

Innovative Qualifications Framework for Development of ECVET

2013-1-CZ1-LEO05-13656

<http://www.adam-europe.eu/adam/project/view.htm?prj=11790>

Project Information

Title: Innovative Qualifications Framework for Development of ECVET

Project Number: 2013-1-CZ1-LEO05-13656

Year: 2013

Project Type: Transfer of Innovation

Status: granted

Country: CZ-Czech Republic

Marketing Text: The project can help everyone who is looking for a job in furniture or textile industries abroad or who can spend some time of studying in foreign countries, especially in the Czech Republic, Ireland, Germany, Poland or Romania.
Thanks to the simple and user friendly application on the project website www.iqforecvet.info, you can get all information about job and study opportunities or required qualifications. It is an easy way to test or to supplement your own skills.
Expected learning outcomes for five qualifications (Cabinet maker, Upholsterer, Floor Layer, Tailor and Textile manufacturer) are divided into knowledge (what should I have to know), skills (how should I apply that) and competences (work habits, soft skills).
If you want to work or study abroad try our application and find out all you should know before.

Summary: The main objective of the project was to support VET in textile and furniture industries in partner countries involved. The ECVET system was chosen as a tool and its practical usage by matrices of knowledge, skills and competencies for 5 occupation - Cabinet maker, Upholsterer, Tailor, Textile manufacturer and Floorlayer.
In detail we were focused on:

1. Creation of the matrix of competencies
There were developed based on the datasets of national qualification requirements in the form of matrices. Data are divided into three types of learning outcomes according to the European Qualification Framework (EQF). These are knowledge (what should I know), skills (how I should apply that) and competences (work habits, soft skills).
2. Practical solutions intended to facilitate the development of innovative practices in VET
Thanks to created matrices it is possible and also easier to find all important information about each qualification in just one chart. This solution supports the trends in education - mobility in EU, to study abroad, to gain the experience at entrepreneurs etc. Everyone who is looking for a job abroad (in occupations mentioned) or who can spend some time studying in foreign country, especially in the CZ, IE, DE, PL or RO, can find all they should know in advance. These datasets represented the first step towards common matrices for each qualification as an outcome of research and also as a database for e-learning applications. E-application have 2 types of tools - quizzes and interactive games.
3. Dissemination
Thanks to the fact that research works were done very precisely and deeply, the high quality charts of requirements for mentioned occupation in all partner countries were created. With this product we were able to address national authorities and discuss with them the project aims, ECVET and its implementation into national frameworks. Deeper cooperation was established in CZ, DE and IE.
4. Provision of open information and supporting resources
Open webportal www.iqforecvet.info was created as a main tool to provide open information about ECVET. The webportal contains common information about ECVET, its principle etc. and also 2 animations illustrating the principles of ECVET on 2 professions - Tailor and Floorlayer – a little figure goes through the partner countries and collects the knowledge, skills in several types of institutions regardless the languages.

Description: The main outcome – a common matrix is based on the transfer of innovation of an other LdV project called TRIFT. A matrix will be connected on the ECVET. Therefore it will be applicable in other European countries. This is the most important added

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value not only for future users in partnership countries but also for development of EU common framework for vocational education and training systems across whole Europe - ECVET.

The next outcomes represent the e-learning platform and interactive web portal. Finally it was decided to prepare 2 interactive games for Floor layer and Tailor and 4 sets of tests.

-- Quizzes - this section contains 4 quizzes for the occupations Floor layer, Cabinetmaker, Upholsterer (15 multiple choice questions with 1 answer correct) and Tailor (yes x no questions - to find correct statement)

- Interactive games - 2 interactive games for Tailors and Floor layers.

The principle of the e-learning game for floor layer is to find the correct sequence of work steps with the floor covering (several types of floors). This game should check the basic knowledge and skills related to the floor layer (that the first step is to sweep the floor or taking into account specific steps according to different type of floors - PVC, carpet, parquets...).

The second game for Tailors is focused on the main skills and knowledge of tailors - making clothes - a jacket and a polo T-shirt. The principle of the teaching aspect is based on the skills of tailor to measure the customer properly, the knowledge to choose suitable fabric for given type of clothes, place the cuts, to join the cuts, to choose correct care symbols etc. The result - success rate of customer satisfaction - if he chooses the wrong fabric, the customer satisfaction will be lower because of comfort, when he measures incorrectly, the customer will not be satisfied at all, the wrong care symbols mean the low sustainability of the product etc. The results are expressed in % and verbal evaluation.

Overall, the main goal of the project is to raise the attractiveness of education in chosen industries for the target groups and also to simplify the theoretical training for working in another Europeans countries. Primarily, the new international qualification framework will be intended for those interested in work abroad. These people should find out very quickly and easily what skills and knowledge they will need in other countries. The target group is represented mainly by people with lower secondary education – ISCED 2 and upper secondary education – ISCED 3. These groups need the major support under the vocational education and training system (VET). On the other side the project outcomes will be also used by participants in informal vocational education and training, employers, teachers and students (mainly on colleges, secondary vocational schools) as well as unemployed.

Themes: *** Intercultural learning
 *** ICT
 *** Lifelong learning
 *** Higher education
 ** Open and distance learning
 ** Enterprise, SME

Sectors: *** Manufacturing
 *** Education
 ** Professional, Scientific and Technical Activities

Product Types: CD-ROM
 open and distance learning
 modules
 material for open learning
 description of new occupation profiles
 website
 teaching material
 procedure for the analysis and prognosis of the vocational training requirement

Product information: There were prepared following products within the project:
 - 5 matrixes of knowledge, skills and competencies for 5 occupations - Cabinet maker, Floorlayer, Upholsterer, Tailor, Manufacturer of textile products as a background for Unit of learning outcomes (available in xls, 5 languages)
 - - ECVET – basic information about the topic, 2 animations illustrating the principles of ECVET on 2 professions - Tailor and Floorlayer – the little figure goes through the partner countries and collects the knowledge, skills in several types of

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institutions, regardless of the languages. The sounds are also involved.(available on CD)

- www.iqforecvet.info - interactive web portal with e-learning instruments
- e-learning instruments – quizzes, interactive games
- quizzes - contains 4 quizzes for occupation Floor layer, Cabinetmaker, Upholsterer (15 multiple choice questions with 1 answer correct) and Tailor (yes x no questions - to find correct statement)
- interactive games - The principle of the e-learning game for floor layer is to find the correct sequence of work steps with the floor covering (several types of floors). This game should check the basic knowledge and skills related to the floor layer (that the first step is to sweep the floor or taking into account specific steps according to different type of floors - PVC, carpet, parquets...). The second game for Tailors is focused on the main skills and knowledge of tailors - making clothes - a jacket and a polo T-shirt. The principle of teaching aspect is based on the skills of tailor to measure the customer properly, its knowledge to choose suitable fabric for given type of clothes place the cuts, to join the cuts, to choose correct care symbols etc. The results are expressed in % and verbal evaluation.

Projecthomepage: www.iqforecvet.info

Project Contractor

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Partner 4

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Partner

Partner 5

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Organization Type: association/non-governmental organisation
Homepage: <http://www.apmob.cz>