

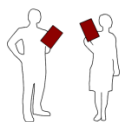
Project Partners

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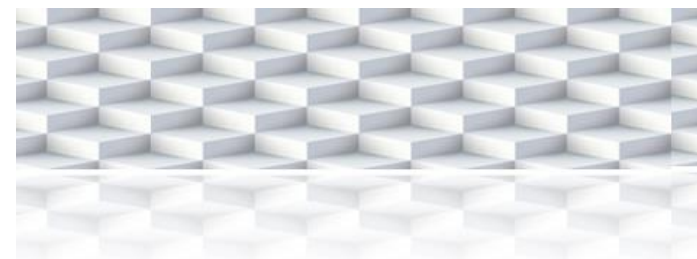


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Level5 for Validation of Entrepreneurship Skills through Interactive Learning Sets in VET



Funded by the
Erasmus+ Programme
of the European Union

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



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Rationale

Recent studies reveal that entrepreneurship contents are not included in all parts of the VET system and that the practical elements are also missing. Despite the fact that VET courses in Latvia, Lithuania, Portugal and Turkey have entrepreneurship modules defined within the framework of their national qualifications' catalogues, these are not compulsory in most cases, thus creating a need for entrepreneurship teaching and learning resources.

Since entrepreneurial skills are learned primarily by work experience and practice and not just by formal education, the preconditions for the successful entrepreneurship education include its integration into education programs, and importantly practice in real life settings. During an internship students can practice entrepreneurship competences, but face challenges including their abilities, cognitive skills and in the assessment of their competences. In order to address these challenges, appropriate content, validation systems and places in which to practice these skills need to be developed. Thus, the main aim of the project is to promote the development and validation of entrepreneurial competences among VET learners in practical situations, and foster entrepreneurship training competences in VET teachers/trainers/practice supervisors.

Objectives

The specific objectives of the project are:

- ❏ to prepare a methodology for the evaluation of Entrepreneurship Competence development for VET learners based on the LEVEL5 approach which will also be accessible online;
- ❏ to create an innovative game based training course to support VET trainers in the design of their own curricula with integrated entrepreneurship modules;
- ❏ to create an interactive video scripts based Trainer/Supervisor Handbook that explains the rationale behind the training course targeted at entrepreneurship.

Activities and Outputs

During the project life the following intellectual outputs will be developed:



IO1 - Entrepreneurship Competence Development and Assessment Methodology for the evaluation of Entrepreneurship Competences development of VET learners based on the LEVEL5 approach which will also be accessible on-line.

IO2 - An Interactive Assistance Tool - Trainer/Supervisor Handbook with embedded video scripts that explain the rationale behind the training course on entrepreneurship.

IO3 - A Set of Gamified Material for the training course to support VET trainers to train in Entrepreneurship Competences. The course will contain a series of gamified exercises, material, educational tools and games for the implementation of entrepreneurial skills into already existing training curricula.

Target Groups

VESVET project mostly targets VET teachers and trainers, VET students, professional practice supervisors/tutors. Directly, the project will address 160 students and 60 teachers who will participate in learning activities. Their involvement in the project will help develop entrepreneurship competences, either directly or indirectly, and develop their potential from life-long learning perspective.

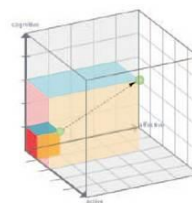
VESVET will produce durable and sustained impact: After the end of the project, cooperation between partners will continue as a result of the links developed during the life of this project.

Innovation

VESVET makes use of the LEVEL5 system, which is specifically designed to assess personal, social and organisational competence developments in rather non-formal and informal learning settings.

It is based on a 3-dimensional approach to validate cognitive, activity related and affective learning outcomes – the LEVEL5 cube.

LEVEL5



LEVEL5 is a holistic learning process that benefits the learner, learning providers and host entrepreneurs.

Find more information on:
www.vesvet.vtpvm.lt