

# EUROPEAN PROJECTS 2026

In the Basque Vocational Education and Training

**Tknika**

EUSKO JAURLARITZA



GOBIERNO VASCO

HEZKUNTZA SAILA

DEPARTAMENTO DE EDUCACIÓN

**Fp**  
EUSKADI  
LANBIDE HEZIKETA

# EUROPEAN PROJECTS 2026



**Erasmus+**

**2**

**Horizon**

**92**

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Co-funded by  
the European Union

# ERASMUS+ 2026

## INNOVATION PROJECTS

Cooperation among organizations and institutions

**Tknika**

EUSKO JAURLARITZA

HEZKUNTZA SAILA



GOBIERNO VASCO

DEPARTAMENTO DE EDUCACIÓN

**Fp**  
EUSKADI  
LANDE HEZIKETA

# Summary

## ERASMUS+ INNOVATION PROJECTS

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SUSTECH4VET .....	5	TVET@WORK .....	25
EDUMOBILITY 2.0 .....	6	EDUAID .....	26
INNOVATIVE STEPS .....	7	ECOCHARGE .....	27
PULSE .....	8	ALL IN EDUCATION .....	28
FOR - FAKE OR REAL? .....	9	GAME OVER .....	29
VET4YE .....	10	ETHAZI 4FOOD .....	30
FOOD INCLUDES .....	11	FOOD FOR THOUGHT .....	31
TREADS .....	12	DIGITEX .....	32
FUSE .....	13	ESCAPE BOX FOR YOUR FUTURE EDUCATION .....	33
BELONGTOEU .....	14	WELL-BEING 4 VET .....	34
21ST IMPACT .....	15	COLORIN .....	35
ATHLETILEARN .....	16	EN-AI-BLE .....	36
VETRINE .....	17	EUROPEAN PARTNERSHIP IN HYDROPONICS 2 .....	37
AIRD .....	18	HOSSKILLS .....	38
SAFER-WEB .....	19	DABS 4.0 .....	39
WINGS .....	20	SEED .....	40
EUCLASS ALLIANCE .....	21	SAVOR .....	41
VRCARE .....	22	FER-RHEU .....	42
LEADHER .....	23	THE ART OF COFFEE .....	43
CIRCULARVET .....	24	DIGITAL CHEMISTRY TWIN .....	44

GOODFOOD .....	45
DEVISE4KE .....	46
MULE .....	47
PLANT&PAINT .....	48
RENEWABLE ENERGY RENEWABLE EARTH .....	49
LF4VET .....	50
BUILDING BRIDGES, BOOSTING SKILLS .....	51
EBBD GRACE .....	52
EVIVA+ .....	53
SUSTAIN-IT .....	54
DIGITAL TWIN .....	55
ECOLUTION.....	56
AI&SUSTAINABILITY IN VET EDUCATION .....	57
WISE-AI .....	58
GENAISA.....	59
STARGIRLS.....	60
DRONES360 .....	61
GREEN SKILLS NOW .....	62
SECOVE .....	63
GREENLEAD.....	64
CLIMAVERSE .....	65
SMARCO .....	66
DIRECT .....	67

SIGNVET .....	68
EREVETS.....	69
ESG4VET.....	70
AIM-LEARN .....	71
SHAPE.WB.....	72
STEAMEDGE .....	73
ASC4INN .....	74
TROPHY .....	75
ENTREPRENEURSHIP AND GREEN ASPECTS OF COMPANIES ..	76
ATTENTION! IF WE DON'T CHANGE, THE CLIMATE WILL CHANGE .....	77
H.A.R.M.O.N.Y. ....	78
DGVET-30 .....	79
CIRCULAR VET.....	80
TRIEME.....	81
CRAFTADAPT .....	82
PROMOTE.....	83
STEAM FORWARD .....	84
CYBERSECURE TEACHING .....	85
CYBER-IN.....	86
DIGISTAINABILITY .....	87
BRIDGING THE GENDER GAP IN VET .....	88
DIVERSITY MATTERS DIMA .....	89
LCAMP .....	90

# SUSTECH4VET Sustainability & Technology for Future VET Careers



2025-1-ES01-KA210-VET-000362440

### Objectives

The project’s objective is to equip students with the necessary skills to navigate the dual transition of environmental sustainability and digitalization. It improves digital readiness by utilizing online tools, digital business models, AI applications.

It promotes sustainability awareness through green entrepreneurship, circular economy solutions, and renewable energy training.

Our project fosters gender inclusion in STEM by providing assistance to female VET students and disadvantaged learners.

### Center

ANDRA MARI LHII

### Contact

Eduardo Aginako

### E-mail

eaginako@andramari-galdakao.net

### Website

[https://fpandramari.eus/proyecto\\_europeo/ka210-vet-sustainability-technology-for-future-vet-careers/](https://fpandramari.eus/proyecto_europeo/ka210-vet-sustainability-technology-for-future-vet-careers/)



### GOALS:



# EduMobility 2.0: Bridging VET education and next-gen autonomous vehicles

## Objectives

The project aims to enhance VET education by integrating advanced technologies like ADAS , autonomous vehicles and electric mobility into curricula.

We want to provide accessible and flexible learning opportunities for all students. By developing simple, universal prototypes and digital toolkit, students can gain practical experience without the need for expensive, brand-specific equipment.



## Center

ANDRA MARI LHII

## Contact

Eduardo Aginako

## E-mail

eaginako@andramari-galdakao.net

## Website

<http://www.edumob.eu/>



## GOALS:



# Innovative steps in vocational education with digital, AI and entrepreneurial skills

## Objectives

The project aims to enhance VET by integrating AI, data literacy, and entrepreneurship into curricula in France, Spain, and Turkey. It will train 60 teachers, develop AI learning modules, and launch the Tezmaksan Digital Learning Platform.

The goal is to equip students with future-ready skills, improve employability, and promote innovative teaching methodologies aligned with industry needs.



INNOVATIVE STEPS IN VOCATIONAL EDUCATION WITH DIGITAL, AI AND ENTREPRENEURIAL SKILLS

## Center

ANDRA MARI LHII

## Contact

Eduardo Aginako

## E-mail

eaginako@andramari-galdakao.net

## Website

[https://fpandramari.eus/proyecto\\_europeo/ka210-vet-digitalizacion-ia-y-emprendimiento/](https://fpandramari.eus/proyecto_europeo/ka210-vet-digitalizacion-ia-y-emprendimiento/)



## GOALS:



# PULSE - Promoting Unique Learning Strategies in Entrepreneurship

Within this context the general objective of the project is: "To strengthen the capacity of vocational education and training (VET) centers in Tunisia, Morocco, and Libya to foster entrepreneurial spirit among both educators and learners, utilizing innovative pedagogical methods and digital resources to enhance employability and entrepreneurial skills within the region" To build the capacity of VET providers in Tunisia, Lybia and Morocco, it is necessary to create the tools, programs, and learning materials that will enable them to effectively deliver quality training.

## Consider the following:

1. Develop training tools and resources that are relevant to the local context (Needs analysis and WP2 peer review conclusions), including culturally appropriate learning materials and methods (AMC partners lead their training pathways, creating an individual action plan in WP2)
2. Provide access to professional development opportunities for VET providers, including workshops, mentoring, and coaching (Capacity Building program in WP3)
3. Create training programs that align with industry needs and demands, to ensure that VET providers are delivering relevant and up-to-date training (Capacity Building program is based on the recommendations on the needs analysis from WP2)
4. Implement a monitoring and evaluation framework to track progress and identify areas for improvement. (A Quality Assurance Plan and Strategy (WPI) will be developed at the very beginning to monitor and evaluate the project progress).
5. Foster partnerships and collaboration between VET providers and industry stakeholders, to ensure that training programs are meeting industry needs and standards.



## Center

CALASANZ SANTURTZI

## Contact

Rafael Balparda

## E-mail

rafael.pilar@calasanz.eu

## GOALS:



# FOR - Fake or Real? | Developing Data Analysis and Interpretation Skills To Distinguish Real From Fake Information In Digital and Social Media

The spread of fake information, mainly in digital and social media platforms, is a major issue nowadays with direct impact in the choices and decisions made by the citizens. Sometimes real data are used but treated and presented in a biased (intentional or unintentional) way that transform it in wrong or fake information.

In this framework, this project aims to create an online and blended learning opportunity for trainers in VET to help VET Learners, who didn't acquired previously this type of knowledge in their scholar education, to develop some knowledge and skills in data analysis and interpretation that help them to reflect and be more critical about the data and information they access in the internet and receive in the social media platforms.

This project will also contributes to raise the awareness of the citizens, organizations, and decision-makers about the spreading of fake information in digital and social media, the disadvantage of a large group from the population to deal with this problem, with few digital data analysis and interpretation skills, and for the necessary increase of training and aware-raising offers in data literacy to support the development of their competencies in this field.



## Center

CALASANZ SANTURTZI

## Contact

Rafael Balparda

## E-mail

rafael.pilar@calasanz.eus

## Website

<https://www.s-hub.org/For>



## GOALS:



# VET4YE: Transforming VET for disadvantaged youth empowerment and employment

**VET4YE** (Transforming VET for Disadvantaged Youth Empowerment and Employment) is an Erasmus+ KA220-VET cooperation partnership project aimed at modernising vocational education and training (VET) systems across Europe. The project focuses on making VET more attractive, inclusive, and aligned with labour market needs, particularly for disadvantaged young people.

It brings together a consortium of European organisations to design innovative, technology-enhanced training approaches, including the use of Virtual Reality (VR), digital platforms, and micro-credentials. The project combines research, curriculum development, pilot implementation, and dissemination activities to create a scalable and transferable model for VET innovation.

## Main Objectives

- Enhance the quality and attractiveness of VET curricula by integrating innovative methodologies and digital tools.
- Improve employability of disadvantaged youth (18–25), including migrants, refugees, Roma, and NEETs, by developing practical and job-oriented skills.
- Strengthen VET teachers' competences, particularly in the use of emerging technologies such as VR and digital learning environments.
- Promote inclusive and accessible education, ensuring equal opportunities for vulnerable groups to access training and employment pathways.
- Develop a European VET quality framework, including certification systems based on micro-credentials and digital badges.



## Center

CALASANZ SANTURTZI

## Contact

Rafael Balparda

## E-mail

[rafael.pilar@calasanz.eu](mailto:rafael.pilar@calasanz.eu)

## Website

<https://vet4ye.eu/>



## GOALS:



# Food Includes: reaching, recruiting and engaging excluded learners by harnessing the power of food

The importance of adult education in helping individuals adjust to a fast-changing society and labour market cannot be understated, particularly for vulnerable populations such as refugees and those affected by war in Ukraine. Yet, as the demographics of our communities change around us, we are seeing that many individuals face barriers to education, be they cultural, psychological, gender or socioeconomic. Inspired by Fundació Solidaritat's (FSUB) work on the Social & Community Cuisine' as a means to boost participation of disadvantaged people in university extension courses, and EUCEN's work on proactive "seeking pedagogies" in adult education, we believe the creation of short courses centred around food can better help us reach and engage adult learners, and help put them on new pathways to skills development. **FOOD INCLUDES** aims to harness the power of food to create new flexible learning opportunities which foster greater inclusion and entry to upskilling pathways in adult education.

