

Target groups

All teachers and trainers supporting students in initial vocational education and training (VET).

Local partners

Vocational and technical schools, public bodies, associations for persons with disabilities, chambers of commerce, entrepreneurs, associations, NGOs...

Main events

- A local dissemination event in every project partner country;
- A final conference in Campobasso, Italy.

This project has been funded with support from the European Commission.

This publication only reflects the views of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project partners



Co&So (Italy) - Project leaders



Reattiva - Regione Europa Attiva (Italy)



Auxilium pro Regionibus Europae in Rebus Culturalibus (Austria)



Danmar Computers Sp Zoo (Poland)



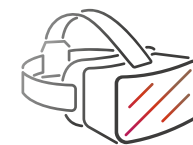
INSHEA (France)



Tolosako Inmakulada Ikastetxea S. Coop. (Spain)



Cork Education and Training Board (Ireland)



VETreality

Training VET teachers to use Virtual Reality to boost the inclusion of their students with special educational needs.

www.vetreality.eu

@VETRealityEU

Co-funded by the Erasmus+ Programme of the European Union



Context

The upskilling of teachers and trainers for fostering inclusion has been identified as a high policy priority by the EU in the Council Recommendation on promoting common values and inclusive education, by the UN Committee on the Rights of Persons with Disabilities and by the UN Agenda 2030 for Sustainable Development.

Besides, the 2018 EC Report “Education and special needs: policies and practices in education, training and employment for students with special needs in the EU” confirms that to integrate SEN students in education and training, there is a need to prepare teachers and trainers to use digital and innovative tools, such as virtual learning environments (VLE).

To achieve this, the use of virtual reality (VR) is considered valuable and profitable for SEN students in initial vocational education and training (VET), especially to facilitate their access to work-based learning (WBL) at local and international or mobility level.



VetReality is a reply to the mentioned needs as it will provide the target group – VET Teachers / Trainers – the required digital competences for tackling this innovative change in SEN students’ learning process.

Main objectives

- To foster **innovative learning** approaches and methodologies and **provide digital skills** for teaching and training, as outlined in the EU Digital Education Action Plan
- To increase **technological competences** both on VR applications and to facilitate SEN students’ access to WBL
- To **promote VR** in the frame of mobility as a means to encourage the participation of SEN students and assure equity and inclusion in all VET environments.



Outputs

The project will last 26 months, starting in October 2020. Three intellectual outputs will be produced, specifically aimed at VET teachers and trainers:

- 1. An e-compendium**, based on focus groups in each partner country and a desk research putting VR hardware and software to the test. This compendium aims to raise teachers’ awareness of the best available VR applications that can be used with SEN students in the frame of work-based learning.
- 2. A one-week training programme** to provide VET teachers with the knowledge and skills needed to integrate VR technology in their teaching methods. This training programme will be tested thanks to a “train the trainers” session in Austria for project partners, and national testing sessions in each country.
- 3. A mobility tool box** designed to promote SEN students’ involvement in mobility, facilitating their integration thanks to virtual reality tools.

