

Digitale Medien prägen heutzutage unsere Lebenswelt immer mehr. Sowohl im privaten wie auch im beruflichen Bereich wächst ihre Bedeutung in quantitativer und qualitativer Hinsicht immens.

Ablauf des Projekts

Die inhaltliche Umsetzung des Vorhabens basiert im Kern auf einem handlungsorientierten Projekt, bei dem Auszubildende sich durch selbstorganisierten und -verantwortetes Lernen, konzipiert in Anlehnung an die Leittextmethode, die Fähigkeiten, Fertigkeiten und Kenntnisse aneignen, die sie für die Realisierung des Projekts, insbesondere an den beiden geplanten Projekttagen, benötigen. Sie eignen sich also einerseits eKompetenzen an und recherchieren andererseits, welche wesentlichen bzw. typischen Veränderungen es in den letzten Jahren an den Arbeitsplätzen und bei den Arbeitsprozessen in ihrem Berufsfeld gegeben hat. Zudem sollen sie Überlegungen anstellen, an welchen Beispielen aus der Arbeits- und Ausbildungswelt (2 je Ausbildungsjahr) sich diese Veränderungen am besten darstellen lassen und in welcher Form man sie am anschaulichsten für Lehrer und Schüler präsentiert. Der folgende Ablaufplan wurde mit den europäischen Partnern entwickelt und abgestimmt:



Project Days on eSkills & More Producing Learnbits 4 Schools on Changes@Work

The European Commission has launched a new strategy called Rethinking Education. Rethinking Education calls for a fundamental shift in education, with more focus on 'learning outcomes' - the knowledge, skills and competences that students / pupils acquire.

The use of ICT and open educational resources (OER) should be scaled-up in all learning contexts. Teachers need to update their own skills through regular training and gain a close insight to current developments at workplaces. The **links between education and employers should be strengthened**, to bring enterprise into the classroom and to give young people a taste of employment through increased work-oriented learning.

The 3rd module of the go4job-project aims to adapt some of the essential ideas of the new EU-strategy in education and will develop exemplary solutions in selected occupational fields.

The main intention is to develop and realize a training concept based on

- a **virtual Competence.Studio on eSkills (OER)** followed by
- an **Analysis of Changes @ work** in training companies as prerequisite for

- **Project-Days on Changes - Challenges – Chances @ Work**, which will bring enterprise into the classroom and result into a

- strong **school2work partnership** which will provide examples of daily job tasks connected to school curricula and support teachers to shape and realize an increased **work-based learning** mediating knowledge, skills and competences needed at future work places.

On the one hand side the project process will address the apprentices and develop their digital skills and competences. On the other hand side the result of the project process will give teachers and students / pupils an important insight to “digital and other fundamental changes” in the world of work and introduce, which new competences result from these changes and how it can be taught and learned at schools.

