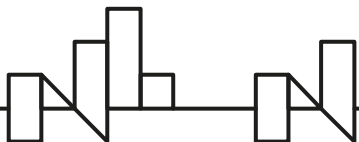




• • • • Project BlendVET: **Digital and pedagogical competences of teachers hand in hand**

Darko Mali,
Institute of the Republic of Slovenia for VET (CPI)

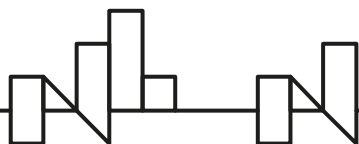
CEDEFOP virtual event: Powering the European digital transition
12 December 2022





Project origin

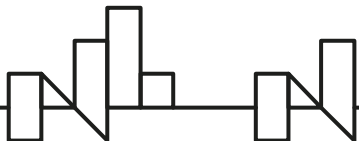
- Distance education during the COVID-19 pandemic as an unique challenge.
- Positive experiences: students manage their own time, learn at their own pace, can achieve better results.
- Students indicated negative aspects: lack of (practical) knowledge, social contacts, communication and teachers support.
- Teachers lacked both digital and pedagogical competences for managing distance education.
- **Leading question: Would VET students learn at a optimum level in a blended learning environment?**





Project **Blended learning in VET**

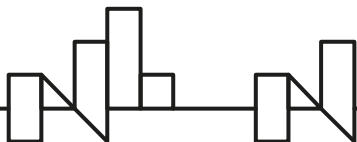
- Financed by the EEA and Norway Grants
- Duration: 1 November 2021 – 30 April 2024
- 11 project partners:
 - 3 states: Slovenia, Norway, Island
 - 7 VET schools, 3 universities
- www.blendvet.si





3. fields of activity

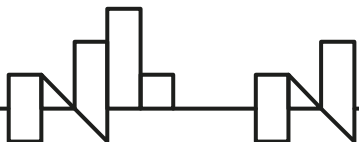
- **School digital strategies**
 - Self-evaluation, strategic planning, monitoring
- **Teachers' pedagogical competences**
 - Teaching design, models, teachers' communities
- **E-learning materials**
 - Teachers' teams, equipment, student participation





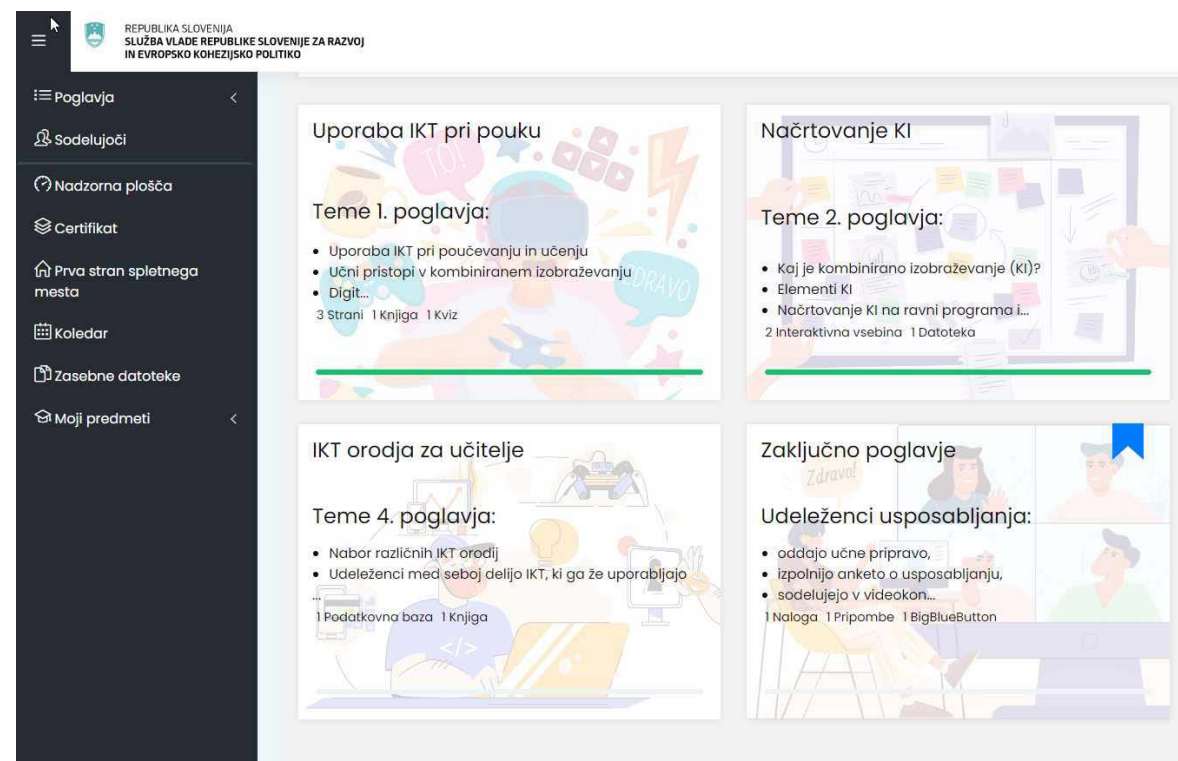
Strategic activities

- Self-evaluation as a starting point, monitoring to follow
- Fields of strategic planning:
 - Teachers training
 - Pedagogical team / piloting and monitoring
 - Technical team
 - Teachers community / exchange
 - Students support team
 - Organisation of timetable
 - Classroom transformation
 - Learning materials development ...



