



Newsletter - Issue 2

EDU-VET results and outputs – First insights

The Intellectual Output 1 (IO1) addresses the Summary Research Report on the use of eLearning in the metal industry. In the context of desk-based research the project consortium has to describe existing experiences with new media, eLearning and blended learning. It is evident that there is a basic understanding and solid experience concerning digital transformation processes in the VET sector. Furthermore, they have to point out the key skill areas of a VET curriculum in the metal sector. The following results can be summarised:

- Digital competences, methodological and learning competences
- Technical competences (Professional competences)
- Action competences
- Personal competences and social competences
- Regarding lifelong learning: flexibility, reflection and mobility
- Professional and subject related skills need to be intensified in the VET metal sector

Regarding the type of assessment framework that would be most appropriate to facilitate the measurement of attainments can be accentuated that the assessment should be built around several crucial elements: overall aim, learning outcomes, delivery methods and assessment methods. According to EDU-VET following results were defined:

Competence level:

- Level 1: Introductory level (refers to 12-14 years)
- Level 2: Intermediate level (refers to 14-16 years)
- Level 3: Advanced level (refers to 16-18 years)

Methods:

- Blended-Learning approach (Classroom scenario and Online scenario)

Tools:

- Classroom scenario: tests, case studies, discussions, creating posters and flipcharts, group work, exercises/ worksheets, assessment using technology based simulators in workshops, work book, best-practices, self-directed learning, life demonstrations
- Online Scenario: H5P tasks, surveys, quizzes, questionnaires, peer evaluation, group work via break-out sessions, online discussion forum, EDU-VET Online Observatory, online video, slide-show (PPTs), creation of explanation videos, online case studies



The EDU-VET Curriculum – First insights

The Intellectual Output 2 (IO2) is about the development of the EDU-VET Curriculum. At this point first insights into the content and structure can be given. Firstly, the curricular framework was created which consists of three parts:

- 1) Learning Outcome Matrix (LOM)
- 2) Modules for the VET training measures
- 3) Overview of the interactive tasks (H5P)

Against this background, the respective LOMs have already been matched. Besides, the project team has also discussed the modules and has defined them as follows:



Based on this, the project partners can start to develop the interactive tasks that will be integrated into the EDU-VET online platform.



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What already happened?



Due to the Corona crisis the 2nd project meeting in Lancaster was postponed. Therefore, the project consortium has met online for the 2nd Research and Development Conference from 17th to 19th of November 2020.

The meeting addressed the current status of project objectives and activities and started to plan further working tasks for all partners. Moreover, first insights into the contents and structure of the EDU-VET Curriculum were focused. The partners also talked about the development of courses for online and classroom scenarios. Besides, first examples of best practices of the Online Observatory were presented. The work plan was also established and the importance of dissemination was emphasised.

Coming next...

- Completing Summary Research Report.
- Developing the EDU-VET Curriculum.
- Creating interactive tasks for online and classroom scenarios.
- Defining the structure and content of the EDU-VET handbook and guideline concept for teachers.
- Searching for best-practices in the metal company for the EDU-VET Online Observatory.
- Performing dissemination activities.
- 3rd EDU-VET – Online Conference in February 2021.



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