

DIGI-VET

FOSTERING DIGITISATION AND INDUSTRY 4.0 IN VOCATIONAL EDUCATION AND TRAINING

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PROJECT PARTNERS



Coordinator IK - Ingenious Knowledge Rasmus Pechuel

AR Vocational Education and Training Ltd., Rajesh Pathak

Universitat Paderborn Marc Beutner

Asociatia Oamenilor de Afaceri Agres Romania Adrian Razvan

Private Institute Emphasys Centre Athos Charalambides





DIGI-VET ONLINE OBSERVATORY

AWARENESS

DIGITAL COMPETENCE PROFILE

RESEARCH



WHAT IS DIGI-VET ABOUT

- Megatrend DIGITSATION
- •Caused by global change
- particularly in the educational sector









•New requirements in any organizational context,



WHAT IS DIGI-VET ABOUT

- •New ways of learning --Need for adaptions
- changing environment in economy
- DiGI-VET transfers this into pedagogical settings









•Digl-VET addresses the challenges of the rapidly



MAIN OBJECTIVES & CORE ASPECTS

The aim of Digl-VET is to do qualitative and quantitative research in the partner countries to provide an online platform for VET on the DiGI-VET website and create a book with background information and didactical hints for VET teachers and trainers.













CORE ASPECTS

 Research on Digitisation and Industry 4.0: The development of Digital Competence **Profiles for VET**

- The design of curriculum structures for digitization: Curriculum and materials
- Creating awareness for digitization and industry 4.0















 Development of an innovative sMOOC for teachers and learners in VET

 The writing and presentation of the **Digl-VET Book (provided as OER)**

 Online Observatory of Digitisation **Best Practices**













TEACHERS MODULES



•Module 1:

•The DigI-VET project and •the DigI-VET curriculum



•Module 2:

Digitisation
and
Industry 4.0
Terms and
history

•Module 3:

·Good practices
of
·digitisation
and Industry
4.0















•Module 4:

The need of
digitisation in
today's world
of work and
insights into
future
developments



LEARNERS MODULES



•Module 1:

•Digitisation – Terms and history



•Module 2:

Industry 4.0 –Termsand history



•Module 3:

•Current status and future developments

















COMPETENCE PROFILE

Digital Competence

Media knowledge	reachers	nsion 1: Le
Dimension 8: Professional Engage	1.1 Media a	ippropriation lesign options
8.1 Reflective praction 8.2 Digital Continuous Professional Develop 8.3 Professional collaboration Dimension 9: Empowering Learners 9.1 Actively engaging	Dimension 2: Data Collection and Evaluation Dement 2.1 Management of data, information and digital content 2.2 Survey and analysis of the learning status 2.3 Feedback through the use of digital media	digital resources 3.2 Integration and revision of 3.3 Responsible use of digital
9.2 Differentiation and personalisation	Dimension 4: Reflection of digital contents/ resources 4.1 Analysis of digital media 4.2 Evaluation of digital media	Dimensio Fostering Digital 5.1 Digital problem solvin 5.2 Creative use of digital
Dimension 10: Teaching 10.1 Guidance	 4.3 Organization and modification of digital resources 4.4 Understanding and Reflecting Digital Media 4.5 Data protection and privacy 	5.3 Identification of digita 5.4 Self-regulated learnin 5.5 Effective use of digital
10.2 Collaborative learning 10.3 Didactical planning, preparation and implementation of teaching units by using digital media	Dimension 6: Media-mediated Communication 6.1 Digital participation (interaction, collaboration) 6.2 Active involvement of all	Dimension Data protection and 7.1 Protection of personal da 7.2 Reflection and assessmen environments

participants

6.3 Netiquette

6.4 Digital Identity

vgl. DigComp 2.0 (2016, S. 8#.) vgl. DigComp 2.1 (2017, S. 11) vgl. DigCompEdu (2018, S. 2) vgl. KMK (2016, S. 10H.) vgl. Schorb (2017, S. 257ff.)

Media reflection

7.3 Health protection

earners

on 3: ital contents

of digital content al media

ion 5: I Competence

ing

al technologies

tal competence gaps

ing

tal tools

m 7: d privacy data ent of risks in digital

7.4 Protection of the environment

Media acting

Dimension 11: Learning 11.1 Collaborative learning 11.2 Self-regulated learning

Dimension 12: Problem solving and acting 12.1 Recognition of own deficits 12.2 Finding individual digital learning opportunities 12.3 Networking and organizing of digital learning resources 12.4 Demand-oriented use of digital learning resources

COMPETENCE PROFILE



Analyze and reflect

Problem solving and action Search, process and store

Competencies in the digital world (according to KMK 2016) Communicate and cooperate

Produce and present

Protect and act safely

SMOOCS

In Digl-VET we created four sMOOCs (small massive open online courses / small open online courses) to provide information on DiGl-VET and to support teachers and Trainers in VET with a executive summary on digitisation and industry 4.0. We created the MOOCs with MoocIT because teachers and trainers can use this tools also in their own VET courses and classes because this MOOC approach was espeacially created in an easy way to ensure that also learners and students can handle it and will be able to create own MOOCs. We suggest to let them create own MOOCs on different aspects of digitisation or on relevant fields of industry 4.0.















sMOOCs

Main target groups

The main target groups of the sMOOC are:

- Teachers in VET
- Vocational trainers and HR developers in companies
- Vocational trainer in education administration
- Vocational training organizations and institutions
- Digl-VET users













in companies stration hstitutions



sMOOCs

Aims of the DigI-VET sMOOCs

The aims and objectives of this sMOOC are ...

- To give vocational trainers an insight into the challenges of digitization.
- to provide an overview of the competence profile digitization.
- to present the modules of the curricular approach of Digl-VET.
- to offer examples of digitization.
- to provide educational and didactic hints.
- to initiate discussions on the ideas and topics of the project.
- to raise awareness of the challenges of digitalisation in VET.
- to introduce the project Digl-VET.















sMOOCs

Outcome The users / learners in this sMOOC

Emp

- Gain knowledge about the challenges and opportunities of digitization in VET contexts.
- solve tasks to gain in-depth knowledge and knowledge in the field of digitization.
- focus on European educational approaches to digitization.
- rethink the form of digitalization training and Industry 4.0.
- Gather knowledge about ERASMUS + Project Digl-VET.

ARGE







Thank you













Have a great day ahead.

