

EDU-VET

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

Multiplier Event in Germany (E1)

Meeting Minutes

26th of January 2022

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

Acronym: EDU-VET

Reference number: 2019-1-DE02-KA202-006068

Project partners:

- P1 University Paderborn (UPB), DE
- P2 Ingenious Knowledge GmbH (IK), DE
- P3 Berufskolleg Bocholt-West (BKBW), DE
- P4 Lancaster and Morecambe College (LMC), UK
- P5 Centro Integrado de Formación Profesional Someso (CIFP), ES
- P6 Stichting BE Oost-Gelderland (SBEOG), NL

Host: *University Paderborn, Chair Business and Human Resource Education II*

Venue: *Online via Zoom (see link and access data below)*

Multiplier Event in Germany

The Multiplier Event (E1) took place online via Zoom on 26/01/2022 (09:00 to 13:30). A total of 28 participants took part. The target group mainly contains of future teachers VET sector. Following topics were presented:

- Part A: Insight into the current situation of eLearning and digitalisation
- Part B: Insights into authentic approaches in VET using the EDU VET online showroom
- Part C: Chances and challenges for VET with regard to the EDU VET curriculum and the EDU VET modules and courses
- Part D: Results of the EDU VET research
- Part E: Didactical and pedagogical hints and insights into EDU VET Book
- Part F: Future perspectives and policy recommendations

In addition, the EDU-VET learning platform was also demonstrated by UPB. Moreover fruitful discussions followed.

Below you can find the agenda and the presentation slides as well as some impressions of the Multiplier Event.

Agenda:

APPROX. TIME	TOPIC	CHAIR
09:00	<i>Opening and warm welcome</i>	
09:15 – 09:30	A warm welcome (Marc Beutner) <ul style="list-style-type: none"> ▪ Warm welcome ▪ Schedule of the meeting 	UPB
09:30 – 10:30	The EDU-VET project (Marc Beutner / Jana Stelzer) <ul style="list-style-type: none"> ▪ Rationale, purpose, core ideas and aims of the project ▪ Overview of the Intellectual Outputs and linkages ▪ Project Website ▪ Discussion, and Q&A 	UPB
10:30-11:00	<i>Coffee/ tea break</i>	
11:00-13:00	The EDU-VET Learning Platform (Marc Beutner / Jana Stelzer) <ul style="list-style-type: none"> ▪ Presentation of the 9 Learning Modules ▪ Live demonstration in the Moodle system 	UPB
13:00-13:30	Closing of the Multiplier Event (Marc Beutner) <ul style="list-style-type: none"> ▪ Discussion ▪ Q&A session 	UPB

Presentation:



EDU-VET
Multiplier Event in Germany (E1)
26th of January 2022
Project Number: 2019-1-DE02-KA202-006068

EDU-VET
E-Learning, Digitisation and Units for Learning at VET schools –
Creating online Learning Environments in Technical Education for
European metal industry
E1 - Multiplier Event

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



EDU-VET
Multiplier Event

EDU-VET – Multiplier Event in Germany
Online via Zoom – 26th of January 2022
Project Number: 2019-1-DE02-KA202-006068

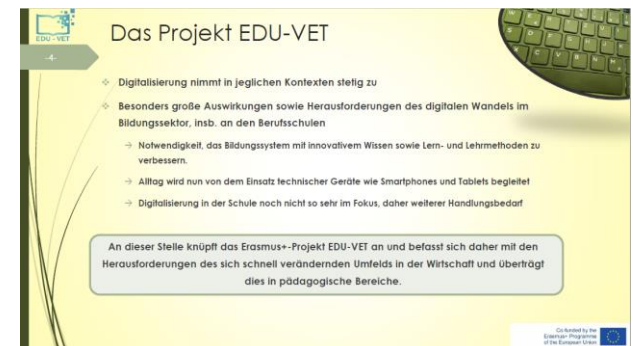
The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Agenda

- 1) Das Erasmus+-Projekt ,EDU-VET'
- 2) Die Intellectual Outputs
- 3) EDU-VET Lernplattform

