

ABOUT THE PROJECT

The aim of this **Erasmus+ KA2 Strategic Partnership** is to support the professional development of handicraft teachers and trainers in Europe in their transition to the digital age, by improving their teaching competencies on innovative VET education through ICT-based methods and tools

Objectives of CRAFTS 3.0

- Fill the training gap that exists for ICT-based teaching skills of **handicraft teachers and trainers**
- Define the **knowledge, skills and competences** they need to apply these teaching-learning methods
- Train them to use and design their own **Learning Apps** to be used in their craft training courses
- Teach them how to create and manage their own **e-Learning courses** on specific craft sectors
- Promote **certification and accreditation** policies on innovative teaching learning methods through ICT in VET for craft sectors in Europe

NEWS



Fourth meeting in Larissa (Greece)

Hosted by DIMITRA Education and Consulting in July 2019. The meeting was aimed at presenting the final version of the Mobile Instructional Learning App (IO3) and the Multilingual eLearning Platform (IO4), as well as at agreeing a methodology to follow up and assess the pilot phase of the project.

Fifth meeting in Coimbra (Portugal)

Hosted by CEARTE in January 2020, the meeting allowed the partners to review the pilot phase carried out and the steps to finalise the next intellectual outputs: the Set of Mobile Learning Apps (IO5) and the Guide for Validation, Certification and Accreditation (IO6).



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