EDU-VET

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

**Project Number: 2019-1-DE02-KA202-006068**

The EDU-VET Learning Platform

The Intellectual Output 3 (IO3) addresses the development of the EDU-VET Learning Platform. According to the EDU-VET Curriculum the technical partner has implemented the EDU-VET Learning Platform, which based on MOODLE.

It is web-based and so the EDU-VET courses can be accessed from anywhere in the world. In the EDU-VET modules VET-teachers as well as learners are both in a true collaborative environment. The EDU-VET modules come with introductions, address concrete objectives, offer descriptions and explanations as well as rationales. They include interactive H5P tasks and can include videos as well as audios, photos, images and illustrations. Besides, some modules will make use of the Glossary and Chat applications to include quite a lot more interactive content and let the learners be part of the action.

Under following link you get to the EDU-VET Learning Platform:

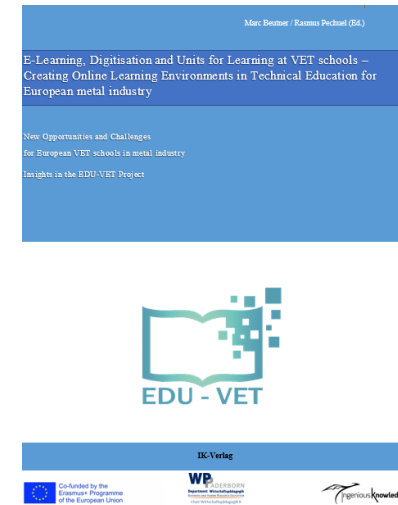http://edu-vet.eduproject.eu/.
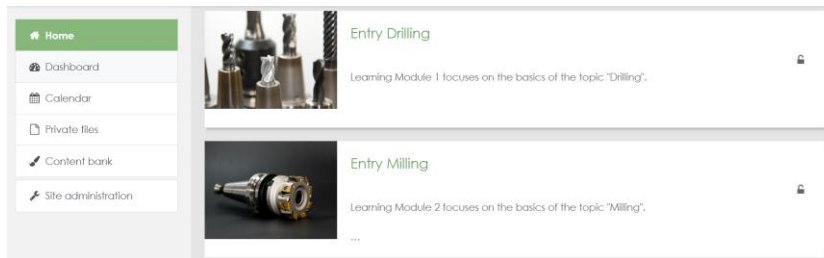
The EDU-VET Handbook and Teacher Guidelines

The Intellectual Output 4 (IO4) contains the development of the EDU-VET Handbook and the Teacher Guidelines.

The handbook provides information about innovative learning processes in the metal sector. It is addressed to VET teachers and VET educators and provides insights into the topic. Therefore it comes with:

- Part A: Digitisation and new media in the VET sector
- Part B: The EDU-VET project
- Part C: Teaching and Learning Materials
- Part D: Practical relevance of EDU-VET results
- Part E: The future of blended learning in the VET sector

Further information available on

https://eduproject.eu/eduvet/