 3D2ACT transnational team of experts will design, produce and pilot-test a DUAL TOOL KIT to empower VET trainers to promote 3D technologies and skills among their students while equipping them with Social Entrepreneurship mindsets.

**GOALS:**

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Project website: https://3d2act.eu/

# DICYSTECH
## Digital Training for Cybersecurity Students in Industrial Fields



The DICYSTECH project will create 5 innovative digital DICYSTECH Modules in both technical and transversal competences for cybersecurity students in Industrial environments available via an open attractive e-learning platform. The Modules will cover Industrial Networks, Equipment and Network Protection (deploying and maintaining cybersecurity in advanced industrial contexts), the Forensic (security) Analysis of these networks and countermeasures to threats, and transversal competences necessary for cybersecurity technicians. The Project will also develop a DICYSTECH HUB offering users remote access to three fully developed partner cybersecurity laboratories in which learners can view and experiment with high end enabling IT technology and cybersecurity measures in simulated industrial contexts.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

Contact: Jokin Goioaga

Project website: https://dicystech.eu/

# DTAM
## Digital Transformation in Advanced Manufacturing

DTAM: An Integral Training Curriculum for EU technicians to deploy and manage digital tools in Smart Manufacturing is a Sector Skills Alliances project.

The DTAM project comes in answer to an ever-increasing need for the upskilling and reskilling of technical workers and students in the EU to help improve their employability in a skills intensive fast evolving labour market i.e. advanced manufacturing (AM). DTAM will deliver a new curriculum in digital transformation dedicated to the quality training of mid-high-level technicians in key enabling technologies for Advanced Manufacturing. The curriculum will help grow a workforce of technicians capable of understanding, installing, configuring, monitoring, analysing, transferring data and maintaining digital systems in advanced manufacturing environments so meeting a critical skills gap in EU Industry 4.0 and addressing partners' regional RiS3s.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: www.dtamproject.eu

# I-COACH
## Innovative Toolbox for Intership Implementation

Companies often lack the experience of running an internship program, as there is a lack of definitive reference of whom should take the responsibility. The project aims to introduce the role of the i-Coach Expert, by developing an innovative toolbox, which will equip potential end users with the necessary knowledge required to create & manage an internship program or support employees in their transition to a new role within their organization. The application of ECVET principles into the development of the profile and by developing LOs at EQF Level 4 will allow the project to outreach the TGs.

i-Coach project will have 3 results:

- Designing of the i-Coach Expert Skill Set Profile.
- Development of the i-Coach Training Toolbox.
- The i-Coach Collaboration Model

GOALS:

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: https://icoachproject.eu/

# THE CLIMATE HERITAGE GAME

Climate Heritage Game

The project aims to develop the teachers' digital skills, specifically educational game development skills, and to provide them with an engaging and immersive training tool to support online learning. Keeping Climate Change and Cultural Heritage as the content focus of the project, partners will develop a training course on how to build a digital game from scratch which will enable participants to use those digital skills.

Both teachers and students will become aware of their local Cultural Heritage sites, will appreciate and become connected with their cultural environment and the ways it contributes to their town's/city's everyday life and wellbeing, and will learn about the effects of climate change on cultural heritage.

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: https://climateheritage.eu/

# TOGETHER

## Implement service learning in schools TO GET digital cultural HERitage enhanced

TOGETHER aims to foster digital creativity of young generations by leveraging on the "service learning" methodology and applying it to the centre, with the aim to engage students in community-valuable activities of digital transformation for cultural heritage resources, protecting and enhancing its value as community's cultural assets. The project will develop a training path for teachers on how to provide significant creative digital skills through the application of service learning oriented to the design of a motivating learning environment, aiming to engage students in real-life initiatives in collaboration with key local actors for the promotion of their cultural heritage.