Co-funded by the Erasmus+ Programme of the European Union

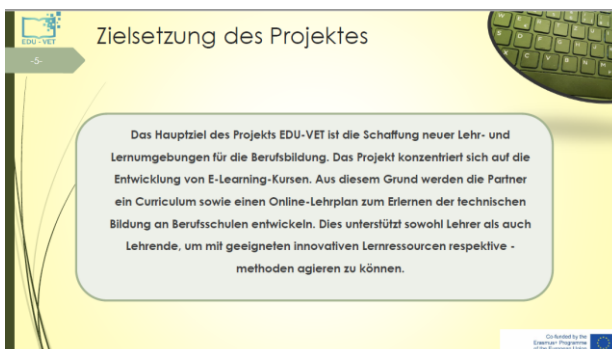


Das Projekt EDU-VET

- Digitalisierung nimmt in jeglichen Kontexten stetig zu
- Besonders große Auswirkungen sowie Herausforderungen des digitalen Wandels im Bildungssektor, insb. an den Berufsschulen
 - Notwendigkeit, das Bildungssystem mit innovativem Wissen sowie Lern- und Lehrmethoden zu verbessern.
 - Alltag wird nun von dem Einsatz technischer Geräte wie Smartphones und Tablets begleitet
 - Digitalisierung in der Schule noch nicht so sehr im Fokus, daher weiterer Handlungsbedarf

An dieser Stelle knüpft das Erasmus+-Projekt EDU-VET an und befasst sich daher mit den Herausforderungen des sich schnell verändernden Umfelds in der Wirtschaft und überträgt dies in pädagogische Bereiche.

Co-funded by the Erasmus+ Programme of the European Union



Zielsetzung des Projektes

Das Hauptziel des Projekts EDU-VET ist die Schaffung neuer Lehr- und Lernumgebungen für die Berufsbildung. Das Projekt konzentriert sich auf die Entwicklung von E-Learning-Kursen. Aus diesem Grund werden die Partner ein Curriculum sowie einen Online-Lehrplan zum Erlernen der technischen Bildung an Berufsschulen entwickeln. Dies unterstützt sowohl Lehrer als auch Lehrende, um mit geeigneten innovativen Lernressourcen respektive -methoden agieren zu können.

Co-funded by the Erasmus+ Programme of the European Union



Kernaspekte des Projektes

Die Kernaspekte von EDU-VET

- Schaffung neuer Lehr- und Lernumgebungen für die Berufsbildung
- Erstellung von Online-Kursen auf einer Lernplattform
- Unterstützung des Einsatzes digitaler Technologien im Rahmen des Lernens im Metallsektor
- Erstellung eines Curriculums sowie Online-Lernmaterialien auf einer Lernplattform
- Schaffung eines Online-Showrooms für Einblicke in Unternehmen der Metallbranche
- Bereitstellung eines Handbuchs und eines Leitfadens für Lehrer*innen

Co-funded by the Erasmus+ Programme of the European Union

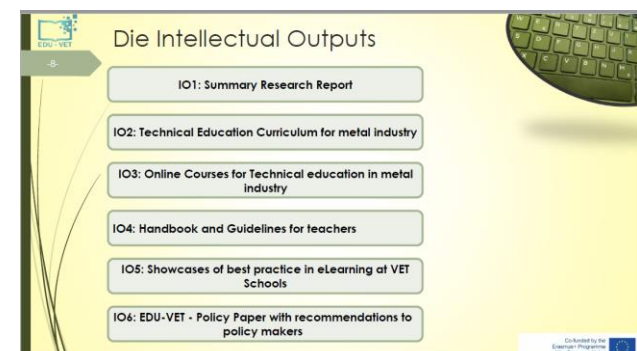


Partner und Laufzeit des Projektes

01.09.2019 bis 31.03.2022 (31 Monate)

Partner: D. Jägermann, D. Jägermann, D. Jägermann, D. Jägermann, D. Jägermann, D. Jägermann, D. Jägermann, D. Jägermann, D. Jägermann, D. Jägermann

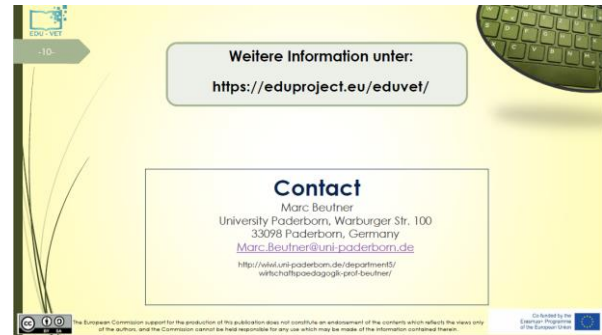
Co-funded by the Erasmus+ Programme of the European Union



