

Aims

The main aim of our partnership is to offer non-formal opportunities for young people to acquire employability, entrepreneurship and digital skills to support their transition from school to the world of work thus achieving a better skills match and career orientation.

The project aims to facilitate students' induction into the world of work by connecting the theoretical knowledge they acquire at school with the world of work.

- ✓ Investment in technical and vocational education, training and apprenticeship programmes by introducing free and easy access to interactive simulation job related tasks.
- ✓ Synergies between the consortium teachers - students - companies with a view to bridging the gap that students have in their experience.
- ✓ Creation of a data base of support resources: job profiles studied from different perspectives.
- ✓ Equipping teachers and schools counselors with interactive tools to tests and evaluate the students competences and skills and guide them based on their specific needs for they career.
- ✓ Involvement of students in an interactive training session of apprenticeship, simulating various jobs situations in the form of animation problem-solving game.
- ✓ Practical activities with students and development of various competences: workplace skills, problem-solving, teamwork, foreign languages, IT and social media skills, communication and cultural skills, etc.
- ✓ Involvement of companies to become promoters of skilled workers among young people by offering real practice training sessions and motivational testimonials.



Target Groups

We Welcome Work through its purposes and activities address to the following target groups:

Direct target group:

- Teachers and school counsellors
- Students, including students with disabilities, students with learning disabilities and foreign students
- Companies – VET staff
- VET institutions

Indirect target group:

- Schools
- Education and training centers
- Educational public authorities
- Public at large

Expected Results

- 1 **Job profiles and best practices promotion** to highlight the necessity to take measures leading to the shaping of the clearest picture possible for students on the job careers they would like to apply.
- 2 **Toolkit package for teachers and school counsellors** to equip teachers and schools counsellors with interactive tools to tests and evaluate the students' competences and skills and guide them based on their specific needs for they career and job profile.
- 3 **Online Apprenticeship Simulator** to involve students in an interactive training session of apprenticeship, simulating various jobs situations.
- 4 **Motivational practices and videos** from companies dealing as promoters of young skilled workers to involve companies to become promoters of skilled workers among young people by offering real practice training sessions and motivational testimonials.

Rationale

The We Welcome Work (WWW) project meets the growing needs of high school students/young people who live in a very mobile environment, where time, education and employment are challenging issues. The Council of Europe has repeatedly stated that it is "committed to building a Europe with and for all young people, who will have access to quality education and training, to decent work and living conditions, as well as developing the conditions to enable them to contribute to the development of society." Despite these commitments, the supply of apprenticeship and traineeship places in the EU continues to be under-developed. A lack of workplace experience and the related skills and competences is one of the factors contributing to the "skills gap" in the EU today.

Digital technologies have also brought about lots of changes in our society by shrinking time and space, increasing mobility and providing new opportunities. Students expect learning to be more personalised based on the collaboration among all educational factors. Students also ask for better links between formal and informal learning, theory and practice and school and work; these links would enable students to adapt and adjust quickly to new work circumstances after their graduation and be ready for the world of work.

Policy makers, experts and practitioners increasingly agree that education and its training systems require a major rethink in the age of technology in order to improve the responsiveness of VET systems to labour market and individual needs. Digital and Online Learning (DOL) is perceived as having an important role in increasing the attractiveness and access to VET, thus contributing to the modernisation of VET systems..



Program Partners:



ERASMUS+ KA2 STRATEGIC PARTNERSHIP IN VET

This project has been funded with support from the European Commission. This communication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Submission Number: 2015-1-RO01-KA202-002471



We Welcome Work
Online apprenticeship simulator for introducing work strategies to teachers, students and companies

The main aim of our partnership is to offer non-formal opportunities for young people to acquire employability, entrepreneurship and digital skills to support their transition from school to the world of work thus achieving a better skills match and career orientation. The project's main aim is to facilitate students' induction into the world of work by connecting the theoretical knowledge they acquire at school with the world of work.

Don't expect success.
Prepare for it.

www.wewelcomework.eu

