

DRAFT PROJECT

EU PROGRAMME	ERASMUS +
CALL FOR PROPOSAL	KA2 – STRATEGIC PARTNERSHIPS IN THE FIELD OF EDUCATIONS TRAINING AND YOUTH https://ec.europa.eu/programmes/erasmus-plus/programme-guide/part-b/three-key-actions/key-action-2/strategic-partnerships-field-education-training-youth_en
DEADLINE FOR SUBMISSION	29 th March 2017
TITLE	ATELIER OF JOBS WHERE TRAINING BECOMES WORK
APPLICANT	ECIPA UMBRIA
PARTNERSHIP	<p>At least 3 organizations from 3 different countries of European Union. Only for <i>Strategic partnership in the field of school education and youth</i> at least 2 organizations from 2 different countries of European Union.</p> <p>Eligible Partners:</p> <ul style="list-style-type: none"> • A higher education institution; • A school/institute/educational centre (at any level, from pre-school to upper secondary education, and including vocational education and adult education); • A non-profit organisation, association, NGO; • A public or private, a small, medium or large enterprise (including social enterprises); • a public body at local, regional or national level; • A social partner or other representative of working life, including chambers of Commerce, industry, craft/professional associations and trade unions; • A research institute; • A foundation; • An inter-company training centre; • Enterprises providing shared training (collaborative training); • A cultural organisation, library, museum; • A body providing career guidance, professional counselling and information services; • A body validating knowledge, skills and competences acquired through non-formal and informal learning; • A European Youth NGO; • A group of young people active in youth work but not necessarily in the context of a Youth organisation (i.e. informal group of young people)
GENERAL OBJECTIVES	<ul style="list-style-type: none"> ❖ Enhance the development of a European Partnership in the fields of art crafts and creativity; ❖ Safeguard and promote tradition of crats, using creativity to renovate them; ❖ Develop and share innovative practices and/or perform a strong activity to spread add value to existing innovative models or ideas; ❖ Promote cooperation, peer learning, exchanges of experiences and good practices in the fields of Education, training and youth; ❖ Exchange of <i>Best Practices</i> at European level; ❖ Develop and reinforce existing networks, increase their ability to operate at transnational level;

	<ul style="list-style-type: none"> ❖ Achievement of high quality capabilities and competences pertinent for work market: sustain people to obtain and develop key competences – basic, transversal and “soft skills”, entrepreneurial, linguistic and digital - with the aim to enhance employment, socio-educational and professional development; ❖ Increase social inclusion: promote inclusion, diversity, equality, gender parity and not discrimination in the activities linked to educational, training and youth; ❖ Promote educational methods and innovative pedagogies, an <i>Active Governance</i>, develop of new material and educational tools, increase use of ICT in the fields of educational, training, youth; ❖ Promote educational and training activities and development of a new work position of craft trainer (teachers, tutors, etc.); ❖ Validation of competences and titles obtained (validation of competences obtained through formal, not-formal, digital and open learning); ❖ Promotion of actions to facilitate learning, employment, work mobility. Promotion of transitions between different levels and different type of education, between education and work market, between all jobs.
SPECIFIC OBJECTIVES	<ul style="list-style-type: none"> ❖ Create and share a model of <i>Atelier of Jobs</i> that answers to common requests and needs (crafts, transmission of knowledge, creativity and innovation, etc.); ❖ Indicate similar realities in different partners’ countries that answer to shared needs and requests; ❖ Test exchanges and flows of information and learning between trainers and learners inside <i>Atelier</i>; ❖ Create and spread a catalogue of <i>Atelier</i> to involve inside the project and that are available to host weeks of training, study and exchanges between trainers and learners; ❖ To increase mobility of trainers and learners in all <i>Atelier</i> inserted inside the catalogue; ❖ Test the utility and positivity of the European model of <i>Atelier of Jobs</i> through a Pilot Test.
IDEA OF THE PROJECT	<p>The project has the specific aim to develop and spread a new tool for high quality education and training in VET field.</p> <p>It is the concept of <i>Atelier of Jobs</i>, a real space where host young and adults that want a specific professional training with practical activities of work.</p> <p>The project will follow directions:</p> <ul style="list-style-type: none"> ♦ A theoretical direction of analysis and definition of the concept of <i>Atelier of Jobs</i> (existing examples, how improve and promote them, specific features, programmes of training and learning) to spread their importance in Europe; ♦ A practical direction to realize a real example of <i>Atelier of Jobs</i> that will be a “Pilot” example to test and enhance it. <p>Inside this educational space, the first step will be the valorisation of competence, knowledges, and capabilities of every student/apprentice. On the basis of this preliminary analysis of each one, students will be direct to a specific professional training.</p> <p>The training will be based on technical/practical learning inside enterprises that will collaborate to the project. These enterprises will consider all <i>Atelier of Jobs</i> as a source of work.</p> <p>One of the most important time of the project will be the concrete realization of one <i>Atelier</i></p>

WORK PLAN	<p>of Jobs in one of partners' countries. This action of the project will be a <i>Pilot Test</i> and it will allow to improve features and mechanism of operation.</p> <p>The Pilot Test will be described and analysed in a publication that will show strengths and weaknesses needed to proceed with a SWOT Analysis of the product with the aim of its improvement.</p> <p>WP.1. COORDINATION AND MANAGEMENT OF THE PROJECT WP.2. ANALYSIS OF CONCEPT OF ATELIER OF JOBS WP.3. DEFINITION AND DRAFT OF PROGRAMMES FOR STUDY, TRAINING AND LEARNING WP.4. REALIZATION OF Pilot Test WP.5. ANALYSIS OF Pilot Test WP.6. DISSEMINATION AND COMMUNICATION OF THE PROJECT AND OF ITS RESULTS</p>
DURATION OF THE PROJECT	<p>Higher Education: 24-36 months Youth: 6-36 months Adult education, school education, vocational education and training: 12-36 months</p>
TOTAL BUDGET	<p>Maximum € 150.000 every year (the total amount depends on duration of the project)</p>
DEADLINE EXPRESSION OF INTEREST	<p>25th February 2017</p>
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