



INTRODUCTION



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1. Welcome

Background

The metalworking sector is one of the main industries in terms of employers of the European economy and the largest in the field of manufacturing companies.

However, several aspects are threatening the sector, namely the liquidity problems of companies caused by the financial crisis and the lack of highly skilled workers to operate new technologies and to drive innovation.

In our rapidly changing society, it is undeniable the growing importance of innovation, creativity and entrepreneurship in the labour market, so the need of flexible workers is more and more a requirement.





**Creativity is
contagious,
pass it on**
Albert Einstein

1. Welcome

TIM project

The TIM project aims to provide workers of the metalworking sector with the **necessary competences to enhance their creativity** so they will be able to incorporate **innovation** to their daily work and contribute to the reinforcement of the sector.

This training will be based on the use of a **collaborative online environment.**



1. Welcome

In order to respond to this objective, **TIM project** has:

- **Identified good practices** in the detection of necessities and the development of attitudes and aptitudes linked to creativity and innovation in virtual environments.
- **Defined the competences** associated **to creativity and innovation** in the sector, susceptible to be developed through on-line learning environments.
- **Optimized the results of the previous CESSIT project** (development of training techniques to promote new competences - namely creativity and entrepreneurial spirit - in adult educators dealing with early school leavers) and adapted the contents to the main TIM target group, the **workers in the metalworking sector**.
- Developed an integrated and **collaborative learning environment** through a **virtual platform**.

This platform will centralize the **adapted and improved training contents**.



2. Virtual Learning Environment

The platform, **TIM Virtual Learning Environment** has been developed **to help the workers of the metalworking sector** and their trainers and HR managers **acquire creativity skills** in order to generate innovation in their companies.

The company management has to be involved in the dissemination and the implementation of the learning program in their companies, otherwise it would be very difficult **to get a creative and innovative environment**.

If the use of the virtual platform is made by the different workers of the company individually without teamwork among the company, how could workers implement the new knowledge in their work? **How could workers generate new ideas (Creativity) and put them into practice (Innovation)?**

Company Management is relevant to motivate workers

to take part into the Virtual Learning Environment.



2. Virtual Learning Environment

Creativity is a competence which involves **many others competences**. Thus, to be creative it is necessary to develop those competences which enable us to be creative.

This course is structured in 5 modules, each focusing on the identified relevant competences that will help enhance creativity to metalworkers:



Module 1 – **Communication**

Module 2 – **Creativity and Innovation**

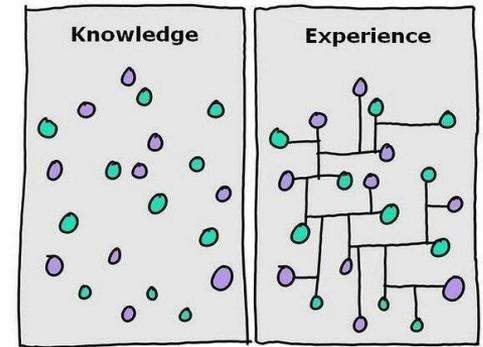
Module 3 – **Flexibility and Adaptability**

Module 4 – **Organizational skills**

Module 5 – **Team Work**



2. Virtual Learning Environment



The structure of the contents:

- **Introduction**
- **Theoretical approach** to the subject with bibliography
- **Compulsory Activities**. All participants have to finish them to get the certificate of the course.
- **Complementary activities**, to those participants who want to deepen in the subject
- **Summary**

Each module duration is 60'





Let's get to know
each other



3. Activities





Activity 1: CV Drawing (10')



Activity 1: CV Drawing

In this exercise, you will create a database that will display **your skills and work expertise.**

The **database fields** will be the following:

1. Personal details (your name)
2. Work experience (jobs you did before or current job)
3. Education (your education and training certifications)
4. Skills (things you can do)
5. Interests (things you enjoy)

Highlight the most significant aspects of your CV



Congratulations, you have just completed your
first activity

Now if you want to memorize other
participants names, you can proceed to the
complementary activity!





Complementary activity: Memorizing names (10')



Lifelong
Learning

Complementarity activity: Memorizing names

1st.- You will have to go through a slideshow.

2nd.- Each slide will show the picture of a participant with a footnote following this template:

My name is [**Name**] and I am/like [**favourite activity/positive adjective beginning with the same sound**]. For example:

My name is **John** and I like **jogging**.

My name is **Javier** and I am a **happy** person.

My name is **Clotilde** and I am **clever**.

My name is **Guido** and I like playing the **guitar**.

3th.- Once this introductory part is completed, you will be directed to a question/multiple answer lesson.

4th.- For each question, you will be shown a picture of a participant, and 3 different possible answers “My name is... and I am/like”, with just one correct answer. You will need to select the correct one.

***Note:**

This activity requires some sort of preparation. Participants need to submit their picture and “My name is... and I am/like” statement prior to the beginning of the course.





Good job!
You have completed Module
Introduction!