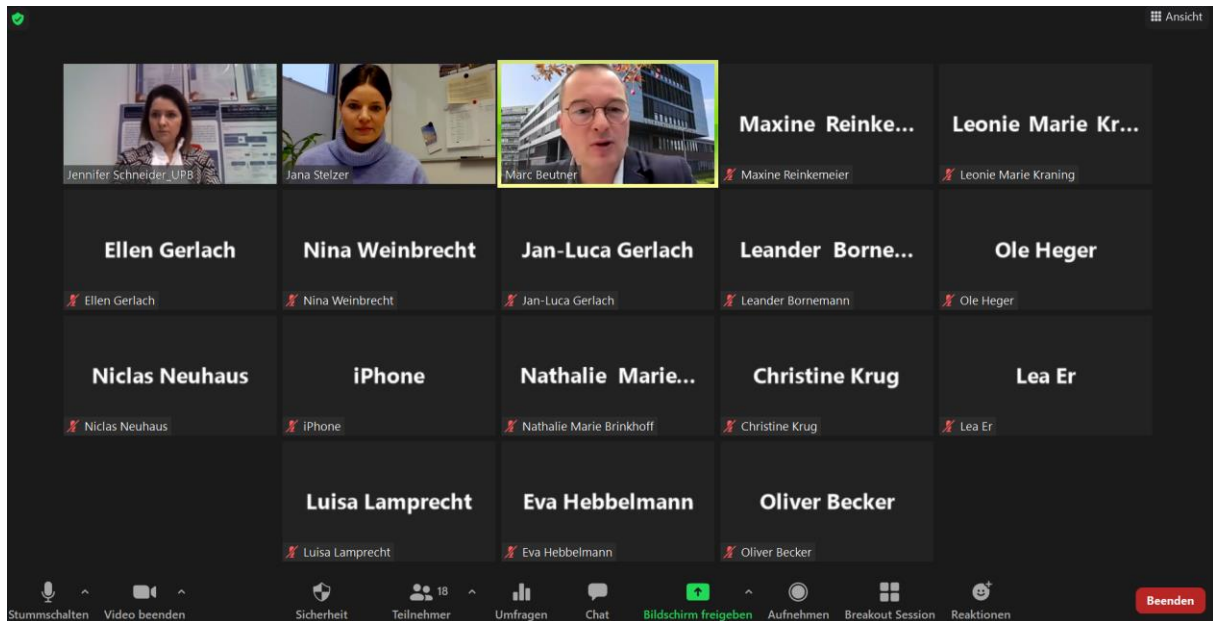
Die Intellectual Outputs

- IO1: Summary Research Report
- IO2: Technical Education Curriculum for metal industry
- IO3: Online Courses for Technical education in metal industry
- IO4: Handbook and Guidelines for teachers
- IO5: Showcases of best practice in eLearning at VET Schools
- IO6: EDU-VET - Policy Paper with recommendations to policy makers