The results will be:

- Teacher's Handbook and Competence Framework.
- A Digital Creative Academy

**GOALS:**

**Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.**

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**Project website: https://together-erasmus.eu/**

# VET – EAR RoadMap

## Access to Work Based Learning Abroad – European Apprenticeship RoadMap

Apprentice systems have been but there are differences in the legislation concerning the apprenticeship training between the European countries, visions of function and purpose of apprenticeships vary across countries. A priority for this project is to strengthen the Access to Work Based Learning Abroad (WBL), in the form of international apprenticeships, both on secondary and tertiary level. The most relevant objective and priority in this project is increasing the flexibility of opportunities in vocational education and training and increasing the attractiveness of VET.

VET-EAR RoadMap results will be:

- European
- Apprenticeship Roadmap (Guide)
- VET-EAR Platform
- VET-EAR Canvas
- Apprenticeship Frames (Templates)
- Apprenticeship Day for staff and students
-  Mapping of Apprenticeship

**GOALS:**

Center: POLITEKNIKA IKASTEGIA TXORIERRI S.COOP.

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Project website: https://vet-ear.eu/

# SECOVE

## Sustainable Energy Centres of Vocational Excellence



The SECOVE project aims to establish a cooperation network between Centres of Professional Excellence (CoVEs) in the clean and sustainable energy sector. In the Basque Country, the focus has been on the fields of AI, Cybersecurity and IoT applied to energy efficiency.

**GOALS:**

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Project website: https://secove-project.eu/

# SMACITE

## Boosting the technical and non-technical skills and competences of Smart Cities technicians and engineers

In the field of smart cities, there is a lack of specialised education and training programmes that combine a modular programme of technical and non-technical skills and competences essential for technical and engineering staff to design, deploy and operate smart and sustainable cities. The SMACITE project will address this skills gap by designing and piloting a vocational education and training programme. In other words, the project aims to address the skills gap of Smart Cities technicians and engineers, by designing and testing a vocational education and training program that is based on a novel and multi-disciplinary curriculum combining digital skills on Smart Cities enabling technologies, with soft, entrepreneurship and green skills.

**GOALS:**

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Project website: https://smacite.eu/index.php

# GROWING GREEN

**Fostering green entrepreneurial mindsets based on the circular economy and green capital concepts in VET education**

The Growing Green project aims to raise awareness of the circular economy and develop competences related to green entrepreneurship, in line with the European strategy on this topic. From that point of view, the project also covers two of the four priority areas of the &quot; Action Plan for nature, people and the economy. The project places particular emphasis on linking the circular economy concept with the need to boost the entrepreneurial skills of future European citizens. The starting point of the project is to raise awareness of environmental and climate change challenges and the above-mentioned circular economy topics among VET students, while practically reinforcing their entrepreneurial competences through workplace learning.

**GOALS:**

**Center: SALESIANOS URNIETA**

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**Project website: www.greengrowth.com**

# VR2020
## VET teachers introducing virtual reality

VR2020 project has the overall goal to change the way vocational education and training supports VET pupils learning by introducing VR and VR-games as teaching methods. Since pupils success at schools depends on accomplished teachers, our focus in this project is VET-teachers and how a group of early adopters can collaborate, develop and exchange knowledge on best practice when introducing Virtual Reality (VR) Educational Technology (Ed Tech) as a supplement to traditional teaching with books and other flat screens.

This project is about how a group of approximately 20 teachers during guidance over about two years explore Ed Tech and then also develop guidelines, or a manual, for other VET Teachers in general on how to check relevance when presented for VR software. It will also explore how teachers should plan, conduct and evaluate VET lessons that include VR sessions for the pupils.

**GOALS:**

Center: Tknika

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# AIRinVET
## Applied Research and Innovation in Vocational Education and Training

The objective of AIRinVET is, after understanding existing experiences, to define the role of VET in R&D by proposing a European reference framework for AR in VET. This framework will help European countries and regions to build more competitive innovation systems. To produce the framework, we will:

1.  Do a mapping of VET centres involved in AR in Europe and abroad.

2.  Do case studies to explain, describe, evaluate, and understand different approaches to do AR in VET.

3.  Analyse how VET AR activities can fit into different policy contexts in Europe

4.  Identify financial models of AR in VET.

5.  Create a glossary to clarify the meaning of the term "applied research", and other terms related to R&D, in the context of VET.

