



DIGITAL TEACHING IN VET SYSTEM






2019-1-PL01-KA202-065064

Supports the objectives set out in national and European strategies for applying ICT to VET systems through teachers/trainers training.

Objectives:

-  Development of systematic approaches and opportunities for the professional growth of VET teachers/trainers based on the development and innovation of education and training methods which are digital, open, innovative and effective.
-  Improvement of the technical knowledge and expertise of VET teachers/trainers about the use of innovative and digital teaching methods by creating training pathways, training staff events and VET qualifications which will comply with EQF, ECVET and EQAVET European tools of recognition and transparency.

Activities:

-  Handbook of Digital Learning applied to Vocational Training.
-  Competence profile of “Experts in digital and immersive teaching for vocational training”.
-  E-learning course targeted to “Experts in digital and immersive teaching for vocational training”.
-  i-Did: Application for digital and immersive teaching.
-  Assessment and self-assessment pathway of the suitable skills for the expert in digital and immersive teaching for vocational training.

Partners:



Akademia
Humanistyczno-Ekonomiczna w Łodzi



Meetings :

The final meeting of the Erasmus+ Digital.VET project was held in Matera on 12 July. Furthermore, on the same day took place the final conference to present the results of the project, organised by the Matera-based company Studio Risorse Srl in collaboration with the innovative SME ilnformatica Srl.

The Conference was the first presentation of the existing European best practices handbook in the field of Flipped Learning and Digital and Immersive Learning, a methodological approach that turns the traditional learning cycle of the frontal lesson upside down, based on the use of Virtual and Augmented Reality, and the presentation of the training curriculum of the competence profile of the Expert in Digital and Immersive Didactics. During the conference, an interactive augmented reality workshop was proposed using the iDid application, a product of the project, which is freely accessible to all.

Maria Santarcangelo, project manager of Studio Risorse Srl said she was very excited and enthusiastic about the international response to the 2019 project candidate and that, despite the pandemic context, it was possible to achieve the expected results thanks to the cooperation and synergy of the foreign partners.

Vito Santarcangelo and Diego Sinitò, respectively Sole Director and IT Director of ilnformatica Srl, underlined that to make the project possible they simplified the accessibility and use of these modern technologies, creating tailor-made virtual practical laboratories through the use of innovative information boards.



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