In order to achieve this, we have 4 main objectives:

1. Equip adult educators with the knowledge and skills to use food as an effective "Aufsuchende Pädagogik" or seeking pedagogy to reach and engage hard-to-reach adults in education.
2. Enable adult education organisations to quickly introduce food-based courses suitable to their learners' needs.
3. Implement the Food Includes approach to reach and teach learners, particularly refugees, in 6 countries and evaluate improvements in accessibility, participation and upskilling.
4. Encourage the sustainable use and evolution of the Food Includes approach in adult education organisations.



## Food Includes

Nourishing Innovation, Connecting Communities

### Center

CDEA

### Contact

Irida Tase

### E-mail

itase@cebanc.com

### Website

foodincludes.eu



### GOALS:



# TREADS, Tourism Resilience Education in Digital Security

TREADS project intends to provide a higher level of VET offering and material tailored to the increasing necessities of the labor market for the purpose of supporting the digital transformation of the tourism sector. It aims towards enhanced awareness and resilience for professionals (especially from SMEs and micro-SMEs) in front of digital/cyber risks and to contribute to EC's evolving mandates but also to a more digital and resilient tourism offering.

TREADS project will consist of several activities, including transnational project meetings, multiplier events, the development of training material, and the creation of an e-learning platform to deliver the training material.

Through these activities, we aim to raise awareness about the digital risks in tourism and equip industry professionals with the knowledge and skills necessary to make informed decisions and enhance their overall resilience.



## Center

CDEA

## Contact

Irida Tase

## E-mail

itase@cebanc.com

## Website

<https://treadsproject.eu/>



## GOALS:



# FUSE.

## Food Unity and Skills Empowerment

FUSE is a three-year European project that addresses long-term unemployment by connecting who are out of work with real job opportunities in the food and hospitality sector. **We combine two main approaches:**

Shared kitchen incubators – practical spaces where people can learn, experiment and build skills in cooking and food production, alongside subsidised jobs programmes – supported, time-limited employment with employers in food, catering and hospitality, designed as a bridge into stable work.

The project focuses on people who have been unemployed for 12+ months and face multiple, including low qualifications, caring responsibilities, health issues, migration background, or living in disadvantaged or remote areas.



FOOD UNITY AND SKILLS EMPOWERMENT

### Center

CEBANC

### Contact

Irida Tase

### E-mail

itase@cebanc.com

### Website

<https://project-fuse.eu/>



### GOALS:



# BELONGtoEU - Building European Learning Opportunities and Networks for Growth in VET

The initiative aims to equip trainers from 5 VET schools with the necessary skills and materials to introduce EU studies in their teaching activities, and to increase the EU knowledge in teachers and students and eventually their sense of belonging to the EU.

For these purposes, internal and external good practices and learning needs will be analysed. BELONGtoEU will offer training sessions about EU dedicated to teachers, direct beneficiaries of the project, together with a comprehensive and multi-disciplinar e-Toolkit of useful contents

4, 5, 16, 1



## Center

CEBANC

## Contact

Irida Tase

## E-mail

itase@cebanc.com

## Website

<https://belongtoeu-project.eu/>



## GOALS:



# AthletiLearn: Unlocking the Path to Entrepreneurial Success Through Sport-Based Skill Development



AthletiLearn aims to help VET teachers in rural areas to improve the entrepreneurial skills of their students. Through its curriculum and open course accessible to all VET institutions, it fosters new learning opportunities.

By integrating sports with VET, it caters to diverse needs and encourages participation from various backgrounds. AthletiLearn expands beyond soft skills to teach essential "hard" skills enhancing entrepreneurship education in VET.

The project aims to involve VET schools in addition to engaging young individuals. Concrete outcomes include the creation of a best practices report, the development of the sports course and its corresponding user guide, the formulation of teaching materials via the teacher programme, and the implementation of a promotion plan to ensure widespread dissemination and impact.

## Center

CEBANC

## Contact

Irida Tase

## E-mail

[itase@cebanc.com](mailto:itase@cebanc.com)

## GOALS:



## 21ST IMPACT

The project “Empowering young people’s 21st century skills for improved digital media literacy and AI understanding” is a 2-year pioneer dealing with empowering students’ media literacy and AI understanding in schools and VET institutions.

During the project, the partnership will explore, co-create, test and deliver 30 Interactive digital educational materials, based on a media literacy curriculum.

The project will also create a digital space for sharing the interactive materials. With this project, the partnership strives to develop a digital interactive educational material addressing both educational institutions’ need for up-to-date media literacy teaching material, combined with an appealing interactive learning material for students that they themselves have co-created.



### Center

CEBANC

### Contact

Irida Tase

### E-mail

itase@cebanc.com

### Website

<https://www.21impact-project.eu/>



### GOALS:



# VETRINE

This Erasmus+ project seeks to diminish the environmental impact of apparel production through specifically developed vocational education and training modules. In VETRINE – Vocational Education & Training towards re-inventing apparel procedures – students and learners will be able to access a specifically developed online Capacity Building Programme at the Bachelor level that will strengthen their knowledge of ecological and social aspects relative to the entire apparel cycle, with varied modules covering knowledge and design of fabrics, garment production, and pilot entrepreneurship.

It brings together HEIs, VET and labour market organizations to establish a model for the information and implementation of green practices into the apparel industry.



## VETRINE

Vocational Education & Training  
towards re-inventing apparel procedures

### Center

CENTRO DE ESTUDIOS AEG-İKASTETXEA

### Contact

Asun Alonso

### E-mail

asunalonso@aeg.eu

### Website

<https://vetrine.eu>



### GOALS:



# AIRED -AI REshapes Education-

The rapid and massive deployment of artificial intelligence tools is profoundly challenging professional practices in education and training.

The AIRED project aims to clarify and guide their use, to give every professional in the sector a concrete method for appropriating their uses, the skills to implement them, and a code for responsible, legal, ethical and inclusive use of AI. By bringing together two higher education institutions, experts in educational inclusion and creators of innovative digital training, AIRED aims to train trainers, teachers and all related professions in the uses of AI.

This distance learning reference course, organized by competency and open to the public, will be produced to the highest quality standards in the field, and will directly integrate content generation functions for an immediate introduction to AI.



## Center

CENTRO DE ESTUDIOS AEG-İKASTETXEA

## Contact

Asun Alonso

## E-mail

[asunalonso@aeg.eus](mailto:asunalonso@aeg.eus)

---

## GOALS:



# SafER-Web – Empowering Adolescents and Teenagers to Navigate the Digital World Safely

SafER-Web empowers adolescents (12-18) to navigate the digital world safely by preventing cyberbullying, grooming, sexting, phishing, and other online threats.

Through an AI-powered learning platform, a self-assessment tool, and gamified educational modules, it enhances digital readiness, fostering critical thinking and informed decision-making.

The project also promotes well-being at school, mitigating the psychosocial impact of online risks through awareness campaigns and school initiatives.



## SAFER-WEB

EMPOWERING ADOLESCENTS AND TEENAGERS  
TO NAVIGATE THE DIGITAL WORLD SAFELY

### Center

CENTRO SAN VIATOR

### Contact

Iñigo De Artaza Ardeo

### E-mail

[inigo.deartaza@sanviator.com](mailto:inigo.deartaza@sanviator.com)

### Website

<https://safer-web.eu/>



### GOALS:



# WINGS – Work-Based Innovation for Next-Generation Skills

The Aim is to improve the quality of WBL, providing tools and methodologies for VET institutions and companies. Create a microcredential system to certify the skills developed by students in WBL contexts. Strengthen collaboration between VET institutions and companies, ensuring quality training experiences.

Promote the inclusion and accessibility of WBL, with training materials adaptable to students with fewer opportunities.

Ensure the sustainability of the WINGS model.



## Center

CENTRO SAN VIATOR

## Contact

Begoña Inchaurreaga

## E-mail

[b.inchaurreaga@sanviator.com](mailto:b.inchaurreaga@sanviator.com)

## GOALS:



## EUCLASS Alliance: bridging EU Vocational Schools for EU Education

The EUCLASS Alliance aims to address challenges in European Citizenship Education, particularly in VET settings. The main problem identified is the lack of knowledge among VET teachers about European issues, hindering the integration of EU education into daily lessons.

VET teachers face additional challenges compared to general education teachers, since really often VET students struggle with general subjects making it complex to integrate this subject in VET curricula.

Several studies indicate lower importance given to citizenship education in IVET programmes, leading to lower levels of political engagement among young individuals following vocational pathways.



### Center

CENTRO SAN VIATOR

### Contact

Ane Ruiloba

### E-mail

[ane.ruiloba@sanviator.com](mailto:ane.ruiloba@sanviator.com)

### Website

<https://euclass.enac.org/>



### GOALS:



## VRCARE: Modernizing Healthcare Pedagogy with Virtual Reality for Interaction, Ethics, Stimulation and Sensory Training

VRCare explores how virtual reality can support training in social care, especially in nurseries and elderly care homes. The project creates 3D scenarios where students and professionals face realistic situations and ethical dilemmas in a safe environment. It also develops 3D experiences for the users of these services, such as children and elderly people. In addition, VRCare provides a library of scripts that can be used to create new VR scenarios or as classroom activities, together with a practical guide for bringing this technology into education.

The project shows how technology can help train more thoughtful, empathetic and prepared care professionals.



### Center

CENTRO SAN VIATOR

### Contact

Begoña Inchaurreaga

### E-mail

b.inchaurreaga@sanviator.com

### Website

<https://vrcare-project.eu/es/>



### GOALS:



# LeadHER: Teaching Framework for boosting ICT literacy and jobs for girls in basic and secondary education

LeadHER is an Erasmus+ project aiming to reduce the gender gap in ICT by empowering girls in primary and secondary education. It develops and pilots a gender-responsive teaching framework combining teacher training, mentoring by female role models, and community engagement.

Implemented in three countries, the project generates evidence-based solutions to foster girls' interest, confidence and participation in digital careers.



## Center

CENTRO SAN VIATOR

## Contact

Mikel Garai

## E-mail

mikel.garai@sanviator.com

## Website

<https://leadher-ict.eu/>



## GOALS:



# TVET@Work - Boosting Tanzanian VET-Industry Collaboration to Foster Employability and Entrepreneurship through Teacher's Competence Development and Use of Immersive Technologies

TVET@Work project's main objectives are to build the capacity of vocational education and training (VET) providers and teachers to strengthen public-private cooperation for demand-orientated and opportunity-driven VET interventions and improve the quality and responsiveness of TVET to economic and social developments.

The project's specific objectives are aligned with regional and national development strategies.



**TVET**  
*@*  
**Work**

## Center

CENTRO SAN VIATOR

## Contact

Begoña Inchaurrega

## E-mail

[b.inchaurrega@sanviator.com](mailto:b.inchaurrega@sanviator.com)

## GOALS:



# Green Credentials

The initiative aims to develop a digital platform for VET, focusing on sustainability, agriculture, and forest management, using AI and gamification to enable migrant students to earn recognized micro-credentials.

Targeting Europe's sustainability challenges, it seeks to improve VET education and employment opportunities for migrants and vulnerable populations, promoting inclusivity and sustainability.



