

Context

Programme: Erasmus+

Key Action: Cooperation for innovation and the exchange of good practices

Action: Strategic Partnerships

Field: Strategic Partnerships for vocational education and training

Project Identification

Project Title: Online apprenticeship simulator for introducing work strategies to teachers, students and companies

Project Acronym: WWW - We Welcome Work

Ref. no.: 2016-1-RO01-KA202-02471

Project Start Date: 01.09.2016

Project End date: 31.08.2018

Partnership

Applicant Organisation – P1: Technical College "Alexandru Ioan Cuza", Barlad (Romania) - www.aicuzabarlad.ro

Partners:

P2: Fundatia EuroEd, Iasi (Romania) – www.euroed.ro

P3: Private Institute Emphasys Centre, Nicosia (Cyprus) - www.emphasyscentre.com

P4: Ingenious Knowledge, Köln (Germany) - www.ingeniousknowledge.com

P5: Pixel Associazione, Florence (Italy) - www.pixel-online.net

P6: CIPAT, Florence (Italy) - www.cipat.it

P7: ESMOVIA, Valencia (Spain) - www.esmovia.es

Aim of the project

The We Welcome Work (WWW) project meets the growing needs of high school students/young people who live in a very mobile environment, where time, education and employment are challenging issues. The Council of Europe has repeatedly stated that it is “committed to building a Europe with and for all young people, who will have access to quality education and training, to decent work and living conditions, as well as developing the conditions to enable them to contribute to the development of society.” Despite these commitments, the supply of apprenticeship and traineeship places in the EU continues to be under-developed. A lack of workplace experience and the related skills and competences is one of the factors contributing to the "skills gap" in the EU today.

The main aim of our partnership is to offer non-formal opportunities for young people to acquire employability, entrepreneurship and digital skills to support their transition from school to the world of work thus achieving a better skills match and career orientation. The project’s main aim is to

facilitate students' induction into the world of work by connecting the theoretical knowledge they acquire at school with the world of work.

Specific objectives

- Investment in technical and vocational education, training and apprenticeship programmes by introducing free and easy access to interactive simulation job related tasks.
- Synergies between the consortium teachers-students-companies with a view to bridging the gap that students have in their experience.
- Creation of a data base of support resources: job profiles studied from different perspectives (most wanted jobs for young people, professions obtained in non-formal ways, jobs in which young people from disadvantaged groups can have success)
- Equipping teachers and schools councillors with interactive tools to tests and evaluate the students competences and skills and guide them based on their specific needs for they career.
- Involvement of students in an interactive training session of apprenticeship, simulating various jobs situations in the form of animation problem-solving game.
- Practical activities with students and development of various competences: workplace skills, problem-solving, teamwork, foreign languages, IT and social media skills, communication and cultural skills, etc.
- Involvement of companies to become promoters of skilled workers among young people by offering real practice training sessions and motivational testimonials.

The project intellectual outputs, results and target group are the following:

IO1 – Job profiles and best practices promotion

Stage 1 – Research and best practices promotion

- Data base on most wanted jobs for young people; what professions can be executed without high qualifications or obtained in non-formal ways; jobs in which young people from disadvantaged groups (young people with disabilities, refugees) can have success
- Promotion of the collection of best practice actions in field of bridging the gap between education and employment

Indicators:

- 50 job profiles from 5 countries (RO, CY, DE, IT, ES)
- 25 best practices previous projects or activities implemented on job career orientation
- 50 students involved in testing the resources and provide feedback
- 25 teachers involved in testing the resources and provide feedback

IO2 - Toolkit package for teachers and school counsellors

Stage 2 – Toolkit package for teachers and school councillors

- Tests to identify the competences and interest of the students
- Toolkit on the introduction and utility of interactive educational resources to motivate and familiarize students with workplace situations

Indicators:

- 1 interactive test for competences evaluation

- 1 toolkit for teachers
- 25 teachers involved in evaluation and feedback
- 50 students involved in piloting the competences interactive test

IO3 - Online Apprenticeship Simulator

Stage 3 – Online Apprenticeship Simulator

- Set up the job field, collaborate with companies and create the scenarios for the online job simulator (scenarios based on development of a CV , letter of intent or motivation; tasks related to dealing with different work situations involving the use of foreign languages, cultural aspects, teamwork, creativity, social media and IT skills, etc.)
- Creation of animations of workplace tasks from different domains (tourism, customer services, IT, medicine, teaching, etc.)
- Piloting the online apprenticeship simulator games (each partner will involve a number of at least 20 students to test the virtual apprenticeship from a chosen field)

Indicators:

- 6 interactive online apprenticeship simulators, including various scenarios and tasks from different job profiles
- 140 students, including with fewer opportunities: disability, cultural differences, educational difficulties, refugees
- 35 teachers involved in working with students in testing the online work places simulations

IO4 - Motivational practices and videos from companies dealing as promoters of young skilled workers

Stage 4 – Motivational practices and videos from companies dealing as promoters of young skilled workers

- Creation of a network of institutions and companies from the partners' countries, dealing with different working fields
- Kit for tutors on how to make a win-win collaboration with the young students during their practical activities in institutions

Indicators:

- Network of 35 companies from different working fields
- 1 company tutor's guide in career guidance and workplace preparation and motivation for their future employees
- 10 promotional/motivational videos from companies on career guidance for students and young people

Beside the intellectual outputs proposed by the project, the partnership will be involved in management, dissemination and quality assurance activities, providing results as following:

Management

- 4 periodically reports on each partners activity
- 2 interim, final report
- 1 Project management plan
- Various management documents
- 4 project meetings

Dissemination & Sustainability

- 6 national dissemination events (E1, E2, E3, E4)
- 1 dissemination project plan
- 1 project leaflet
- 1 project poster
- various dissemination events (300 formal or informal dissemination activities)
- 1 exploitation plan
- 1 Facebook page

Quality Assurance

- 1 quality plan
- 50 project meetings evaluation forms
- 2 internal evaluation reports