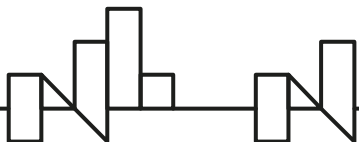
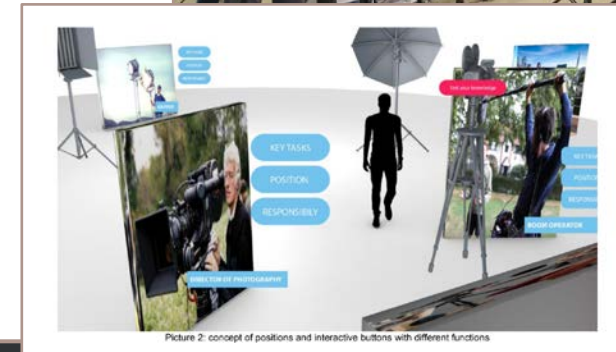
Pedagogical and didactical solutions

- Teacher training in a blended environment
- Teaching design with students learning activities in the focus
- Reflective peer-review and piloting
- Different models:
 - Flipped classroom (school lessons/ training in workshops)
 - Rotation model
 - Enriched virtual model
 - Enriched practical training (in companies/ in school workshops)



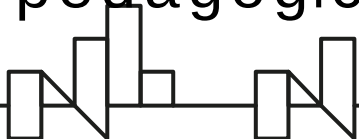
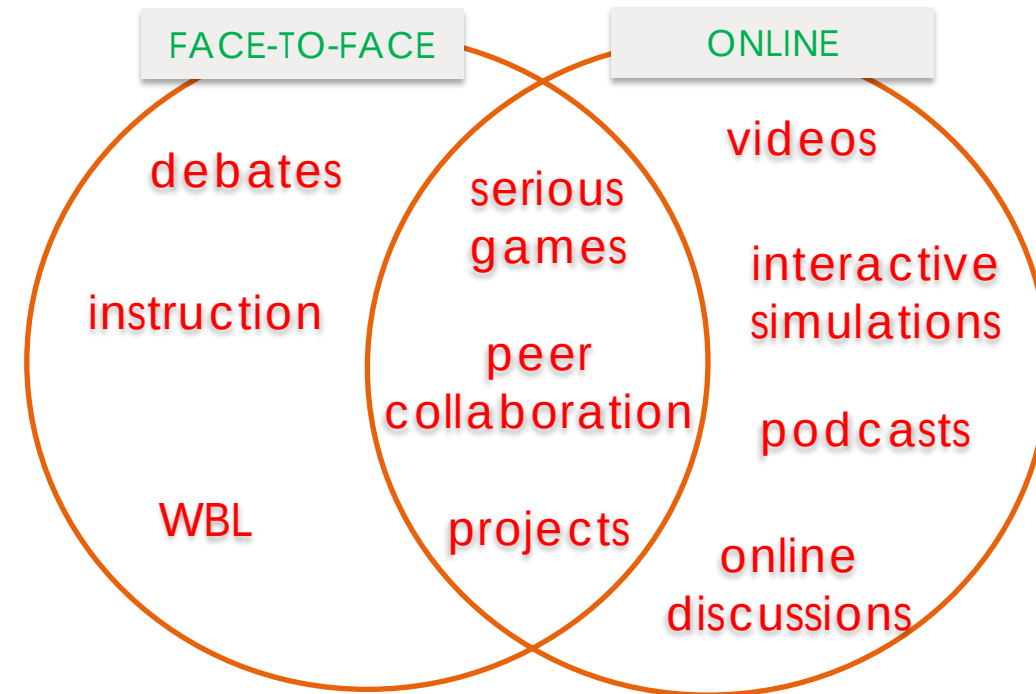
E-learning materials

- Different technologies: interactive video, VR, AR and serious games
- Students learning activities in the focus
- Training for teachers, text and video tutorials



The right blend as the solution?

- Our observation: teachers are more inclined to acquire digital competences than pedagogical ones.
- The capacity of using ICT in teaching is directly connected with applying pedagogical and didactical competencies.
- The BlendVET model will represent a thoughtful combination of strategic, pedagogical and digital solutions.





Thank you for your attention!

www.blendvet.si

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