

# VET 3D

## NEWSLETTER #4



VET3D

VOCATIONAL EDUCATION AND TRAINING

Erasmus+

## WHAT HAS BEEN DONE

1. Learning Teaching Training Activity (LTTA) Event in Prague.
2. Presentation of the Project at the Premises of Bishop's Grammar School in Žďár nad Sázavou.
3. Last project meeting in Prague on 19/04/2024.



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# LT TA EVENT IN PRAGUE, CZECH REPUBLIC



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In the week of April 15-19, several high school students and teachers from Italy, Greece, Latvia, and the Czech Republic came to the Impact Hub in Prague to attend the LT TA event. During the event, the students were introduced to the VET 3D database, learned about the concept of "gamification," tested the VET 3D app, and acquired knowledge about entrepreneurship.

The main objective of the project was to enhance the students' soft and entrepreneurial skills through presentations, debates, and by sharing experiences from different countries and cultures.



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# PRESENTATION AT THE PREMISES OF BISHOP'S GRAMMAR SCHOOL



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Still regarding the VET3D project, the outputs and the impacts of the mission have been presented at the premises of the Bishop's Grammar School in Žďár nad Sázavou. Here, students as well as teachers have been informed of the Skills Intelligence Database, the set of educational opportunities and resources for skills empowerment, as well as the innovative VET3D App which offers access to all training courses, search for work experience opportunities, and self-assessment before and after completing training courses.



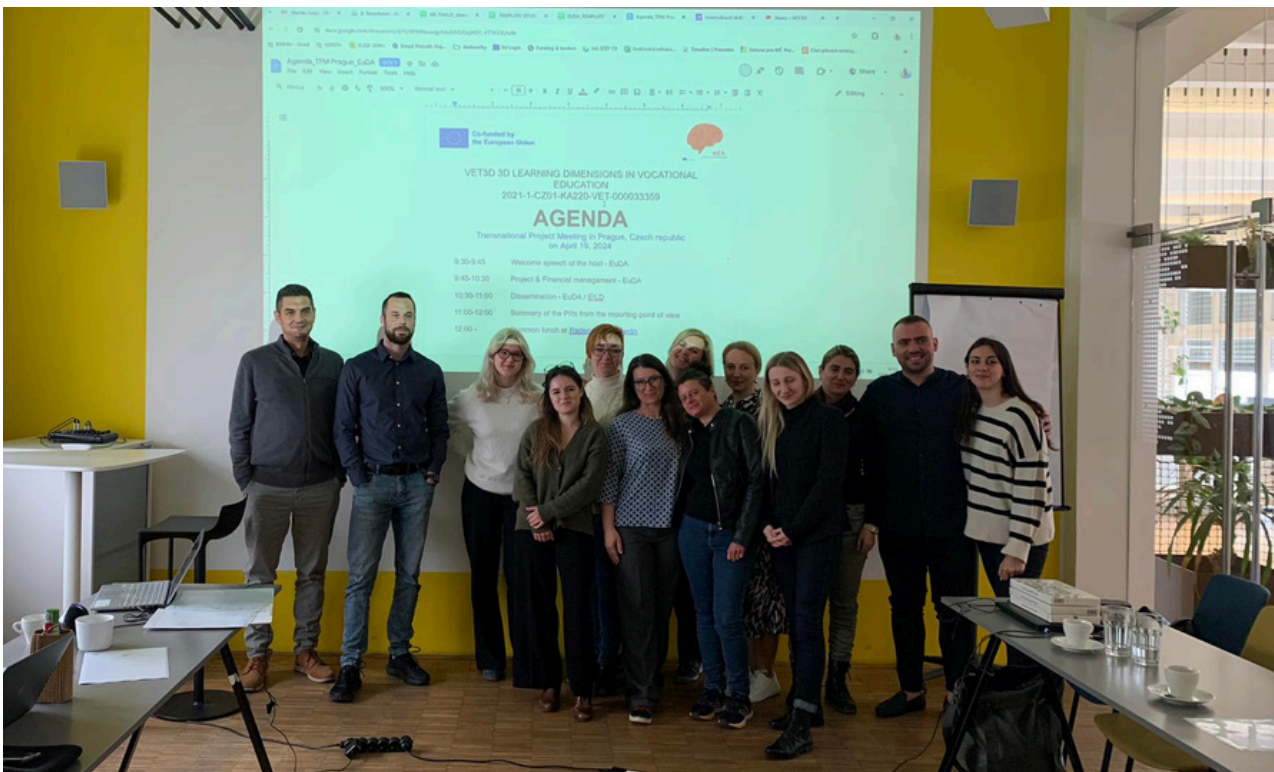
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# LAST PROJECT MEETING ON THE 19.04.2024



On the 19th of April, a final meeting at the Impact Hub was held where all of the partners involved in the project participated. The purpose of the meeting was to discuss the results and impact of the LTTA event, as well as the overall project realization and its dissemination to the stakeholders. Partners agreed on the main framework for the final report to ensure all the costs would be reported correctly. In addition, the partners discussed the publicity surrounding the event and caught up on any outstanding tasks.



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The VET3D project connects the needs of the economy by increasing competences and employability through soft skills training for secondary vocational education students. More specifically, the project enables students to develop their competences through the enhancement of soft skills in the areas of digital, intercultural and entrepreneurial skills. Under the Erasmus+ programme (KA2), the project focuses on several actions of the European Skills Agenda and its main objective is to promote the so-called three-dimensional approach in vocational education, linking:



**FORMAL**



**NON-FORMAL**



**WORK-BASED**