## Center

CENTRO SAN VIATOR

## Contact

Mikel Garai

## E-mail

[mikel.garai@sanviator.com](mailto:mikel.garai@sanviator.com)

## GOALS:



# EduAid

EduAid aims to foster change in the educational landscape by integrating AI related tools and practices through a microcredentials approach, targeting teachers, school heads and educators.

The project seeks to enhance digital literacy, foster personalized learning environments, and promote continuous professional development.

EduAid intends to equip educators with tools and knowledge necessary to leverage AI technologies, ultimately improving teaching quality and student outcomes in Europe.



**Design System**

## Center

CENTRO SAN VIATOR

## Contact

Mikel Garai

## E-mail

[mikel.garai@sanviator.com](mailto:mikel.garai@sanviator.com)

---

## GOALS:



# Ecocharge

ECOCHARGE is an Erasmus+ project connecting Europe and Africa to support the development of light electric mobility, with a special focus on Malawi and Zambia.

The project has developed training on e-mobility, including the electrification of bicycles as a practical and accessible solution. As this sector is still emerging in many contexts, ECOCHARGE also promotes entrepreneurship, especially among women and disadvantaged groups. At the same time, the project encourages networking between public and private actors to help create the conditions for a stronger, more inclusive electric mobility industry.



## Center

CENTRO SAN VIATOR

## Contact

Begoña Inchaurreaga

## E-mail

[b.inchaurreaga@sanviator.com](mailto:b.inchaurreaga@sanviator.com)

## GOALS:



# All in Education

ALL IN EDUCATION aims to foster inclusive and high-quality education, particularly for students with special educational needs (SEN).

The project enhances teaching effectiveness, reduces school drop-out, and strengthens social cohesion through innovative methodologies. Key activities include teacher training on inclusive practices, peer tutoring, life skills workshops, and community involvement in education.

By promoting collaboration among teachers, students, and local stakeholders, the project creates a more supportive and accessible learning environment.

It seeks to empower both students and educators, ensuring equal opportunities and fostering a sense of belonging in schools.



## Center

CENTRO SAN VIATOR

## Contact

Iñigo De Artaza Ardeo

## E-mail

[inigo.deartaza@sanviator.com](mailto:inigo.deartaza@sanviator.com)

## GOALS:



# Game Over

Game Over addresses Problematic Online Gaming (POG) by educating students and teachers on its risks and early detection. The project develops an Early Detection Instrument and three evidence-based Toolkits for students, teachers, and parents.

Additionally, an online training platform will equip professionals with intervention strategies.

Through awareness campaigns and educational tools, the project aims to prevent gaming addiction and promote responsible gaming behaviors, ensuring a healthier digital environment for young people.



## Center

CENTRO SAN VIATOR

## Contact

Begoña Inchaurreaga

## E-mail

[b.inchaurreaga@sanviator.com](mailto:b.inchaurreaga@sanviator.com)

---

## GOALS:



## ETHAZI4FOOD

The project aims to revolutionise vocational training in the food industry by adapting the innovative Ethazi learning model, which focuses on problem-based learning and cooperative education.

This project brings together VET centres, non governmental organisations (NGOs), and stakeholders in the food industry from Spain, Italy and Turkey to collaborate and address the specific needs in their local context.

The main objective is to adapt vocational education and training to labour market needs.



### Center

DON BOSCO LHII

### Contact

Xabier Irigoyen

### E-mail

[xabier.irigoyen@donbosco.eu](mailto:xabier.irigoyen@donbosco.eu)

---

### GOALS:



# FOOD FOR THOUGHT: nourishing mental well-being in vocational training

## Objectives:

The project unites schools from the Netherlands, Romania, and Spain to promote inclusion through healthy eating.

We will identify nutritious regional foods and their health benefits. We will design and implement healthy diets tailored to each country's needs.

This initiative aims to promote healthier eating habits, celebrate cultural diversity through products from different countries, and foster knowledge exchange that strengthens cohesion among the participating communities.



**FOOD FOR  
THOUGHT**

NOURISHING MENTAL WELL-BEING  
IN STUDENTS

## Center

DON BOSCO LHII

## Contact

Ana Etxeberria Aristegieta

## E-mail

[ana.etxeberria@donbosco.eus](mailto:ana.etxeberria@donbosco.eus)

## Website

Instagram: [@KA210FOODFORTHOUGHT](https://www.instagram.com/@KA210FOODFORTHOUGHT)



## GOALS:



# DIGITEX: Digital Transformation for Vocational Excellence: Innovating Education through Advanced Technologies

The DIGITEX project aims to modernize vocational training by integrating advanced technologies such as artificial intelligence, the Internet of Things (IoT), robotics, 3D printing and quantum computing. Its primary objective is to enhance the digital skills of students and teachers, strengthening the link between education and industry through innovative and inclusive methodologies. Key activities include the development of an e-learning platform with interactive modules and the creation of hands-on demonstrators in educational institutions to ensure applied learning. With a consortium of 9 European partners, DIGITEX promotes excellence and employability in the industrial sector.



## Center

DON BOSCO LHII

## Contact

Olatz Idigoras

## E-mail

[olatz.idigoras@donbosco.eus](mailto:olatz.idigoras@donbosco.eus)

## Website

[digitexproject.eu](http://digitexproject.eu)



## GOALS:



## E-BOX4U

Escape Box for Your Future Education (E-Box4U) enhances VET attractiveness through gamified, hands-on learning while raising awareness of climate issues.

Seven partners from six countries will develop mobile escape boxes to engage students in real-world vocational and environmental challenges.

Activities include innovation camps, prototyping, and testing.

The project ensures long-term impact through replicability, VET-industry collaboration, and sustainability-focused education.



### Center

EAGI LHII

### Contact

Paula Arrizabalaga

### E-mail

paula@eagi.eus

---

### GOALS:

# Well-being 4 VET.

## A sustainable and social VET working environment focusing on well-being

The aim of “Well-being 4 VET” is to transform vocational education by prioritizing staff well-being and promoting socially responsible working environment. The project aspires to create a comprehensive well-being experience.

Through activities like website development, communication strategies, workshops, and sharing best practices, the project seeks to create a sustainable VET environment focused on well-being, involving leadership, and contributing to long-term success and community impact.



### Center

EAGI LHII

### Contact

Edurne García Romaña

### E-mail

[international@elorrieta-errekamari.com](mailto:international@elorrieta-errekamari.com)

### GOALS:



# ColorIn - Comunicación Inclusiva

The main objective of this project is to promote inclusion and accessibility in graphic design and visual communication through the application of the ColorADD code, a system that allows individuals with color blindness to effectively identify colors.

To achieve this, the focus will be on training students and teachers, designing accessible materials, and promoting the code in educational and social settings, including a high-visibility sports event.

## Center

EMILIO CAMPUZANO LHII

## Contact

Maria Traspaderne / Ismene Costilla / Ianire Morales

## E-mail

maria.traspa@atxuri.net /

ismenecu@atxuri.net /

ianire\_m@atxuri.net

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## GOALS:



# EN-AI-BLE: Empowering People with Intellectual Disabilities through AI-Enhanced Electronics Training

The ENABLE project aims to improve employability and social inclusion for individuals with intellectual disabilities through AI-powered vocational training in electronics. By utilizing an AI EdTech tool, adaptive learning and gamified resources, the project provides accessible digital tools that offer recognized micro-credentials, addressing barriers to employment and fostering digital inclusion in the labor market.

Activities include the development of a user-friendly AI based EdTech digital learning platform, creation of modular training content, and deployment of AI-enhanced gamified learning tools.

Pilot training sessions and stakeholder engagement initiatives ensure broad adoption. Dissemination strategies promote scalability, while continuous evaluation ensures the effectiveness and long-term sustainability of the project.



## Center

FADURA LHII

## Contact

Jon Madariaga

## E-mail

[j.madariagapu@fadura.eus](mailto:j.madariagapu@fadura.eus)

## GOALS:



# European Partnership in Hydroponics 2

This initiative aims to innovate vocational education, increase its attractiveness, promote inclusion and diversity, enhance digital skills, and foster green skills.

Our goal with this project is to develop, test, and evaluate educational material (for students aged 16 and older) for teaching about hydroponic cultivation. The outcome should be accessible and user-friendly on our digital toolbox.

Hydroponics, linked to the Green transition, will be a key part of future agriculture training.

The project aims to develop comprehensive learning materials on hydroponic farming for VET and theoretical students and four teacher guides on hydroponic farming under different circumstances.

The materials with information on hydroponic farming and its role in sustainable food production including documents, photos, films, diagrams and presentations and will be presented in a user-friendly webpage as a Digital Toolbox. The materials will be shared widely through various platforms.



## Center

FRAISORO ESKOLA

## Contact

Beñat Garikano / Marijo Maiz

## E-mail

[bgarikano@fraisoroeskola.eus](mailto:bgarikano@fraisoroeskola.eus)

[mjmaiz@fraisoroeskola.eus](mailto:mjmaiz@fraisoroeskola.eus)

## GOALS:



# HOSSKILLS

## Improving digital Skills for Entrepreneurs of Hospitality Sector

HOSSKILLS project aims to develop the digital skills necessary for entrepreneurs in the hospitality sector and adapt the FP programming on entrepreneurship to the specific needs of the sector, which in this case are linked to digitalization.

The objectives of the HOSSKILLS project are:

- Identify, define and describe the best practices and role models of digitalization in the hospitality sector.
- Describe and develop training modules aimed at improving entrepreneurs in the hospitality sector.
- Create a Virtual Learning Environment with the training materials developed to facilitate access to them for the target group.

This project activities involves the following target groups into:

- Vocational Training Centres and their students and learners.
- Vocational Training teachers.
- Unemployed people who want to develop their professional career in hospitality sector.
- People with idea of starting a new business in the hospitality sector.
- Entrepreneurial people.
- Training Centers.
- Chambers of Commerce • Employment guidance centers



### Center

GALDAKAO OSTALARITZA ESKOLA

### Contact

Joseba Sola

### E-mail

internacionalizacion@hosteleriagaldakao.com

### Website

<https://hosskills.eu/>



### GOALS:



# DABS 4.0: La digitalización en la formación profesional con el ejemplo de la tecnología de la soldadura

## Objective: Simulations in the Classroom.

This project aims to exchange experiences on the benefits of digitalisation in vocational training. A welding simulator will serve as an example, integrating modern technology into lessons with tablets as key tools. Partners will develop and share simulator-based teaching methods, including AR/VR applications and measurement technologies, to enhance training flexibility.

The project also fosters collaboration in creating bilingual teaching materials, increasing engagement, sustainability, and media skills.

## Objective: Network of Teachers

Strengthening teacher networks supports training attractiveness and alignment with labor market needs. The project also lays the groundwork for future Erasmus+ student exchanges (KAI).

## Center

GOIERRI ESKOLA

## Contact

Mikel Arizkorreta

## E-mail

marizkorreta@goierrieskola.eus

## GOALS:



# SEED SUSTAINABLE ECOGASTROTURISM EDUCATION DEVELOPMENT

Develop competencies in sustainable tourism among micro and small enterprises.

