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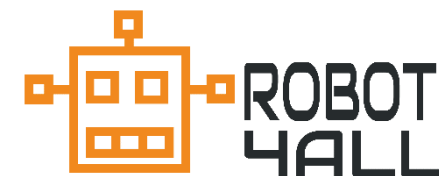
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BRIDGING THE SKILLS
GAP: STRATEGIES FOR
THE PROMOTION OF
DIGITAL, CODING AND
ROBOTIC SKILLS FOR
SOCIAL INCLUSION,
EQUALITY AND ACCESS

WWW.ROBOVET.EU

BACKGROUND

Europe's future depends on its Youth'. Yet, opportunities are limited while youth unemployment, marginalization and social exclusion are threatening Europe's greater asset for the future: young people's human and social capital. There is still great need for MS "to continue to work together to improve their employability, their integration in the labour market, their social inclusion and participation". (Junker Speech, EC 2015).

Skills are a pathway to employability and prosperity. However, skills gaps and mismatches are striking, 40% of employers cannot find people with the skills they need, whereas students leave VET without being sufficiently prepared to enter the labour market.

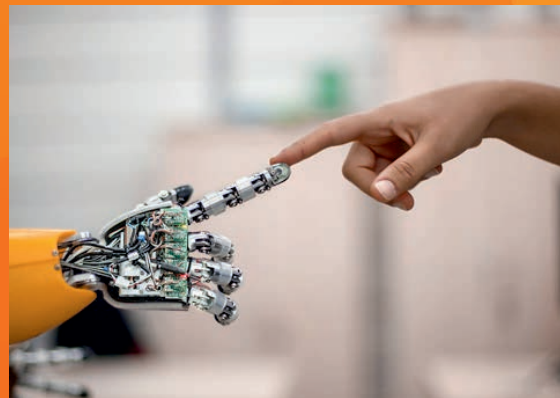
Vocational education and training (VET) is valued for **fostering job-specific and transversal skills** and facilitating the transition into employment.

Yet, for many young people and their parents VET remains a second choice. VET needs to increase its **attractiveness** through quality provision and flexible organization.

Introducing coding and robotic skills to VET students, while strengthening the profiles of VET teachers are among the aims of **ROBOT4ALL**.

«EVERYONE SHOULD
LEARN HOW TO
PROGRAM, AS IT TEACHES
YOU HOW TO THINK.»

(STEVE JOBS)



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AIMS

ROBOT4ALL aims to...

- to promote the acquisition and achievement of **skills and competences** in the field of Information and Computer Technologies (ICT)
- to promote **social inclusion** through innovative integrated approaches
- to enhance the **access, participation** and learning performance of disadvantaged learners
- to further strengthen **key competences** in VET
- to introduce systematic approaches to, and opportunities for, the continuous professional development of **VET teachers**
- to promote open and **innovative methods and pedagogies**
- to develop **VET business partnerships** aimed at promoting work-based learning in all its forms

OUTPUTS

The Robot4All...

- benchmark survey on integrating digital coding and robotics skills in VET schools
- educational pack and competence framework
- assessment, validation & Open Badges eco-system
- interactive and dynamic platform
- laboratories tool kit
- up-scaling, transferability, exploitation and sustainability pack.

TARGET GROUPS

Direct Target Group:

- VET students with fewer opportunities

Indirect Target Group:

- VET teachers whose profiles will be enriched after the professional development training to be offered
- VET schools will gain as strong partnerships will be created with local enterprises and companies that will share their expertise and support with the VET teachers and students