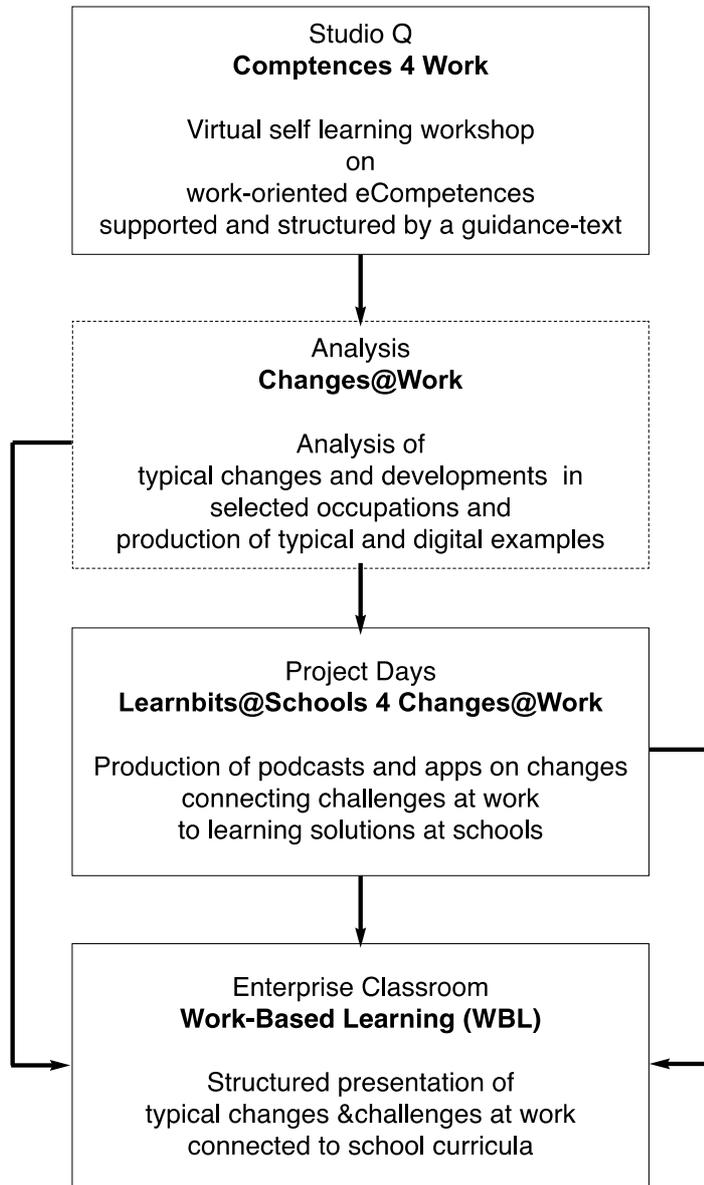
Summarizing it can be said that the project targets at the following reform goals:

1. Promoting digital learn- and work-competences
2. Scaling-up the use of internet and OER / OIR
3. Providing examples to teachers on workplace demand (learnbits)
4. Establishing chains between schools and companies (classroom enterprise)
5. Supporting European cooperation and innovation transfer

4 steps 2 go

The development phase of the project is based on the following 4 steps, which aim to develop 1 OER- “Competence.Studio on eSkills” and 1 OIR-module “School2Work platform on Work Based Learning (WBT)”

4 steps 2 go



Work Packages (WP)

The following work packages are basis for the above-mentioned developments.

WP 1: Didactic-methodological planning of Competence.Studio eSkills and Project.Days on Changes – Challenges – Chances @ Work

WP 2: Developing and Implementing frame of project modules (Competence.Studio / School2Work – platform) into go4job homepage

WP 3: Realization of 3 Project.Days in different occupational fields und putting results into above mentioned OIR

WP 4: Joint evaluation of pilot-project and its results

WP 5: Transfer Partner Workshop on key questions as what can be transferred, what not, what needs to be revised, what needs to be developed new (during 2nd transnational partner meeting)

WP 6: Establishing a network on “Project.Days on Changes @ Work and Work Based Learning @ Schools” in North Italy based on results of pilot project and transfer workshop

- Analysis of regional structure of labour market
- Info-flyer on project
- Info-Seminars for potential partners
- organization and realization of a transfer-workshop
- realization of Project.Days
- evaluation and implementation of results into national go4job homepage
- further developments of Competence.Studio, Project.Days and School2Work-platform
- translation of pedagogic hand-outs
- PR and press-work

WP 7: Establishing a network on “Project.Days on Changes @ Work and Work Based Learning @ Schools” in South Italy

- same as WP 6

WP 8: Establishing a network on “Project.Days on Changes @ Work and Work Based Learning @ Schools” in Portugal

- same as WP 6

WP 9: Implementing harmonized results into go4job homepage

WP 10: Partner-workshop on front-, backend and CMS of go4job homepage

WP 11: Qualitative and quantitative advancement of project concept to additional occupational fields

WP 12: Pedagogic hand-outs “eSkills & Work.Competences”

WP 13: Marketing & PR of project results