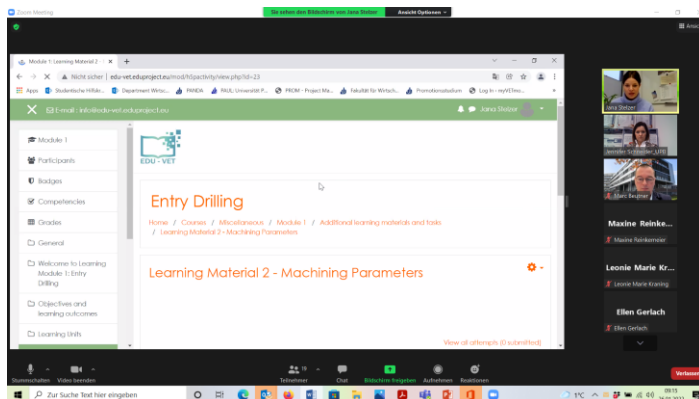
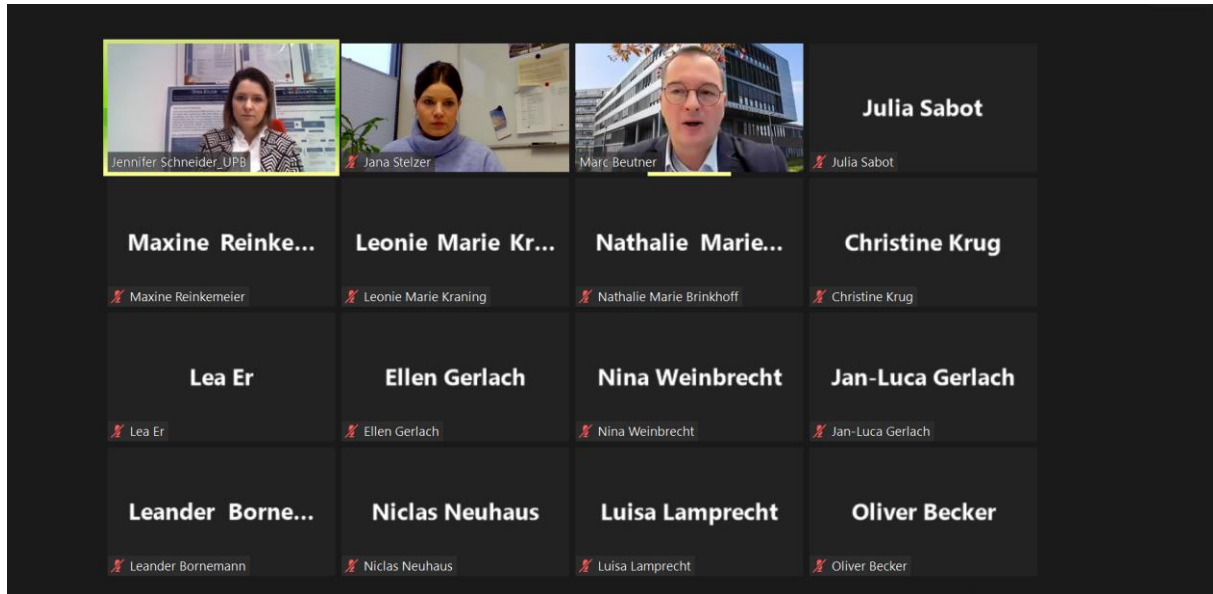
Co-funded by the Erasmus+ Programme of the European Union



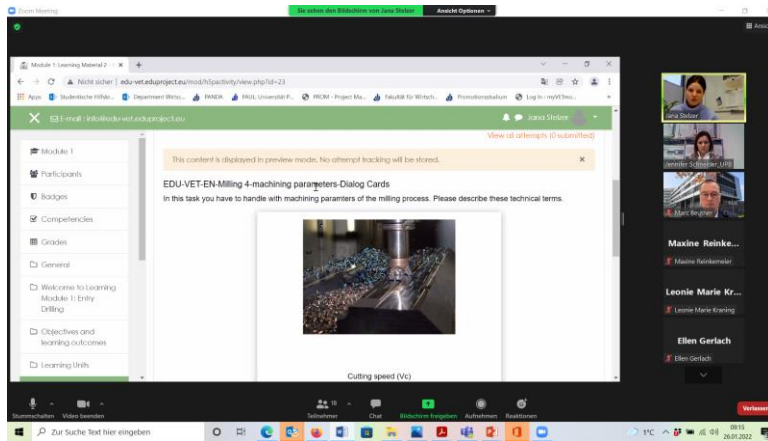
Some impressions:



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



The screenshot shows a Zoom meeting window. The main content is a web browser displaying a learning activity page. The browser's address bar shows the URL: edu-vet.edupact.eu/moodle/activity/view.php?id=23. The page title is "EDU-VET-EN-Milling 4-machining parameters-Dialog Cards". The main content area features a video player showing a close-up of a metal cutting process. Below the video, the text reads: "Cutting speed (Vc)". To the left of the browser is a navigation menu with items like "Module 1", "Participants", "Badges", "Competencies", "Grades", "General", "Welcome to Learning", "Module 1: Entry", "Dribing", "Objectives and learning outcomes", and "Learning Units". On the right side of the Zoom window, there is a video gallery showing several participants. Below the gallery, the names of participants are listed: "Maxine Reinke...", "Leonie Marie Kr...", and "Ellen Gerlach". The Zoom status bar at the bottom indicates "Video on" and "26.09.2022".