Raise awareness of sustainable tourism practices in targeted EU areas. Engage local stakeholders, including farmers, hospitality enterprises, and local authorities, in Provide training and education on sustainable tourism practices to local communities. Develop local guides and hospitality staff knowledgeable in eco-gastronomy and sustainable tourism.

## Promote Eco-Gastronomy and Sustainable Tourism in Small Areas:

Encourage practices that enhance eco-gastronomy, reducing the impact of mass tourism.

Implement initiatives that support sustainable tourism in small, less-traveled areas.

## Raise Awareness on Sustainable Tourism:

Increase awareness among local communities and businesses about the benefits of sustainable tourism.

Engage local authorities in developing and implementing policies that support sustainable tourism and eco-gastronomy.



## Center

HOSTELERIA LHII-GAMARRA ESKOLA  
ZUBIRI-MANTEO BHI

## Contact

javier Aretxederreta / Beni Saizar / Maria Berasaluze

## E-mail

jaretxe@gamarraeskola.com /  
international@zubirimanteo.com

## Website

<https://seederasmus.com/>



## GOALS:



# SAVOR: Sustainability And Value in Organic Resources

## Objectives

To design an innovative computer application that relates the agricultural sector with the gastronomic sector, in such a way that it allows different levels of users (students and teachers of the hotel and agricultural sector, professionals from the hotel or agricultural sector, or consumers in general) to be able to filter by country products , seasonal and use.

It is intended to provide information on how to reuse waste, how to manage a small garden and how to apply a real circular economy.

The main activities will be based on the development of a web page with all the relevant information on European horticultural products, their essential characteristics of planting, care and harvesting, as well as their different gastronomic uses. In turn, different recipes, tips or alternatives are presented for the use of leftovers or waste that arise from a small garden, homes or small businesses in the sectors involved, agriculture and catering.



## Center

HOSTELERIA LHII-GAMARRA ESKOLA

## Contact

Javier Aretxederreta

## E-mail

[jaretxe@gamarraeskola.com](mailto:jaretxe@gamarraeskola.com) /

## GOALS:



## FER-RHEU: Reinforcing the Health of Rheumatic Patients Through Homemaking Traditional Fermented Foods

General Objective of the FER-RHEU Project is to support the health and quality of life of rheumatic patients by improving their skills in homemaking traditional fermented foods rich in probiotics and encouraging their use in anti-inflammatory diets, while promoting the cultural heritage value of traditional fermented foods integrated with modern health practices and developing sustainable health approach.

The FER-RHEU Project includes researching traditional fermented foods in partner countries and creating an inventory, as well as developing training curricula and educational modules.

It also organises training programmes for adult trainers in Spain and workshops for rheumatic patients in Romania, alongside intersectoral meetings in each partner country.

Additionally, the project produces a guidebook and documentary film, while ensuring ongoing management and cooperation between all partners.



### Center

HOSTELERIA LHII-GAMARRA ESKOLA

### Contact

Raul Duandikoetxea

### E-mail

raul@gamarraeskola.com

### Website

[www.fer-rheu.eu](http://www.fer-rheu.eu)



### GOALS:



# The Art of Coffee: Techniques, Traditions and New Challenges

The project aims to improve long-term technical training in coffee preparation for students and teachers through practical international workshops, enhancing employability and professional development.

It promotes collaborative and multilingual learning, creating accessible educational resources across Europe and strengthening language skills.

Activities include producing audiovisual materials, organising workshops on coffee varieties and preparation, holding international cooperation meetings to share best practices and develop joint initiatives, and carrying out dissemination activities to increase visibility.



## Center

HOSTELERIA LHII-GAMARRA ESKOLA

## Contact

Raul Duandikoetxea

## E-mail

[raul@gamarraeskola.com](mailto:raul@gamarraeskola.com)

## Website

[www.theartofcoffeerasmus.com](http://www.theartofcoffeerasmus.com)



## GOALS:



# Digital Chemistry Twin: bringing it closer and enhancing learning

DigiChemTwin aims to enhance chemistry trainer education through immersive digital twin technologies. It prepares trainers with future-oriented digital and pedagogical skills.

The project improves access to high-quality training materials in applied chemistry.

It increases the relevance and quality of training aligned with industry needs.

Key activities include creating a knowledge repository, VR training scenarios, trainer upskilling, and local/international outreach.



## Center

JESUITAK

## Contact

Maria Pando

## E-mail

[pando.maria@indautxujesuitak.org](mailto:pando.maria@indautxujesuitak.org)

## GOALS:



# GoodFood – Sustainability in Catering Schools

The global food system has a massive impact on our world and is one of the challenges we face. It is responsible for more than a third of global greenhouse gas emissions and about 130kg of food is thrown away per person in the EU.

To keep the impact of the food system within planetary boundaries, the project focuses on vocational education and supports catering schools and their students to develop sustainable habits which can be implemented in future workplaces to enable the Green Transition.



## Center

LEIOA OSTALARITZA ESKOLA

## Contact

Nerea Diaz

## E-mail

[nereadiaz@hostelerialeioa.net](mailto:nereadiaz@hostelerialeioa.net)

## GOALS:



## DEVISE4KE

The Kenyan school digitalization plan has been ongoing for years. It's not fully realized for VET schools due to power outages and the lack of ICT equipment and skills. Digitalization attempts fail, especially in rural regions. Now, a project consortium seeks to help the rural Homa Bay County and its 150000 inhabitants meet the digitalization challenge with these objectives:

- Equip VET-schools with photovoltaics and low-energy devices
- Introduce work-based learning by integrating real work processes with digital learning and work tasks (LWT) in curricula
- Strengthen the link between the school-based VET-system and industry -Build schools an independent learning environment for digital teaching, even without internet connections
- Run innovative Learning Teaching Training Activities (LTTA) for teachers and other local stakeholders as well as multiplier events
- Accredit 2 of the developed teacher training modules through the Kenyan Ministry of Education Students, teachers, local bodies, ministries, NGOs and the university will benefit.

The plan includes 4 partner meetings to test and evaluate the developed LWT, install the equipment and execute 4 LTTA. Kenyan partners will implement 3 Teacher Trainings. 9 virtual meetings and 2 hybrid Multiplier Events (Kenya and Spain) round off the project.

The project supports locals through:

- Installing photovoltaic and ICT equipment for 3 VET schools.
- Developing, testing and publishing 9 LWT for photovoltaics, ICT installation, and digital teaching.
- Publishing a recommendation paper on networking and successful multiplying events, manual for developing LWT and an experience report including good practices on digital teaching in rural areas. These outputs are sustainable through continued use of the LWT in other schools with partner support and the accredited teacher training at Rongo University.



## DEVISE4KE

Empowering Sustainable Development of VET in Kenya Using Solar Energy and Low Energy Devices

### Center

MARISTAK DURANGO IKASTETXEA

### Contact

Iratxe Lejarreta

### E-mail

ilejarreta@maristak.com

### Website

<https://devise4ke.com/>



### GOALS:



# MULE - Multimedia Learning Environment for Work-Based Learning Tasks for VET-Students in the Sector of Applied Informatics



In the MULE project, current trends in applied informatics are to be efficiently integrated into curricula through cooperation between vocational schools and industry.

This will be achieved by defining “spheres of activity” which will serve as the basis for learning and work tasks in a multimedia learning environment.

The focus is on the promotion of transversal and vocational competences of students. The planned transnational Sectoral Qualification Framework aims to improve the comparability of the competences of professionals from Germany, Serbia, Italy and Spain in the field of Applied Informatics.

## Center

MARISTAK DURANGO IKASTETXEA

## Contact

Ricardo Ferreri

## E-mail

[rferreria@maristak.com](mailto:rferreria@maristak.com)

## Website

<https://www.mule-project.com/>



## GOALS:



# Plant&Paint - Natural paints for sustainable art and crafts

## Objectives:

The green and digital skills are now key to navigating a fast-growing and changing world. Young professionals need to obtain an initial qualification and continuously update their green and digital skills to enter, re-enter or remain in the labour market. Seven VET institutions join their efforts to integrate use of natural paints to their design and arts training programs to encourage artists, designers and other creative professionals to become an active agents of sustainability.

## Implementation:

The partnership of 7 schools intends to undertake regional studies in order to estimate the traditions and opportunities of plant-based dyeing/painting. For better understanding of the future applications of natural paints in arts and design and their commercial potential the partners will organize series of training events and establish experimental school gardens. The results of the innovative project will be published on developed open resource - digital Plant&Paint platform.

## Results:

- Increase the digitalisation, internationalization and competitiveness of VET organizations through institutional cooperation and cross-border mobility of learners and staff;
- Development of green skills of students and increase of the individual contribution to the sustainable economy;
- Development of open educational resource Plant&Paint platform with extended digital opportunities and quality information about natural paints and their potential applications.



## Center

MENDIZABALA LHII

## Contact

Javier Larroda & Irene Pérez

## E-mail

[mobility@mendizabala.eu](mailto:mobility@mendizabala.eu)

## GOALS:



# Renewable Energy Renewable Earth

The project aims to develop a training simulation for VET renewable energy systems, along with digital educational content and an open-source software for online education.

It seeks to address gaps in distance education models by providing coaching support for personal and professional development.

Activities include creating a virtual application laboratory, an open-source remote application online education platform, and modules for Moodle and Simulation applications.

Expected results include the development of a real-time interactive laboratory simulation program integrating application simulation, theories, procedures, and student observations, facilitating interactive learning experiences.



Project - RERE

## Center

MIGUEL ALTUNA LHII

## Contact

Mikel Bayer

## E-mail

[mbayer@imaltuna.com](mailto:mbayer@imaltuna.com)

## GOALS:



# LF4VET. Learning factories for the pedagogical and digital transformation of VET systems

The project aims to support VET centers in digital and green transformation. Based on the paradigm that Learning Factories have introduced in education fields, the project proposes ways to enhance the effectiveness of LFs in vocational education.

Innovations focus on three areas: enhance pedagogy aspects for LFs for VET characteristics, methods for integration and interacting with technologies in LFs from an Industry 5.0 perspective, and supporting teachers in managing pedagogical transitions.

## The four activities are:

- 1) Defining a Learning Factory pedagogy for VET, focusing on interdisciplinarity, human-centricity, and sustainability while engaging teachers.
- 2) Definition of a methodology for the technological transformation for human centric LFs, including methods to enhance technology adoption and help design sustainable workplaces within LFs
- 3) Assessing LF feasibility and scalability through the validation of 4 pilot activities.
- 4) Engaging VET centers and stakeholders.



## Center

MIGUEL ALTUNA LHII

## Contact

Amagoia Zubia

## E-mail

azubia@imaltuna.com

## Website

<https://lf4vet.eu/>



## GOALS:



# Building Bridges, Boosting Skills: EU students united 3D printing

The project aims to expand participation of European VET schools in a global 3D printing initiative and build long-term partnerships. It focuses on improving students' skills in 3D design, sustainability (SDGs), and international communication.

Key activities begin with preparation through virtual and in-person meetings among project partners. A kick-off event in Spain brings together teachers and students to launch collaborative work, followed by national-level lessons. The project concludes with a final event where participants present their 3D printing outcomes, supported by ongoing project management.



