



# EDU-VET

## E-Learning, Digitisation and Units for Learning at VET schools – Creating online Learning Environments in Technical Education for European metal industry

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### The EDU-VET Curriculum

The Intellectual Output 2 (IO2) addresses the development of the EDU-VET Curriculum.

First of all, the EDU-VET Curriculum bases on basic competence approaches (Technical competence/professional competence, action competence, personal competence, social competence, Methodological and learning competence) as well as specific blended-learning approach. The EDU-VET Blended-Learning approach is separated into two parts: the online scenario (using of e-learning platform) and the classroom scenario (Face-to-Face).

With reference to these pedagogical key approaches, the didactical und curricular conception of the EDU-VET Learning Modules can be defined as follows:



As you can see in the graphic above, the nine modules focus the three manufacturing topics milling, drilling and turning. Moreover, they also consider the difficulty level. In total, we define three difficulty levels: 1) Entry level 2) Advanced level 3) Experienced level.

The EDU-VET Curriculum aims to support many different users in different European countries. There the project team has developed design principles to meet this objective. So, summarized the curriculum will be structured with three fundamental pillars:

- Pillar 1) The EDU-VET Process model
- Pillar 2) The EDU-VET Curriculum skill level model
- Pillar 3) The EDU-VET Curriculum learning unit model.

### The EDU-VET Learning Platform

The Intellectual Output 3 (IO3) contains the conception and implementation of the EDU-VET Learning Platform.

Each module is differentiated into 6 sections: 1) Welcome to Learning Module 2) Objectives and learning outcomes 3) Learning Units 4) Additional learning materials and tasks 5) Glossary - Basics terms 6) Chat.

The project partners has started to develop the contents for the nine EDU-VET Learning Modules. Based on the key approaches of EDU-VET Curriculum the didactical conception of innovative and modern learning resources for each of the nine EDU-VET Learning Modules plays a very relevant role. Therefore, EDU-VET intends to develop interactive tasks, especially via H5P, and integrate it into the EDU-VET Learning Platform.

**Further information available on**

<https://eduproject.eu/eduvet/>