**TRAINING 4 SKILLS IN THE DIGITAL ENVIRONMENT**

# PROJECT PRESENTATION

Project number 2020-1-HR01-KA226-VET-094781

KA2 - Partnerships for Digital Education Readiness in Vocational Education and Training

**Introduction to the Project**

# SPECIFIC OBJECTIVES (1/2)

- Develop concept on digital pedagogy with special focus on the WBL in some of the hardest hit sectors due to Covid-19, such as **tourism**, **hospitality** and **transport**.
- pilot a developed **online course on digital pedagogy**
- pilot a **peer-review approach** to validate the final coursework of teachers
- prepare VET T&T for **pedagogical and methodical challenges** when transferring to **digital and blended learning environment**

**Introduction to the Project**

# SPECIFIC OBJECTIVES (2/2)

- **strengthen networking and international cooperation** through partnership between countries and different levels of education
- **strengthen networking** between VET schools and exchange of good practice, through the implementation of a peer review as external evaluation tool
- promote **openness, inclusiveness and innovativeness of VET**

**Target Audience**

## FOR WHOM T4SVEN IS INTENDED?

While the primary target group is VET teachers & trainers, the innovative practices introduced by this project will also benefit VET students, school directors, in-company WBL trainers, policy makers, researchers and other stakeholders

**Partnership**

# WHO IS IMPLEMENTING T4SVEN?

- <u>Project leader</u>: ASOO - Agency for Vocational and Adult Education (Croatia)
- University of Cyprus (Cyprus)
- HOU - Hellenic Open University (Greece)
- University of Patras (Greece)
- EVBB - Europäischer Verband Beruflicher Bildungsträger (Germany)

![T4SVEN logo]

# ARE YOU INTERESTED? DO YOU WANT TO KNOW MORE?

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Co-funded by the Erasmus+ Programme of the European Union