## Center

MIGUEL ALTUNA LHII  
SANTURTZI LHII

## Contact

Ibai Moreno / Mikel Iturraspe

## E-mail

imoreno@maltuna.eu  
miturraspee@fpsanturtzilh.eu

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## GOALS:



## EBBD GRACE - Green competences & Recognition of Achievements through Credentials in EBBD

The EBBD GRACE project aims to develop a sustainable and labor market-adapted EBBD certificate, recognized across the EU. It equips learners with green competences to contribute to the green transition and act for a sustainable society.

The project also enhances inclusiveness by allowing partial recognition of the EBBD certificate through credentials, making it more attractive and accessible. Implementation includes research, stakeholder involvement, designing a Sustainability Unit, credentials, and training activities. After testing and evaluation, these will be integrated into the EBBD certificate.

Results include a GreenComp-based learning unit, teacher training, European Digital Credentials, and an updated EBBD certificate.

## EBBD - GRACE

Sustainable Business  
Competences in Europe

### Center

NAZARET FUNDAZIOA

### Contact

Nereba Peña

### E-mail

[nerebap@nazaret.eus](mailto:nerebap@nazaret.eus)

### Website

<https://ebbd.eu/ebbd-grace/>



### GOALS:



# EVIVA+ Expériences Virtuelles pour l'Insertion

EVIVA+ aims to co-construct, with seven European partners, an innovative training program in the health and social sector for new-generation students and students with disabilities.

By integrating gamification and immersive tools, these training programs reinforce the commitment of learners and their understanding of the challenges of integrating vulnerable groups, thus ensuring a better match between the skills acquired and the needs of the job market.



*Virtual experience for integration*

## Center

NAZARET FUNDAZIOA

## Contact

Nereba Peña / Ainhoa Dominguez

## E-mail

[nerebap@nazaret.eus](mailto:nerebap@nazaret.eus)

[adominguez@nazaret.eus](mailto:adominguez@nazaret.eus)

## GOALS:



# SUSTAIN-IT: Empowering Agents for Sustainable Change through Green Monitoring and Digitalization in Namibia, Zimbabwe and Rwanda's TVET providers

SUSTAIN-IT is a Capacity Building project coordinated by Politeknika Txorierrri, committed to upskilling African TVET educators by strengthening their digital competences for environmental monitoring education. Through Technical and Vocational Education and Training (TVET), It will empower educators and students with cutting-edge green and digital skills, to enhance training in environmental monitoring technologies, fostering ecological sustainability and innovation in Africa.

A key focus is on supporting Sub-Saharan Africa (SSA) TVET schools in identifying local needs and developing tailored action plans to effectively provide environmental TVET. This includes designing pedagogical methodologies that foster environmental awareness in the classroom and building the capacity of TVET trainers through challenge-based learning, STEM, social entrepreneurship and inclusive teaching strategies.

The project will also build the capacity of TVET educators to use DIY IoT tools, such as Arduinos and sensors, focusing on monitoring solar energy, air quality and water quality for environmental analysis in the classroom.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Sheila Larrabaster

## E-mail

slarrabaster@politeknikatxorierrri.eus

## Website

<https://sustain-it-project.eu/>



## GOALS:



# Digital Twin: Digital Twin on Smart Manufacturing

The project can help the twin transition (digital and green) of companies, VET, H/VET and HE organizations as it will focus on the virtualization of Industrial Systems to design, test and maintain machinery, according to the indications of Industry 4.0 through the training and deployment of certain enabling technologies and deep technologies. In addition, the project also proposes to assess the impact on achieving cleaner, more sustainable and greener production processes, thus favoring the achievement of the green transition and the fulfillment of the objectives of the 2030 Agenda.

The specific objective of the project is to improve the ability of EDU-VET providers to meet companies' requests thanks to the achievement of two main results:

- Improved companies' performance in commissioning, production and maintenance
- Improved ability of EDU-VET providers to adapt training to industry needs.



**Digital Twin**  
on smart manufacturing

## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Anabel Menica

## E-mail

[amenica@politeknikatxorierrri.eu](mailto:amenica@politeknikatxorierrri.eu)

## Website

<https://digitaltwinproject.eu/>



## GOALS:



# ECOLUTION: masters course on smart sustainability solutions

The masters course on smart sustainability solutions (ECOLUTION) project aims to develop an advanced interactive MSc course related to Environmental Sustainability IoT Engineering that will train individuals with the necessary skills and knowledge to work in the rising “Smart Environmental Sustainability” industry.

The course is also formulated to stimulate transversal competences such as the increased sense of initiative and entrepreneurship. The course is designed to follow the European Credit Transfer and Accumulation System (ECTS) credit standards for certification recognition across the EU.

The innovative curriculum is comprised by interactive teaching methods and partnerships with expert academic and organisations to give to the students a solid background for starting a fruitful career in the industry.

The course duration is 18 months, plus a 1-month (on the job) experience.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Sheila Larrabaster

## E-mail

slarrabaster@politeknikatxorierrri.eus

## Website

<https://www.ecolutionmsc.eu/>



## GOALS:



# AI&SUSTAINABILITY IN VET EDUCATION

The AI&SUSTAINABILITY Project is designed to equip young people with essential AI skills while addressing sustainability challenges.

It provides VET (Vocational Education and Training) teachers and students with a structured system for hands-on AI learning. Key components include an AI KIT (microprocessor, cameras, sensors, and actuators) for practical applications, a MOOC (Artificial Intelligence and Sustainable Automated Vision for Environmental Solutions) to train educators, and the AI&SUSTAINABILITY ProjectHub, a resource center for sharing pedagogical projects.

Additionally, the #AI&SUSTAINABILITYClub network will foster collaboration, knowledge sharing, and innovation within participating institutions, ensuring students are prepared for AI-driven sustainability challenges.



**AI & SUSTAINABILITY IN VET EDUCATION**  
ERASMUS 2023-1-LT01-KA220-VET-000155506

## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Miren Arrien

## E-mail

marrien@politeknikatxorierrri.eus

## Website

<https://ai-vet.eu/>



## GOALS:



# WISE-AI: Fostering young women's employability by promoting Sustainable Development Goals through Artificial Intelligence

The WISE-AI Project aims to increase young women's participation in AI by combining education with gamified learning through Minecraft, while promoting Sustainable Development Goals (SDGs). It focuses on AI training, entrepreneurial skill development, and gender equality in AI-related fields, with an emphasis on clean energy and climate action.

The project consists of two key components: a Knowledge Portal, which offers AI-related educational resources and training methodologies for youth educators, and a Minecraft-based game, providing an interactive environment where young women can learn AI principles while engaging with the SDGs.

By fostering innovation and inclusivity, WISE-AI seeks to empower young women in AI, promote sustainability, and ensure long-term accessibility of learning materials beyond the project's completion.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Miren Arrien

## E-mail

marrien@politeknikatxorierrri.eus

## Website

<https://wise-ai.erasmusplus.website/>



## GOALS:



# GenAISA: Generative AI Skills Academy

The GenAISA Project aims to bridge the skills gap in generative AI by developing specialized curricula for Higher Education (HE) and Vocational Education and Training (VET). The HE curriculum focuses on technical skills for designing and developing generative AI solutions, while the VET curriculum ensures the safe, efficient, and ethical use of these technologies.

Additionally, a resilience skills course will help learners adapt to workplace challenges and enhance career longevity.

Key outcomes include a Generative AI Competences Map aligned with ESCO standards, defining job profiles such as Generative AI Engineer and Prompt Engineer.

The project also introduces modern pedagogical methods, a Digital Skills Passport to certify students' competencies, and a MOOC for accessible learning. The resilience skills course will be delivered in a virtual world environment, fostering immersive education. By creating a collaborative ecosystem, GenAISA ensures that education keeps pace with the demands of industries shaped by disruptive technologies like generative AI.



## GenAISA

Generative AI Skills Academy

### Center

POLITEKNIKA IKASTEGIA TXORIERRI

### Contact

Miren Arrien

### E-mail

marrien@politeknikatxorierrri.eus

### Website

<https://genaisa.eu/>



### GOALS:



# STARGirls: Supporting Talent & Ambition in Renewable Energy Sector for Girls, through mentoring and role models

The STARgirls Project aims to close the gender gap in net-zero technologies and renewable energy by encouraging girls to pursue careers in STEM, particularly in vocational education and training (VET) for the net-zero industry.

The project focuses on attracting and supporting girls in STEM fields to tackle the underrepresentation of women in these sectors. Key outcomes include creating mentorship opportunities for girls in secondary education, connecting them with female professionals in renewable energy, and developing observatories to monitor gender equality in VET related to sustainable energy.

The initiative targets girls, their teachers, female professionals, and career guidance organizations to break down barriers and foster a more inclusive STEM environment.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Lidia González de Diego

## E-mail

lgonzalez@politeknikatxorierrri.eus

## Website

<https://stargirls-project.eu/>



## GOALS:



# DRONES360: fostering innovation and better skills match with the green and digital sectors through the integration of emerging technologies (drones, VR, AR) in VET

The project seeks to drive digital transformation, innovation, and the attractiveness of Vocational Education and Training (VET) by integrating emerging technologies like drones and extended reality (XR) into green sector training.

It aims to enhance the readiness, adaptability, and confidence of VET trainers to incorporate these technologies, equipping students with vital STEAM and green-related skills for improved alignment with labor market needs.

The ultimate goal is to develop a workforce capable of addressing societal challenges such as climate change mitigation and adaptation.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Lidia González de Diego

## E-mail

lgonzalez@politeknikatxorierrri.eus

## Website

<https://drones360.eu/>



## GOALS:



## Green Skills Now: Inclusive Green Skills to build VET capacity for a sustainable future

The project addresses the growing demand for professionals with green skills needed to participate in the emerging green economy. It contributes to sustainable development by strengthening Vocational Education and Training (VET) in Ecuador and Colombia.

Through the development of an Inclusive Green Skills Curriculum, the initiative equips VET organizations with the necessary knowledge and tools to train a new generation of workers for the circular economy.

### Key objectives include:

- Enhancing green skills and capacities within VET institutions.
- Strengthening connections between education providers and the private/public sectors.
- Addressing youth employment needs while promoting gender inclusion and socioeconomic equity.

### Center

POLITEKNIKA IKASTEGIA TXORIERRI

### Contact

Lidia González de Diego

### E-mail

lgonzalez@politeknikatxorierrri.eus

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### GOALS:



# SECOVE: Sustainable Energy Centres of Vocational Excellence

SECOVE aims to establish a cooperation platform for Centres of Vocational Excellence (CoVEs) across Europe in the sector of renewable and sustainable energy. It is locally based, with a CoVE in each partner country.

The platforms' main goal is to promote the uptake of innovative and qualitative lifelong learning opportunities, oriented towards the development of skills, competencies and the achievement of qualifications, including the promotion of mobility opportunities.

The project will adopt and support a holistic approach to promote creativity, inclusion and entrepreneurial mindset together.



## SECOVE

SUSTAINABLE ENERGY CENTRES OF VOCATIONAL EXCELLENCE

### Center

POLITEKNIKA IKASTEGIA TXORIERRI

### Contact

Anabel Menica

### E-mail

[amenica@politeknikatxorierrri.eu](mailto:amenica@politeknikatxorierrri.eu)

### Website

<https://secove-project.eu/>



### GOALS:



# GREENLEAD: Introducing the job profile of the Green Leader

The GreenLead project aims to define the role of the Green Leader and establish the Green Division by creating a competency framework, specialized curriculum, and training materials.

