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WORKPACKS:

The project activities to achieve the creation of the 4 intellectual outputs envisaged have been distributed according to the above-described partner expertise.

Avukat Mahmut Düşün Vocational and Technical Anatolian High School (TR) as the leading partner of O1 (Industry 4.0: Curriculum)

has been chosen because of their rich experience in developing programs and in provision of IT trainings and teacher trainings, as well as because of their deep understanding of PBL as they have already implemented the method in their work. As a project promoter and applicant they have been given the leading role of Work Package 1 (Project management, monitoring and evaluation).

The leading partner of O2 (Industry 4.0: digital repository)

will contribute with their experience of content and curriculum development both in VET and ICT, as well as with their expertise in producing digital content and using web resources to facilitate trainings. MBM TD Center (GB) offers a wide variety of developmental programs to build job skills for the role the trainees have and to foster the career we hope they develop. Programs extend to all segments of the workforce. MBM TDC has an extensive record delivering tailor-made creative TVET training programs for various customers, ranging from public entities, charities to international organizations, local, European and global businesses and developmental agencies. In addition, MBM TDC is the leader of Work Package 3 (Development of Intellectual Outputs) for the expertise of their Curriculum and Continuing Professional Development Units in using ICT technologies, as well as for their extensive work in teacher training.

The leading partner of O3 (Industry 4.0: Production)

has a wide expertise in product development, including robotical parts, drones and Industry 4.0, especially using additive manufacturing. The company dedicated to providing comprehensive services and consultancy, including implementation of various ITC technologies (drones, 3D printing, 3D modelling, etc.) in education as well as design, fabrication and documentation of





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installations for STEM (Science, Technology, Engineering and Math). Ludor Engineering(RO) is a member of ICONIC, a Romanian IT&C cluster.

The dissemination process (Work Package 2 Dissemination and exploitation) will be led by Camara Badajoz (ES)

considering their management experience, wide contacts at all levels, as well as their involvement in rural development. In addition to their experienced staff in industry, including for rural people, they will bring significant value to the selection of industrial good practices. Moreover, AEGEAS EKPAIDEFTIKI (GR) for enhancing target groups' employability will be used in terms of job placement and/or follow-ups.

- ✿ AEGEAS would be helpful about the questions of the questionnaires as they are working with adult group and they more likely know what the industry wants as an employee.

PROJECT PROMOTION AND AWARENESS-RAISING ACTIVITIES. DISSEMINATION AND EXPLOITATION OF RESULTS.

project web site fed by all partners and in all partner languages plus EN, linked to partner and other relevant web sites;

- 2 promotional videos with subtitles,
- 4 e-newsletters in partners' languages to come out after each project meeting
- project brochure in all partner languages plus EN,
- creation of social media profiles,
- establishment of on-line Industry 4.0 communities,
- project summaries in 8 languages, informal discussions with locals as part of the transnational meetings, etc.)
- **Translation of the project summary for the website for each partner**





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Rural area teachers and trainees, as well as trainees and digital entrepreneurs will be encouraged to participate in the following activities:

- local surveys among acting digital entrepreneurs; (questionnaires)
- local interviews among teachers and trainers on their PBL awareness (*questionnaires)

PROJECT OBJECTIVES:

The schools are supposed to upgrade the curriculum of vocational and technical education in the light of the new employment opportunities Industry 4.0 brings. The adaptation of multi-disciplinary approach especially in Information Technologies effects the need of creation of new training programs.

One of the main objectives of the Ministry of Education in Turkey is to harmonize today's knowledge and technology with the vocational training system, the industry's digitization and to be equipped with high technology, to response to the increasing demand for highly qualified manpower, which is called Industry 4.0. Turkey, the country has ambitious objectives such as 2023, 2071, should take place in technology game. In case of not being late, we may determine a new strategy, products and services, which should be qualified enough to respond the global needs, must be produced by using the determined strategy. The main purpose of the Project is to motivate young population living in Turkey about innovation and creativity.

Our aims are to innovate the vocational and technical education programs for both raising highly qualified workforce that sector desires and facilitating the availability of youth grads; and to improve the quality of our school and the students' knowledge and skills.

To reach these aims, we must get familiar with the Industry 4.0 and the innovation that it brings. When shaping the outcomes of the curriculum; knowing the cornerstones of the Industry 4.0, which occupations it develops, software of Industry 4.0 to use, how to analysis the data and cyber-security are must to learn.





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PROJECT ACTIVITIES:

The project aim is to contribute to the development of entrepreneurial, industrial and digital skills in VET, to the enhancement of digital integration in VET and the promotion of easily accessible continuing VET, including for the rural areas, by creating three intellectual outputs:

Curriculum and e-repository.

To achieve the above, at least 750 participants will be involved among whom: would-be and acting

- digital entrepreneurs,
- VET learners,
- NGOs
- decision-makers in the digital sector,
- VET providers,
- authorities and policy-makers,
- VET teachers and trainers,
- teacher training institutes and providers.

Management, monitoring and evaluation activities, as well as a wide range of dissemination and exploitation efforts and events will accompany the development process of the Curriculum, e-repository.

The project is actually merging Information Technology teachers' expertise, digital entrepreneurs' expertise, industrialists' expertise and ICT expertise to achieve an important synergy: an innovative, open-access, easily-recognizable, learner-centered, time-saving, cross-curricula VET solution with value added. Such a solution is supposed to bring significant short and long term benefits within and outside the partnership, as well as on VET systems of the participating countries.

- Curriculum will be done by the end of the first six months
- Survey and questionnaires will be done in six months and all partners must finish writing the report on Industry 4.0 in their countries.





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The report may include;

1. Industry 4.0: What is it?
2. Industry in BG/RO/IR/ES/TK
3. Youth Unemployment Figures
4. Industry 4.0 and Training
5. Promoting Industry 4.0 at Local, Regional and National level
6. Events Promoting Industry 4.0
7. Conclusion
8. Appendix

