



Press Release #1. September 2019

Supporting the transition of handicraft teachers and trainers to the Digital Age

## About the Project

The aim of **CRAFTS 3.0** 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 Vocational Education and Training (VET) through ICT-based methods and tools. The project specific objectives are:

- 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

## Project Results

IO1. European ECVET Curriculum on ICT-based teaching-learning methods in VET for craft sectors

IO2. Training Modules on ICT-based teaching-learning methods in VET for craft sectors

IO3. CRAFTS 3.0 Mobile Instructional Learning App

IO4. CRAFTS 3.0 Multilingual eLearning Platform

IO5. CRAFTS 3.0 Set of Mobile Learning Apps

IO6. Guide on how to develop recognition for ICT-based innovative teaching-learning methods in VET for different craft sectors

## Piloting phase

In the following months the consortium will carry out the piloting phase of the project in Spain, Greece, Portugal, Romania and United Kingdom. During this phase, **handicraft teachers and trainers**, target users of this project, will follow and complete the e-learning courses included in the **Multilingual eLearning Platform** and will develop customized e-learning modules aimed at **crafts professionals**, target beneficiaries of CRAFTS 3.0. Furthermore, the participants will test the **Mobile Instructional Learning App** and will develop their customized **Set of Mobile Learning Apps**.

## Information in Spain

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