It empowers VET trainers and organizations with innovative tools and methods to support European SMEs in achieving a sustainable green transition.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Kepa Larrondo

## E-mail

klarrondo@@politeknikatxorierrri.eus

## Website

<https://greenlead-project.eu/>



## GOALS:



# CLIMAVERSE: climate change education for secondary schools using metaverse

The project will create a virtual environment on the Metaverse, allowing for immersive learning experiences. Students will be able to develop sustainable competences through interactive activities.

These outcomes aim to contribute to the broader European objectives of fostering innovation and digital transformation in education while promoting environmental awareness and sustainability.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Kepa Larrondo

## E-mail

klarrondo@@politeknikatxorierrri.eus

## Website

<https://www.climaverse-project.eu/>



## GOALS:



# SMARCO: Smart Communities Skills Development in Europe

The SMARCO Project aims to address critical gaps in digital skills necessary for building resilient smart communities in Europe.

It focuses on two main issues: the lack of resilient solutions from ICT professionals and the absence of key green, digital, and cybersecurity skills among public sector employees.

By providing research, trend analyses, and training programs, SMARCO will enhance the skills of both industry professionals and public sector workers involved in smart community planning, fostering a Smart Communities Skills Partnership for upskilling and reskilling efforts.

The project will create a skills partnership hub, offering tailored training programs, micro-credentials, and certificates in critical areas such as digital and green skills. It will also establish a sustainable stakeholder community to share best practices and ensure the resilience and sustainability of smart communities across Europe.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Anabel Menica

## E-mail

amenica@politeknikatxorierrri.eus

## Website

<https://smarco.eu/>



## GOALS:



# DIRECT: Digital Responsibility EduCation and Training

The DIRECT Project aims to enhance digital responsibility (DR) skills through a systematic and scientifically validated approach. It focuses on developing a comprehensive DR competence framework, designing inclusive learning pathways, and creating a digital learning platform for personalized upskilling.

The project equips educators, learners, and labor market actors with the necessary tools for fostering responsible digitalization.

Expected outcomes include the creation of the DR competence framework, an interactive platform with tailored modules and skill assessment tools, and measurable improvements in DR awareness.

Results will be shared through events, publications, and collaborations with European initiatives, driving the long-term adoption of DR principles in education and industry across Europe.



## DIRECT

Digital Responsibility  
EduCation and Training

### Center

POLITEKNIKA IKASTEGIA TXORIERRI

### Contact

Anabel Menica

### E-mail

[amenica@politeknikatxorierrri.eus](mailto:amenica@politeknikatxorierrri.eus)

### Website

<https://directproject.eu/>



### GOALS:



## SignVET - Gateway to Equity: engaging deaf students into VET

The SIGNVET Project is dedicated to enhancing accessibility in Vocational Education and Training (VET) for deaf individuals through an innovative methodology that integrates sign language into the learning process.

By developing educational materials in sign language, training teachers, and promoting inclusive practices, the project seeks to remove barriers and create a more equitable educational environment.

Key outcomes include the development of a dedicated project website and social media platforms to share updates and engage stakeholders. The project will also organize closing events to celebrate achievements, webinars and workshops to train educators, and design methodologies and tools to help teachers create sign language content.

Additionally, cloud-based software components, available as Software as a Service (SaaS), will ensure the sustainability of the project. Through collaboration with specialized organizations, SIGNVET aims to make a lasting impact on educational accessibility and the integration of sign language in vocational training.



### Center

POLITEKNIKA IKASTEGIA TXORIERRI

### Contact

Miren Arrien

### E-mail

marrien@politeknikatxorierrri.eus

### Website

<https://signvet.eu/>



### GOALS:



# EREVETS: Empowering the Renewable Energy Sector through VET Support in Sierra Leone

The main objective of the EREVETS project is to strengthen the capacity, relevance, and quality of Technical and Vocational Education and Training (TVET) institutions in Sierra Leone in the field of renewable energy.

The project aims to modernise renewable energy VET programmes by aligning curricula with national policies, labour market needs, and Global Gateway priorities, while reinforcing cooperation between TVET providers, the private sector, and public authorities.

Through capacity building of trainers, integration of innovative and competency-based pedagogical approaches, and the promotion of entrepreneurship and gender-inclusive strategies, EREVETS seeks to enhance employability, foster green job creation, and support Sierra Leone's sustainable energy transition.

## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Lidia González de Diego

## E-mail

lgonzalez@politeknikatxorierrri.eus

## GOALS:



# ESG4VET: Adapting VET to meet the needs of ESG compliance and twin transition via an inclusive and sustainable approach supported by AI-powered digital tools

The ESG4VET project aims to empower VET trainers and other professionals in the labour market via a validated upskilling programme to promote sustainable change through the adoption of ESG strategies.

It seeks to enhance green skills, promote digital transformation, and foster eco-friendly and inclusive practices within SMEs.

By developing tailored tools and resources, the project aspires to cultivate responsible, sustainable behaviours and advocate for social justice in communities.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Uxue Martinez

## E-mail

umartinez@politeknikatxorierrri.eus

## Website

<https://esg4vet.eu/>



## GOALS:



# AIM-LEARN: AI-Powered Predictive Maintenance Competence Framework for Lifelong Learning and Industrial Innovation

AIM-Learn aims to address the skills gap in artificial intelligence-driven predictive maintenance by strengthening the capacity of Vocational Education and Training (VET), higher education, and industry to respond to the needs of Industry 4.0. The project focuses on developing a European competence framework, modular curricula, and innovative training methodologies that integrate artificial intelligence, machine learning, data analytics, and digital technologies into maintenance education.

Through strong cooperation between education providers, industry stakeholders, and research organisations, AIM-Learn seeks to improve the employability and upskilling of learners, professionals, and educators, while supporting the digital and green transition of industrial sectors. The project aligns training provision with European frameworks (EQF, ESCO) and promotes the adoption of AI-based predictive maintenance as a key enabler of sustainable, efficient, and resilient industrial processes.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Kepa Larrondo

## E-mail

klarrondo@@politeknikatxorierrri.eus

## Website

<https://aimlearn.eu>



## GOALS:



# SHAPE-WB: Smart Home Automation Project on Western Balkan

SHAPE-WB aims to modernise Vocational Education and Training (VET) systems in Bosnia and Herzegovina and Montenegro by strengthening their capacity to respond to labour-market needs in the field of smart home and automation technologies.

The project addresses existing skills mismatches by developing modern, demand-driven curricula, enhancing VET teacher competences, and reinforcing cooperation between VET providers, employers, and EU partners. Through capacity-building activities and the transfer of best practices from EU countries (Croatia and Spain), SHAPE-WB supports the alignment of VET provision with European standards, regional development strategies, and the twin green and digital transition.

Its overarching goal is to improve the quality, relevance, and attractiveness of VET, while increasing the employability of learners and supporting sustainable socio-economic development in the Western Balkans.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Kepa Larrondo

## E-mail

klarrondo@@politeknikatxorierrri.eus

## GOALS:



# STEAMedge: STEAM empowerment for EDucators through sustainability and the use of emerginG Technologies

The main objective of the project is to equip teachers with the skills, tools, and confidence to bring into classrooms, all through a lens of sustainability and inclusion.

It targets both pre-service and in-service educators in secondary education, offering integrated modules, flexible learning pathways, and cross-border collaboration. A fundamental element of this approach is the establishment of structured, modular learning pathways, ensuring lifelong competence development. In this way, STEAMedge Academy promotes digital and green transitions while simultaneously enhancing inclusion and gender equality in the education system, creating an environment in which every educator—regardless of gender or socioeconomic background—can actively participate and benefit from this innovative approach. The STEAMedge Specific Objectives (SOs) are:

- SO1: Advance AI-Enhanced, Sustainability-Driven STEAM Competences
- SO2: Establish Structured, Modular Learning Pathways for Pre- and In-Service Teachers
- SO3: Expand Teacher Mobility and Cross-Border Collaboration
- SO4: Enhance Equity and Accessibility in STEAM Education
- SO5: Strengthen EU-Wide Cooperation and Policy Integration in Teacher Education.

The STEAMedge Academy project brings together eleven (11) partners from five (5) European countries.



## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Anabel Menica

## E-mail

[amenica@politeknikatxorierrri.eus](mailto:amenica@politeknikatxorierrri.eus)

## GOALS:



## ASC4INN – Alliance for Fostering Innovation in Education and Enterprises through Digitization of Agricultural Supply Chains

The ASC4INN project aims to strengthen innovation capacity in Higher Education and Vocational Education and Training by developing advanced, industry-driven curricula and training solutions focused on the digital transformation of Agricultural Supply Chains (ASC). The project responds to urgent skills gaps in the agri-food sector, where rapid technological change, sustainability requirements, and increasing complexity demand a new generation of professionals equipped with digital, green, and entrepreneurial competences.

ASC4INN focuses on four key deep-tech domains with high impact on sustainability, efficiency, and resilience: Robotics and Drones, IoT and Blockchain for agricultural traceability, Big Data and advanced analytics, and Investment and risk management in new technologies. These areas were identified through an extensive needs analysis involving education providers, businesses, and sectoral stakeholders across six EU countries. The project adopts a cross-sectoral and multidisciplinary approach, bridging agriculture, digital technologies, supply chain management, and business decision-making. To ensure relevance and accessibility, ASC4INN integrates innovative pedagogical methodologies, including blended learning, game-based learning, augmented reality (AR) training scenarios, and a dedicated digital learning platform. The project also introduces micro-credentials and micro-pathways, aligned with ECTS and ECVET frameworks, to support flexible learning, lifelong upskilling, and labour-market recognition. Through close cooperation between HEIs, VET providers, enterprises, and EU-level networks, ASC4INN aims to modernise education systems, reduce skills mismatches, and support the twin green and digital transitions of the European agri-food sector.



### Center

POLITEKNIKA IKASTEGIA TXORIERRI

### Contact

Sheila Larrabaster

### E-mail

slarrabaster@politeknikatxorierrri.eus

### Website

<https://asc4inn-project.eu/>



### GOALS:



# TROPHY - The Next Generation of Deep Technology Leaders

The TROPHY project is a European initiative aimed at transforming participating higher education institutions (HEIs) into regional and European leaders in deep technology innovation by fostering Web 4.0 skills, entrepreneurial mindsets, and sustainable academia-industry collaboration.

The core objective is to bridge the gap between academic knowledge and real-world innovation by developing cutting-edge curricula and training programmes in advanced technologies such as artificial intelligence (AI), blockchain, Internet of Things (IoT), virtual and augmented reality (VR/AR), and cloud computing.

TROPHY's strategy emphasizes practical education, mentorship, and ecosystem development to prepare students and academic staff for the evolving demands of the digital economy and contribute effectively to societal and economic challenges.



