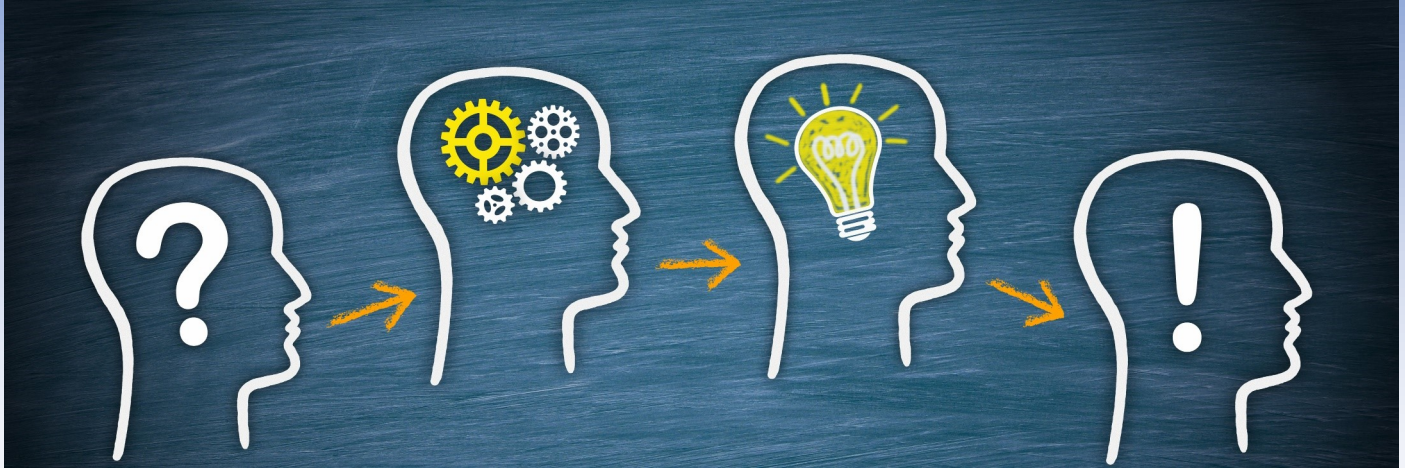




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Erasmus+ KA2 strategic partnership—Project No. 2021-1-RO01-KA220-VET-000034746



## BEACON—BE A COMPETENCE NOW

NEWSLETTER N.1—SUMMER 2022

### What is the project about?

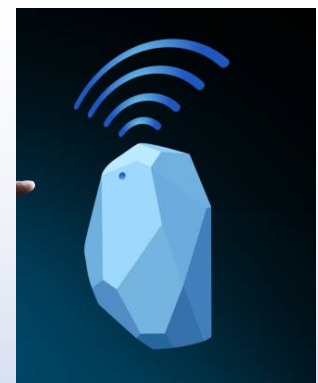
The **labour market** today requires **high skills**: not only high **technical** specialization skills, but also **troubleshooting** and **problem-solving** skills, analysis and interpretation of data, **teamwork**, communication and negotiated search for active solutions.

**BEACON** project aims at developing **transversal** competences useful for the **transition** to the **labour market** in **VET** secondary school students (EQF level 4), with study

fields chosen among the leading **sectors** of the **European economy**: from the **food** sector to **information technology**, from the **mechanical** sector to **fashion** and **textiles**.

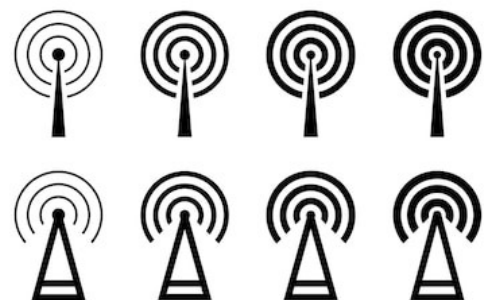
The students will be involved in **incidental**, i.e. non-intentional and unexpected **learning** paths: during laboratory and **work-based** activities, students will encounter a suitably prepared **critical incident** that will force them to actively and collaboratively **search** for a **solution** to a **problem** typical of

the **work** or **industrial setting** where they will be fully immersed.



### Target Groups

- ◆ **VET students, especially those at risk of school failure or drop-off**
- ◆ **VET teachers and trainers**
- ◆ **Corporate managers & technicians from the EU strategic manufacturing & industrial sectors**



SIGNAL ICON

## What are BEACONS?

Beacons are **hardware** devices, just a few centimetres in size, equipped with **low-cost, low-energy BLE (Bluetooth Low Energy)** technology, capable of **detecting** the presence of **other devices** at a short **distance**, and of sending **push notifications** to enabled devices through a **mobile application** (for smartphones or tablets) and thanks to a **software platform** that hosts and manages the content of the information to be transmitted (known as **CMS-Content Management System**).

The project envisages the installation of **2-5 Beacons** in **school laboratories** or **workplaces**, to allow the **simulation** of an **unpredicted failure or problem** in an **industrial** procedure, by sending **notifications from the Beacons to the students'** mobile devices, which will be guided in the active **search for the solution** through the succession of notifications.



## Which Project's Results?

### Project Result #1

**Beacon Digital Integrated System**, made of:

A. a **digital platform** for the **storage** and **broadcast** of sector-specific learning & training contents (**CMS - Content Management System**)

B. a **mobile app** (for smartphone/tablet) enable to receive **push notifications** from Beacons nearby, downloading **multimedia information** about the **work-based incidental learning** path;

C. design of the incidental learning cycle and of the **monitoring & assessment criteria**

**Beacon-triggered & work-based Incidental Learning** Training Programs, aimed at the **solution of production/manufacturing problems**. Each program will be dedicated to a specific industrial sector, according to the following criteria:

Romania: Information technology sector

Italy: food sector

Portugal: fashion & textile sector

Spain: mechanical sector

Each Team will produce a **video** as evidence of the **work-based learning setting** for the Beacon-triggered solution of industrial problems

## Project Results #2-3-4-5

### Transnational Project Meetings:

The **Kick Off Meeting** was held online in **March 2022**, due to Covid 19, with the presentation of the partnership and the introduction of the **project's objectives**. In **September 2022** the onsite **BEACON Training Event** will be held in Porto, PT, with the fine-tuning of the **Beacon Digital Integrated System**.



## PARTNERSHIP

