



Experiential Learning Methodologies addressing vulnerable employed and unemployed people

The main objective of the ELMET project is to use experiential learning and more specifically educational escape rooms, as a tool that allows c-VET trainers to face the new challenges that are imposed in terms of design and delivery.

To do this, we have developed the ELMET Toolkit that allows trainers and training experts working in c-VET to design and use educational escape rooms as a new learning methodology, focused on developing the skills and key competencies requested from the changing working environments.

WHAT HAVE WE DONE SO FAR?

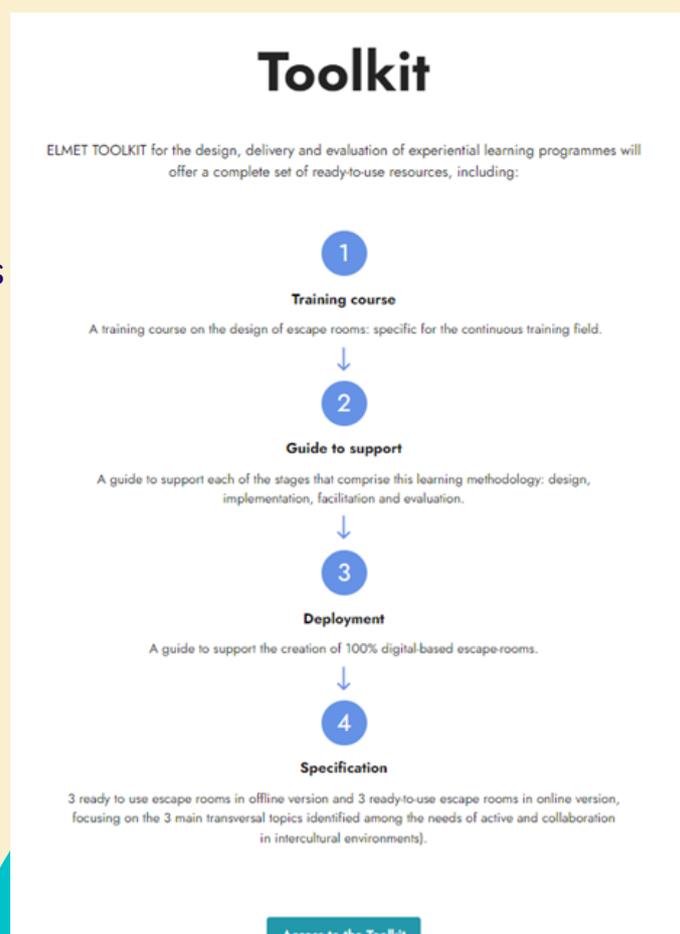
During these months, the ELMET project work team, CIP Citizens In Power, Panepistimio Thessalias, Media Creativa 2020, Business Foundation for education and Diputación Foral de Álava have held three transnational meetings, in online format, given the restrictions of mobility imposed by COVID and there have been planned and developed the different phases of the project, we have defined and managed the Management Plan, the Dissemination Plan, the Quality Plan and the Communication Plan.

We have developed the Toolkit for the design, development and evaluation of experiential learning programs offers an innovative set of resources that include:

- A training course on the design of escape rooms: specific for the continuous training field.
- A guide to support each of the stages that comprise this learning methodology: design, implementation, facilitation and evaluation.
- A guide to support the creation of 100% digital-based escape-rooms.
- 3 ready to use escape rooms in offline version and 3 ready-to-use escape rooms in online version, focusing on the 3 main transversal topics identified among the needs of active workers or unemployed people (i.e. new digital working environments, green transversal skills, 21th century soft-skills (creative and critical thinking, effective communication, teamwork and collaboration in intercultural environments)).

After that, and once all the materials have been developed and translated, we will begin the testing phase in which, with the collaboration of experts, trainers and students, we will review the materials and taking into account their opinions, the necessary improvements will be made.

We have also our website www.elmetproject.eu and our social networks Facebook (Elmet) and Instagram (Elmetproject) to which of course we invite you to join us to get to know all the news of the project.



WHAT IS NEXT?

In the coming months we will carry out the testing of the toolkit in order to develop improvements in the project with the results obtained. The testing phase will include:

-Validation with experts: from the 1st of December 2021 until the 28th of February 2022, 10 C_VET experts per country, specialists in active learning methodologies, in the three topics selected for the escape rooms or in digital education will validate the TOOLKIT

-Testing of the toolkit: From 1 December 2021 to 31 May 2022 each country will test the developed escape rooms with 6 disadvantaged learners (unemployed, low-qualified, etc.) and 15 C_VET trainers.

Please contact us if you want to take part in the testing!!

We will also continue working on the dissemination of the project and its materials and we will have our fourth transnational meeting, initially scheduled in Volos (Greece) in July 2022, when we will define the changes to be made in the tools.

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