THE NEXT GENERATION  
OF DEEP TECHNOLOGY LEADERS

## Center

POLITEKNIKA IKASTEGIA TXORIERRI

## Contact

Sheila Larrabaster

## E-mail

slarrabaster@politeknikatxorierrri.eus

## Website

<https://trophy.fon.bg.ac.rs/>



## GOALS:



# Entrepreneurship and Green Aspects of Companies.

## Developing entrepreneurship skills of young adult VET learners with special focus on green aspects.

This project aims to empower VET students in the field of administration and business to become the responsible European entrepreneurs of tomorrow.

By blending digital innovation with a strong focus on sustainability and social inclusion, participants develop core business skills, from creating green business plans to mastering professional English.

Through international exchanges and direct collaboration with eco-friendly companies, students gain hands-on experience and the confidence to launch successful, planet-positive ventures in a globalized labor market.

### Center

SOMORROSTRO

### Contact

Nere Sierra

### E-mail

[europe@somorrostro.com](mailto:europe@somorrostro.com)

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### GOALS:



# Attention! If We Don't Change, The Climate Will Change

The name of our project is 'If We Don't Change, The World Will Change'. Climate change is a problem that affects the entire world. In order to prevent this, students, who are the decision makers of the future, need to be educated on this issue. We believe that this education should be carried out practically with a planned curriculum. We aim to ensure a permanent change in students about the importance of clean water, carbon footprint and zero waste in the world.

We expect our project to first create a permanent awareness about the consequences of climate change. Our starting point is to create a curriculum that will ensure that climate change topics in relevant courses are processed in the form of practical activities in nature.

Our second starting point is to raise individuals who are respectful of nature and conscious in our schools. With the activities in this project, we will provide our students with a qualified education on climate change.



## Center

TOLOSALDEA LHII

## Contact

Juan Luis Nazabal

## E-mail

[jl nazabal@tolosaldealh.eus](mailto:jl nazabal@tolosaldealh.eus)

## GOALS:



# H.A.R.M.O.N.Y. - healthy and resilient mindset with an organized, nurturing, and digital workplace for you

The H.A.R.M.O.N.Y. project will bring together HEIs, VETs, research institutions, SMEs, and EU-wide network organizations in a joint approach to support European SMEs and their employees to prevent the negative consequences of mental health challenges in today's workplaces.

Mental health problems affect more than 13 million people in the EU SME employees. Half of EU workers consider stress to be common in their workplace and stress contributed to around half of all lost working days. The other two major mental health challenges are depression and anxiety. The project will give a special focus on those three workplace mental health challenges.

The project is expected to improve the knowledge and skills of the target groups in the field of mental health at workplaces and create a sustainable concept that can be implemented EU-wide as a collaboration between HEIs, VET providers, research institutions, OSH experts and service providers, and labour market actors. The final concept will have 8 pieces of training modules related to work-related stress, anxiety, and depression for SME employer.



## Center

TOLOSAKO INMAKULADA LANBIDE IKASTOLA

## Contact

Ana Monge / Andoni Badiola

## E-mail

[zuzendaritza@inmakuladatolosa.eus](mailto:zuzendaritza@inmakuladatolosa.eus)  
[andonib@inmakuladatolosa.eus](mailto:andonib@inmakuladatolosa.eus)

## Website

<https://harmony-eu.net/>



## GOALS:



# DGVET-30 - DIGITAL GREEN CONSUMPTION-30



DGVet-30 aims to address climate change, aligning with EU goals to reduce emissions and energy consumption.

The project strives to innovate vocational education through digitization, preparing students for a green and digital workforce. It seeks to adapt education to labor market needs by analyzing the formative needs of the renewable energy field.

Additionally, the inclusion of women in vocational training is prioritized.

## Center

USURBIL LHII

## Contact

Mikel Arza Mozo / Mireia De Jesús Casillas

## E-mail

[irmarza@lhusurbil.eus](mailto:irmarza@lhusurbil.eus) /  
[irmdejesus@lhusurbil.eus](mailto:irmdejesus@lhusurbil.eus)

## GOALS:



# CircularVET

CIRCULARVET project intends to update VET curricula on the competencies linked to the transition from a linear to a circular business model in the mechanical sector.

VET teachers and graduates will acquire the new circular skills needed to adapt their professional profile, developing curricula consistent with these needs and reducing the skills mismatch mechanical companies are facing.

The project adopts an interdisciplinary approach, promoting collaboration between VET schools and companies.



## Center

HETEL

CENTRO DE FORMACIÓN SOMORROSTRO

## Contact

Aitor Ruiz / Nere Sierra

## E-mail

[innovation@hetel.org](mailto:innovation@hetel.org)

[europe@somorrostro.com](mailto:europe@somorrostro.com)

## Website

<https://circularvet.eu/>



## GOALS:



# TRIEME

The TRIEME project aims to guide the European automotive-mobility sector's transition towards a green and digital economy, highlighting its significance in Europe's economy and societal transformation.

It focuses on enhancing skills through strategic intelligence and recommendations, addressing trends like digitalization, sustainability, and new business models.

Key initiatives include developing and piloting training across EQF levels 3-8, establishing a pan-European Automotive-Mobility Academy for targeted training delivery, connecting stakeholders, and disseminating results throughout Europe. Additionally, it explores the twin transition's impact on the ecosystem and social aspects, providing recommendations for addressing these challenges.

TRIEME involves 32 partners from 15 countries within the Large-scale Pact for Skills Partnership and the Automotive Skills Alliance.



## Center

HETEL

## Contact

Aitor Ruiz

## E-mail

[innovation@hetel.org](mailto:innovation@hetel.org)

---

## GOALS:



## CraftAdapt: New Crafts Emerging – Secondary Waste Processing as a Reaction to the Market Change as well as a New Entrepreneurial Opportunity for Artisans from Disadvantaged Backgrounds

The CraftAdapt project aims to modernize vocational education in the crafting sector, integrating circular economy principles through innovative usage of waste material, specifically different types of plastic waste, debris, and scraps. Its objectives are to equip artisans, especially those from disadvantaged backgrounds, with skills for green transition and prepare them for future environmental and market demands of the EU environment.

The project supports the crafts and artisan sector through a series of targeted activities including the development of a digital educational toolkit for artisan sustainability consisting of e-learning units for VET, entrepreneurial manuals for craftspeople from disadvantaged backgrounds, and a collection of best practices, and its implementation through pilot testing with at least 100 artisans.

It is expected to yield a range of results and positive outcomes, including enhanced skills and knowledge in waste usage in craft sectors and enhancing the resilience and competitiveness of artisans from disadvantaged backgrounds by supporting their adaptation to new green market needs.

Furthermore, by developing tailored educational materials, the project is expected to help establish newly emerging crafts in standard vocational education and training.



### Center

HETEL

### Contact

Aitor Ruiz

### E-mail

[innovation@hetel.org](mailto:innovation@hetel.org)

---

### GOALS:



# PROMOTE High Skilled Ukrainian and Migrant Women

PROMOTE enhances CVET educators' comprehension of the career integration hurdles and prospects for highly skilled migrant women, including displaced Ukrainians. It facilitates meaningful integration into the labour market, and unlocks the full career potential and talent of some of Europe's most skilled but vulnerable women.

By 2026, PROMOTE will upskill over 50 VET educators and 75+ highly skilled Ukrainian and migrant women fostering a more inclusive and dynamic European workforce.

The project will develop and implement CVET skills enhancement programmes engaging highly skilled migrant women and employers in mentorship initiatives, WBL and Job Placement programmes across partner regions.

For employers, the project unlocks an untapped reservoir of skills. Last year 80% of employers reported difficulty finding the talent they need.



## Center

HETEL

## Contact

Tamara Rodríguez

## E-mail

[international@hetel.org](mailto:international@hetel.org)

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## GOALS:



# STEAM Forward: Empowering Educators to Inspire Future Careers

## Objectives

The STEAM Forward aims at enhancing STEM/STEAM education and career guidance. It equips educators with modern teaching methods, digital skills, and resources to support students, particularly girls and underrepresented groups, in developing future-ready competencies.

Through a MOOC Platform, teacher resources, capacity building, and pilot programs, it bridges the gap between education and labor market needs, ensuring a lasting impact on STEM/STEAM education and career development.



## Center

HETEL

## Contact

Aitor Ruiz

## E-mail

[innovation@hetel.org](mailto:innovation@hetel.org)

## GOALS:



# CyberSecure Teaching: Strengthening Digital Resilience in K-12, Vocational Education, and Teacher Training

CyberSecure Teaching supports teachers and teacher educators in building cyber hygiene skills and cybersecurity awareness for safer learning environments.

The project develops practical learning resources, a European Community of Practice, and international Summer Schools for K-12, VET, and teacher education contexts.



## Center

HETEL

## Contact

Aitor Ruiz /

## E-mail

[innovation@hetel.org](mailto:innovation@hetel.org)

## Website

<http://www.cybersecureteaching.eu>



## GOALS:



# CYBER-IN

The CYBER-IN project aims to enhance industrial cybersecurity awareness and competences in vocational training for Operational Technology (OT) profiles, addressing a gap not fully covered in Information Technology (IT) education.

With support from a global non-profit alliance advocating for a safer digital world through 10 principles, including mandatory cybersecurity education, the project partners seek to create safer industrial environments, increase job opportunities, and improve career progression for OT and IT profiles.

Drawing on the European Commission's 2020 report, "Cybersecurity, our digital anchor," the project focuses on three action areas: Education, by upgrading industrial cybersecurity skills of VET teachers and students; Industry and Digital Services, by preparing a skilled workforce for cybersecurity challenges; and Common Culture of Collaboration, by fostering interdisciplinary collaboration to broaden the cybersecurity culture beyond IT specialists.



Cyber-In

## Center

HETEL / MARISTAK DURANGO IKASTETXEA

## Contact

Aitor Ruiz / Iratxe Lejarreta

## E-mail

[innovation@hetel.org](mailto:innovation@hetel.org)

[ilejarreta@maristak.com](mailto:ilejarreta@maristak.com)

## Website

<https://cyber-in.eu/>



## GOALS:



# DIGISTAINABILITY

The aim of DIGISTAINABILITY is to raise awareness of the sustainability challenges that Europe is facing and how these challenges affect the marketing sector.

The objective is to identify the essential future digital and sustainability skills for marketing professionals, adapt the curricula of VET and Higher Education marketing degrees and business and to help european workers to adapt their skills.

To reach these, partners will carry out a need and gap analysis with, will develop new educational materials for marketing and will adapt the marketing degrees and programs to the new skills identified.

In addition the project partners will develop digital and sustainable skills with the creation of stand alone courses and the implementation of micro credentials.



## Center

HETEL / NAZARET FUNDAZIOA

## Contact

Aitor Ruiz / Nereba Peña / Ainhoa Dominguez

## E-mail

[innovation@hetel.org](mailto:innovation@hetel.org) / [nerebap@nazaret.eus](mailto:nerebap@nazaret.eus)  
[adominguez@nazaret.eus](mailto:adominguez@nazaret.eus)

## GOALS:



# Diversity Matters: Empowering Marginalised Young People for Diversity & Inclusion in VET - DiMA

The Diversity Matters-DiMa project believes that civic engagement creates socially inclusive, strong communities characterised by the ability of active local citizens to manage the resources available to them in a way that meets local needs. By engaging all citizens, but especially by defining a clear role for young, often marginalised people, an environment is created in which young people are more willing to become and remain civically engaged.