6.  Identify the main barriers to engaging SMEs: What are the success factors?

7.  Create tools to develop VET staff and teachers' mind-sets for AR.

8.  Develop a framework and work on ways of building the capacity of VET systems to work on AR projects.

9.  Co-work with established AR agents within regional innovation ecosystems

**GOALS:**

**Center: TKNIKA**

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# LCAMP

## Learner Centric Advanced Manufacturing Platform for CoVEs

The LCAMP project aims to support and empower regional Advanced Manufacturing Centres of Vocational Excellence (CoVE) to become more resilient, innovative and better equipped to train, upskill, and reskill young and adult students to successfully face the digital and green transitions. In the context of LCAMP you will find from the development of skills and competences to their provision; in addition to the design of learning pathways, micro-credentials, active methodological approaches, articulation of services and innovation for SMEs.

The LCAMP consortium is composed of 20 full partners from 10 countries, of which 9 are educational organisations, 7 are industrial companies and 4 are VET and industrial associations. The consortium is also supported by 60 associated partners.

**GOALS:**

Center: TKNIKA

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Project website: https://lcamp.eu/

# SMALEI
## Sustainability Matrix for Adult Education Institutions

A fully sustainable future depends on a culture emerging from an engaged and informed citizenry committed to a green, safe, and economically thriving society, which can only be achieved through a deep and reflexive learning process being animated in all educational and lifelong learning domains. This project will imagine and support processes to allow the adult sector to participate in a collaborative process that reaches citizens 16+ years, in a range of learning contexts, in all ages, genders and the multiplicity of identities that shape contemporary European society. All partners involved feel there is the urgency to systematically develop the adult education institutions' work towards sustainability of the sector and its involvement in societal transformation. The need for a holistic and systematic approach is what the project can really contribute with, along with inspiration from methodological practices highlighted during the development of the matrix and its piloting. Objectives:

- To increase the awareness of ALE providers and organisations on the need to improve their sustainability policies and practices
- To enhance the cooperation of ALE institutions with other environmental-engaged organisations
- To foster the involvement of ALE institutions within their communities to fight climate change
- To increase the capacity of trainers and staff in making ALE institutions more sustainable
- To enhance learners' capabilities in acting towards a more sustainable society

**GOALS:**

Center: TKNIKA

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Project website: https://smalei.eu/

# SDG4BIZ
## Knowledge Alliance for Business Opportunity Recognition in SDGs

The SDG4BIZ is a 3 year international project to design and pilot a multidisciplinary, cross-border curriculum and training material for business opportunity recognition in SDGs. It enhances the awareness of business growth potential in SDGs and serves the innovation capabilities of EU companies and competence needs of European HEIs. The SDG4BIZ will represent the newest pedagogical knowledge and help reach especially the Millennials effectively through combining micro-learning and mobile learning as pedagogical methods.

**GOALS:**

Center: TKNIKA

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Project website: https://www.sdg4biz.eu/en/

# IoT@VET
## Gamification-Based Teaching Materials for IoT Education in VET Schools

Vocational education is one of the most important pillars of education and training in the world. Unfortunately, like all other education forms and programs, vocational education continues to be provided as distance education for most of the past year due to the COVID-19 pandemic. According to UNESCO data, 144 countries have suspended their education or turned to distance education, affecting over 1.3 billion students. Countries have attached special importance to distance education, as it reduces the risk of virus transmission and does not require physical space. However, the lack of digital content in vocational education and the difficulties faced by teachers in performing their professional practices emerged as important problems in conducting distance education. In addition, it is stated in the reports announced by the EU and UNESCO that it is difficult to measure and evaluate students in distance education. For this, innovative measurement and evaluation systems that can be used in both distance and education should be developed. In line with the researches and predictions, it cannot be denied that IoT technologies will reach an even more important usage dimension in the future compared to today and the IoT market will grow significantly in this direction. For this reason, qualified employees will beneeded in the field of IoT.

