



DiGI-VET Fostering Digitisation and Industry 4.0  
in vocational education and training  
2018-1-DE02-KA202-005145  
IO 4 – Learning Materials- Classroom Material  
United Kingdom, ARVET

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



# **DigI - VET**

## **FOSTERING DIGITISATION AND INDUSTRY 4.0 IN VOCATIONAL EDUCATION AND TRAINING**

**Intellectual Output 4 - Teaching & Learning Material**



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## Teacher Module 3 – Good Practices of Digitisation and Industry 4.0

Digitisation and Industry 4.0 has greatly affected the current Education system and the way the Industry works as well. The given tasks will be based more on your own personal experience and providing suggestions to improve practises of Digitisation and Industry 4.0.



## Tasks

1. As student yourself, please describe how Digitisation affect your way of studying?



2. Have you ever used any of *MOOC (Massive Open Online Courses)* platforms or *Learning Management Systems* to track the studying, materials, grades? If yes, how did it change your way of thinking or perceiving studying material?



3. Provide an example of positive correlation between good practises between Industry and Digitisation. E.g. UK and Google partnership to release online books. Maybe your educational institution participated in Erasmus+ projects, if yes, provide an example what practices were used.



4. Despite good practises, there are always risk to be taken. Think of given risks both in Education and Industry. Draw a picture or suggestion how it would be possible to make a risk to become another good practise in the field of EDUCATION. Be creative!





In the second box provide suggestions how to improve risks in Industry.

## Risks in Education



## Risks in Industry





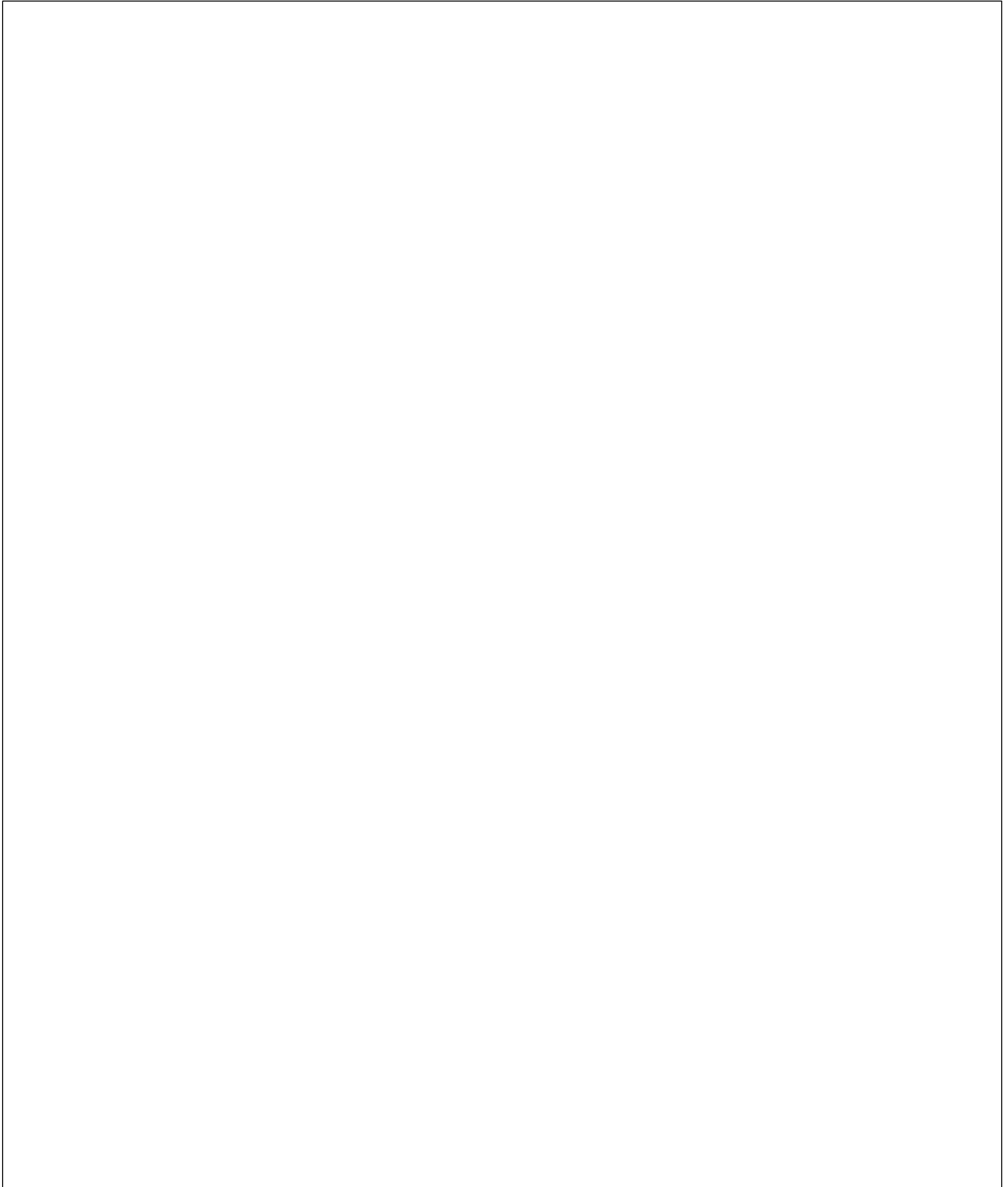


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# EDUCATION





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# INDUSTRY

