

Leonardo da Vinci

The National Agency for European Educational Programmes (NAEP)

Lifelong Learning Programme

Leonardo da Vinci

Partnership project

„Drivers & Active Network for European Citizenship in Vocational Education and Training (DANTE)“

CZ/13/LLP-LdV/PS/P/134061

13200 EUR

September 2013 – July 2015

Partners

- Chamber of Commerce and Industry Bistrita Nasaud, **Romenia**, Bistrita
- Kulturno izobraževalno društvo PiNA, **Slovenia**, Koper
- Lawton School S.L., **Spain**, Gijón
- IONET, **Greece**, Lixouri
- University Politehnica of Bucharest, CAMIS center, **Romenia**, Bucharest
- Lytaus Kolegija University of Applied Sciences, **Lithuania**, Alytus
- VSB – Technical University, Ostrava, Faculty of Economics, **Czech Republik**, Ostrava
- Coop. Soc. Città viva, **Italy**, Roccalumera

Target Group

VET Educators, teachers, trainers,

- Citizen and citizen's associations as well as formal & informal citizens inters groups,
- Pedagogical staff, facilitators (including community facilitators, mentors, coaches etc), social workers,
- Public local, regional and national authorities and other community key actors, private enterprises,
- Other stakeholders such as long life learning centers, cultural centers, NGOs working with persons with disabilities.
- No of planned outgoing mobilities (pupils/learners/trainees): 4
- No of planned outgoing mobilities (staff including accompanying persons): 8

Contact person

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Summary

The DANTE project emerges as a necessary approach to overcome the current distance between politicians in Brussels and European citizens and promote active and participatory citizenship based on the development of digital competencies and social and civic competence through the exchange of best practices based on an increased access to Open Education Resources & Social Media.

The partners decided to work on the field of active and participatory citizenship because the future of European Union means major changing European citizens being important part of the bottom-up strategy hence key skills such as ICT and entrepreneurship need to be at the heart of their professional education and training.

Nowadays technological changes and development offers unprecedented opportunities in education and training reducing, through a leverage effect social barriers. Individuals can learn anywhere, at any time, following flexible and individualized pathways based on their citizen's rights.

Teachers, trainers and other target groups will discover, through DANTE project, how to create and use educational apps by improving their ICT skills. The handbook and guidelines will provide them with the basics of creating simple apps for their classrooms extracted from Social media environment or free OER that can be used or accessed on a device, like I pads, android tablets, laptops, smartphones etc. The added value is based on the scaling up the use of ICT learning and access to free OER as well as a transfer that can be done from young citizens 35 to 50+citizens. Consortium is composed by universities, colleges, NGO,s and Chamber of Commerce hence we benefit from diverse perspectives on the matter as well as the soft & technical competences to create a valuable VET input.

Specific objectives

SO1: To facilitate the development of innovative practices in the field of vocational education and training through new ways of learning and teaching, characterized by **personalization, engagement, use of Social Media, collaboration, bottom-up practices** and where the learner or teacher is a creator of learning content.

In doing that the project partners will **create tools and instruments and learning materials** that will equip, at least **10 persons/country**, (belonging to the target group), with the **basic skills for educational e-materials creation and utilization**. Social Media and Open Educational Resources will be used.

SO2: To bring people who do not normally **meet around** a European theme, together, both F2F through project meetings and activities and through virtual environment based on web 2.0 collaborative learning pathways. Partners will organize **webinars** and information will be made available, by themselves as well as by target groups on the project blog and social media accounts (Facebook & LinkedIn).

Target group beneficiaries (**at least 4 from each partner country**) from all countries will have the opportunity to meet and communicate during **6 international project meetings, 5 international workshops & 1 international conference** thus having the opportunity to learn more about citizenship, to explore new way of communication and to improve their citizenship rights and knowledge.

SO3: To promote among people **new ways to use mobile learning** and training as concepts to be integrated into the distance learning environment and own development pathways.

A large number of stakeholders belonging to VET **will be informed** about virtual environment based on web 2.0 collaborative learning pathways as well as will be provided with the opportunity to learn how to use mobile devices such as iPad to create an up to date learning & teaching environment.

Mobilities VSB-TUO

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