**GOALS:**

Center: CENTRO SAN VIATOR

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Project website: https://paydas.org.tr/iotvet-project.html

# ECEC
## Make ECEC institutions fit for the digital age leaving no one behind

The project aims to improve the digitalization of ECE sector including the creation of animation content and strengthening the quality assurance.

Objectives:

- Find the best experiences of usage of ICT tools in ECE
- Create a training program for ECE teachers on how to create digital content
- Create a training program for ECE teachers on how to create animation
- Create a training platform for ECE teachers
- Provide training for ECE teachers, that they could create their games/tools
- Create at least 40 examples of ICT based teaching tools
- Create a digitalization framework for better implementation of the EU quality framework for ECEC.

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Project website: https://digitalecec.eu/

# VETin3D
## Social Inclusion, Entrepreneurship and Technology Enabled Learning

Preparation of highly skilled, motivated and digitally competent teachers is one of the main priorities in Europe. The focus of the project will be to exchange practices on three dimensions of VET considered as primary drivers of excellence: entrepreneurship education; social inclusion; technology enabled learning.

The general objective of the project is to innovate VET provision through an intense capacity building action addressed to VET teachers. The specific objectives are: to create more opportunities for VET organisations to exchange practices and discuss about innovation on a regular basis; to improve the competences of the VET staff on innovative teaching methodologies and raise awareness on the three dimensions of VET excellence.

**GOALS:**

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Project website: https://vetin3d.eu/

# DIGISCHOOL
## Mastering Digital Teaching Tools in Vocational Education and Training

This project focuses on strengthening key competencies of VET teachers, trainers and educators in the area of digital literacy and digital competences. We aim to find and bring new approaches, practices and ways of blended teaching to high-school education and show teachers the best examples of innovative schooling activities with the use of digital tools, apps, programmes, online solutions, etc. Furthermore, we aim to motivate teachers and trainers to look for new possibilities in the future as well and shift their overall feeling about digital technologies in a positive direction.

**GOALS:**

Center: HEZIKETA TEKNIKOKO ELKARTEA, HETEL

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# IN-DI
## Inclusion and Diversity in all Fields of Education

The objective is to improve students well being in different aspects (physical, emotional, social, professional and societal) to develop flexibility and resilience and improve their adaptability and openness to changes.

**GOALS:**

Center: **HEZIKETA TEKNIKOKO ELKARTEA, HETEL**

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# DUAL ECOSYSTEMS
## EU Alliances for ICT

Our project lies on the exchangeability, transferability, and implementation of selected good practices of Dual training programmes in the ICT sector among VET centres of diverse countries for the success of all (student/worker, companies, VET institutions), with the final aims of creating a Dual Model and Handbook gathering all different examples.

The project starts from the premise that within the partnership (Italy, Spain, Germany, and United Kingdom) the partners have identified some cases of apparent good practices, that are success factors in the different Dual Systems of the countries involved, which guarantee the proper functioning of the ecosystems, in terms of: high quality of VET paths; raising the employability rate; effective work-based learning system; efficient skills certification system.

The General Objective is to increase the quality in VET at European level, through improving the efficiency of national VET systems and of local (Dual) VET ecosystems.

**GOALS:**

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# EQUITY

## Equal opportunities and inclusion in vocational education and training for young refugees and migrants

Worldwide increasing numbers of migration, be it because of wars, civil wars, economic reasons or climate change, face the European societies with the challenge to receive the refugees and migrants and offer them opportunities for their future life. At the same time, many European countries have a lack of skilled workers, especially young ones. Thus it is obvious to support and motivate the young people to start a high quality vocational training and there are several attempts in this direction, especially in Germany. But still the transition of migrants to the life of work needs to be improved, many drop out of schools or vocational training, despite a wide range of support and preparation measures. Even in case of a successful start into vocational training trainees with a migration background have complex problems that endanger a successful completion of training, maybe due to inadequate accompanying support or false expectations and but also due to a lack of technical and methodological skills and a lacking overall strategy for the inclusion of this target group.

**GOALS:**

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# Notes