## Objectives:

- To develop innovative approaches to promote inclusion, diversity and tolerance
- To strengthen the intercultural competence and self-confidence of young, marginalised people
- To support professionals in VET in committing to promoting diversity and inclusion
- To foster common values, civic engagement, and participation of young people and professionals in inclusive and diverse contexts
- To give recommendations to relevant stakeholders



## Center

IKASLAN BIZKAIA

## Contact

Zaloa Mitxelena

## E-mail

ikaslan@ikaslan.net

## Website

<https://diversity-matters.eu/>



## GOALS:



## Bridging the Gender Gap in VET: Inclusive Pathways for Women in Technical and Industrial Sectors

This project aims to increase women's participation in technical and industrial VET fields by addressing gender disparities and focusing on inclusive pedagogy, mentorship, and online learning materials.

It will equip educators with gender-sensitive methodologies, provide a mentorship community through an Ambassador Programme, and make learning materials available to ensure long-term support for women in VET.



### Center

IKASLAN BIZKAIA

### Contact

-

### E-mail

[ikaslan@ikaslan.net](mailto:ikaslan@ikaslan.net)

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### GOALS:

# 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.



Learner Centric Advanced Manufacturing Platform

## Center

TKNIKA / MIGUEL ALTUNA LHII / USURBIL LHII /  
ARMERIA LHII / TOLOSALDEA LHII / ZUBIRI MANTEO  
BHI / MENDIZABALA LHII / SANTURTZI LHII /  
ZORNOTZA LHII

## Contact

Iñigo Araiztegui

## E-mail

[iaraiztegui@tknika.eu](mailto:iaraiztegui@tknika.eu)

## Website

<https://icamp.eu/>



## GOALS:





Horizon Europe research and innovation programme



Funded by  
the European Union

# HORIZON INNOVATION PROJECTS

# Summary

## HORIZON EUROPE PROJECTS

---

SKILLABILITY ..... 93

BRIDGES ..... 94

# SKILLABILITY

The SkillAbility project, funded by Horizon Europe, brings together 14 European partners to address the skills needs of Industry 5.0 by developing human-centric, inclusive and sustainable solutions that enhance collaboration between AI and human workers. It focuses on empowering diverse groups, including vulnerable populations, through technologies such as augmented reality, AI-based training and robotics.

The project also establishes Learning Factories to test and validate human-AI interaction in real environments.

Overall, SkillAbility supports inclusive workforce integration, innovation and policy development, contributing to a more sustainable and human-focused manufacturing ecosystem in Europe.



## Center

TKNIKA

## Contact

Iñigo Araiztegui

## E-mail

[iaraztegui@tknika.eu](mailto:iaraztegui@tknika.eu)

## Website

<https://skillability.eu/>



## GOALS:



# Bridges

BRIDGES 5.0 is an EU-funded project that prepares the workforce for the transition towards Industry 5.0, promoting a more human-centred, sustainable and resilient industrial future.

It analyses how digitalisation and the green transition are reshaping work and identifies current and future skills gaps across European industries. The project develops innovative training methods and flexible learning pathways for workers, students, jobseekers and managers. It also tests “learning factory” approaches to strengthen hands-on, practice-based education.

BRIDGES 5.0 supports continuous skills updating through improved frameworks and collaboration between industry, researchers and social partners. In addition, it creates a digital platform to foster lifelong learning and cooperation. Its overall aim is to support a fair, inclusive and effective green and digital transformation of the European labour market.



## Center

TKNIKA

## Contact

Iñigo Araiztegui

## E-mail

[iaraztegui@tknika.eu](mailto:iaraztegui@tknika.eu)

## Website

<https://bridges5-0.eu/>



## GOALS:



**Interreg**



Co-funded by  
the European Union

# INTERREG PROJECTS

**Tknika**

**EUSKO JAURLARITZA**

HEZKUNTZA SAILA



**GOBIERNO VASCO**

DEPARTAMENTO DE EDUCACIÓN

**Fp**  
EUSKADI  
LANDIDE HEZIKETA

# Summary

## INTERREG PROJECTS

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EVOLUTION .....	98
NAIA.....	99
BLUESKILLING INNOVATION .....	100
BASERRIBERRI.....	101
QUEEN .....	102

# EVOLUTION

EVOLUTION is an Interreg POCTEFA project co-financed by the European Union.

The project focuses on education, empowerment, guidance, and key strategies to support young people who have been under child protection services. Specifically, it will gather the experiences of 40 young people who have left the child protection system and will present recommendations to improve child protection services.

In addition, the project will support young people and professionals in the responsible use of social media, and will design and deliver a training programme together with a practical guide for professionals. Finally, the project promotes vocational and higher education among young people leaving the child protection system and aims to increase the number of these young people who access higher education.



## Center

NAZARET FUNDAZIOA

## Contact

Nereba Peña

## E-mail

nerebap@nazaret.eus

## Website

<https://www.evolution-project.eu/>



## GOALS:



# NAIA

The NAIA project aims to develop a cross-border technological platform to promote the transfer of disruptive electronics between the Basque Country and Nouvelle-Aquitaine. The core of the project is to build an autonomous and resilient industrial ecosystem, in order to reduce Europe's technological dependence on external suppliers.

This initiative develops shared infrastructure for prototyping, testing, cost reduction, and the provision of specialised training. Its main objective is to strengthen regional technological autonomy, accelerate digitalisation, and reduce dependence on external suppliers, fostering a sustainable, innovative, and competitive industrial ecosystem.

## Center

DON BOSCO LHII

## Contact

Mikel Gorrotxategi / Olatz Idigoras

## E-mail

[mikel.gorrotxategi@donbosco.eu](mailto:mikel.gorrotxategi@donbosco.eu)

[olatz.idigoras@donbosco.eu](mailto:olatz.idigoras@donbosco.eu)

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## GOALS:



# Blueskilling Innovation

The project's main objective is to equip shipbuilding and maritime technology companies with the key skills needed to succeed, particularly in areas such as digitalization, environmental sustainability, connectivity, and advanced technologies.

## To achieve this, three specific objectives are defined:

- 1) Identify and compile the existing educational offer (university and vocational training) in the maritime sector within the Atlantic Area;
- 2) Promote international collaboration by facilitating the exchange of information between training centers across different countries;
- 3) Develop sector-specific curricula in collaboration with companies, with a strong focus on skills related to the green and digital transition.



## Center

SANTURTZI LHII  
BLAS DE LEZO LHII

## Contact

Cristina Bizarro / Ane Aizpuru

## E-mail

internationalization@fpsanturtzilh.eus  
internationalization@pasaiaeskola.net

## Website

<https://blueskillinginnovation.eu>



## GOALS:



# BASERRIBERRI

The BASERRIBERRI project aims to strengthen the integration of cross-border labour markets and improve the quality of employment and training through an innovative training and social inclusion offer. It also contributes to the recovery of a distinctive heritage element of the western cross-border area, the baserri (traditional farmhouse), while promoting generational renewal in the timber construction sector.

The project will develop a support methodology for training and inclusion processes, a theoretical-practical training course on woodworking techniques for the rehabilitation of traditional rural buildings, and a roadmap for the development of a cross-border training hub for the period 2026–2030. The main innovation of the initiative is a fully cross-border training model that enables the achievement of a qualification valid in both countries and facilitates access to employment in companies across the three territories. Beneficiaries include job seekers, VET students and teachers, technicians from social inclusion organisations, and companies in the timber construction sector.

**Interreg**  
**POCTEFA**



Cofinanciado por  
la UNIÓN EUROPEA  
Cofinancé par  
l'UNION EUROPÉENNE

## Baserriberri

### Center

EASO POLITEKNIKOA  
BIDASOA LHII  
TKNIKA

### Contact

Josean Piñeiro

### E-mail

josean.pineiro@easo.eus

### Website

<https://tknika.eus/eu/cont/proyectos/baserriberri/>



### GOALS:



# QUEEN. Quality apprenticeships for evolving labour needs

The QUEEN project is here to make a difference! Our goal is to help young people and adults access better job opportunities by improving apprenticeship policies across Europe.

## Through collaboration between EU and Candidate countries, we are:

Defining what makes a Quality Apprenticeship and tracking progress in different regions.

Highlighting success stories that can inspire and guide policymakers.

Driving change by designing, implementing, and monitoring better apprenticeship policies.



Interreg  
Europe



Co-funded by  
the European Union

QUEEN

## Center

ITLENT

## Contact

Jose Ramon Gomez

## E-mail

[jrgomez@itlent.eu](mailto:jrgomez@itlent.eu)

## Website

<https://www.interregeurope.eu/queen>



## GOALS:















SUSTAIN-IT

Digital Twin  
IN SMART MANUFACTURING

eCOLUTION

ALL SUSTAINABILITY IN VET EDUCATION  
ENRICHING 2023-2024-2025-26-27-28-29-30

WISE-AI

GenAISA

360 DRONES

SECOVE

GREENLEAD

CLIMAVERSE

2IMPACT

AIRED  
AI in Robotics Education

EDUMOB

ATHLETILEARN

EDUMOB

ATHLETILEARN

BELONGtoEU  
Digital Skills for All

BELONGtoEU  
Digital Skills for All

Circular VET

Craft Adapt

Cyber4

DEVISE4KE  
Developing Innovative Vocational Skills for Employment in the Knowledge Economy

DG vet-30

smarco

DIMA

FOOD FOR THOUGHT

EDIGITEX

EduAid  
Design System

WellBeing4VET

pulse  
Promoting Unique Learning Strategies in Entrepreneurship

THRIZI FOOD

ENOUBLE

Food Includes  
Marketing Promotion, Generating Communities

FER-BEHE

FER-BEHE

EDIGITEX

CyberSecure Teaching

GOOD FOOD

HARMONY

HARMONY

DigChemWin

E-Box4U

LCAMP  
Learner Centre Approach Maximising Young Talent

DIGISTAINABILITY

eViva+  
Virtual experience 3D integration

FOR Fake Real?

SEED GRANTS+

VETRINE  
Vocational Education & Training  
Towards a Green and Digital Future

LEARNING FACTORIES  
for VET

1 FOR ALL

MULE

EBBD - GRACE  
Sustainable Business  
Competences in Europe

HOSSKILLS

PLANT&PAINT

Green Credentials

PROMOTE  
Project - NERF

PROMOTE  
highly skilled migrant women

TRENDS  
TRENDS IN VET EDUCATION

TRENDS  
TRENDS IN VET EDUCATION

TRIREME

ASC4INN

AIM-LEARN

DIRECT  
Digital Competence  
Education and Training

ESG4VET

SHAPE-WB  
Shaping the European Digital Skills for All

SignVET

STAR GIRLS

STEAM EDGE

Trophy  
THE NEXT CONNECTION  
OF GREEN TECHNOLOGY LEADERS

ALL IN EDUCATION

EUCLASS  
Alliance

game OVER

LeadHER

Eco Charge

TVET Work

SAFER-WEB  
INTEGRATING SAFETY AND DIGITAL SKILLS IN VET EDUCATION

care

WINGS

FUSE  
FOOD SAFETY AND SKILLS EMPOWERMENT

SAVOR

WOMEN IN VOCATIONAL EDUCATION  
Ambasciatrice Program