



The Virtual Mobility Do Your MOB - LAB 2 02 December 2021



Virtual Mobility: Implemented Activities

Virtual Mobility of staff

Virtual Transnational Internships in the graphic sector

Transnational Virtual Exchange

The *Virtual Exchange* in the VET context

- Adaptation of the HE Virtual Exchange Model to the the VET system
- Implementing a sustainable solution to do the virtual mobility with learners (adaptable for blended mobility as well)
- A different and motivating way to «learn languages»

- Guaranteeing an alternative way to continue the internationalisation strategy of our VET schools (2020 and 2021 were STOP MOBILITY YEARS, we had to face a new SCENARIO)
- Boost the 21° Century and the intercultural competences through a methodology where learners are real protagonists

The Virtual Exchange

Exchanges among **peers**, coming from **different cultural contexts/countries**, who have a **learning dialogue** on topics of **common interest**, supported by the **communication technologies** and by a **facilitation**.

- ITEMS which characterize this learning experience:
- PEER LEARNING
- TRANSNATIONAL DIMENSION (INTERCULTURAL DIMENSION)
- LEARNING DIALOGUE
- TOPICS OF COMMON INTEREST (intercultural topics, professional topics)
- TECHNOLOGIES
- FACILITATION

The MODEL of the VET Virtual Exchange





ACTIVITIES





FNDING FINAL MEETING

- Feedback/assessments Greetings



ACTIVITIES

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IMPLEMENTATION

 Organization and coordination of the activities Selection of the participants Tutoring and Monitoring Evaluation

WEEK 1	WEEK 2	WEEK 3	BLENDED MOB. If foreseen	WEEK 4	
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- START UP: The students prepare a short description of themselves, explain why they chose their study address and what they like best about it (this work can be done as a verbal activity, written or short video or by creating their avatar); - 1st Online Session (Knowledge): introduction this first session could be dedicated entirely to the presentation of the students and their avatar; or after a very short introduction the groups are divided into subgroups and each subgroup works in its own virtual room (depends on the number of students).

- The students, offline, do a research on the chosen topic and collect information. That will be stored in cloud. A glossary of key terms related to the chosen topic is worked on with the English teacher, so that in the online session the students can use the terms they have learned. - 2nd Online Session (Deepening): the tutor/facilitator stimulates the students on the research carried out. With the help of a virtual blackboard or padlet the students focus on the most important themes and start elaborating the most interesting contents to be selected for the creation of the video - final digital

- With the help of the After 3 weeks of online - The learners agreed on Jamboard/Padlet activities learners can meet in person With the help of elaborated in the online the teachers, students start session learners start designing the digital editing the video in the product. workshop spaces and/or in All of these choices will be the companies. included in a short PPT If the students work in reciprocity, it could be presentation to be prepared; planned to make part of the - 3rd Online Session video in Italy and part in (Elaboration): presentation France when the Italian of the schedule (PPT students will go to the presentation), each group partner country. will nominate a partner for In order to facilitate the the presentation. The relationship among learners students exchange opinions both in offline activities and on how they will make the in presence, the teachers digital product, and they will create a chat group will also have to agree on whatsApp/Telegram to the editing (a video, for exchange opinions and example, is supposed to be adjust things as they a unique product for the 2 proceed. groups).

product.

FINAL MEETING

Presentation of the Digital Product and of the project results Evaluation of the project and Self-assessment Farewell

the editing of the video and finalize the final steps. - 4th ONLINE SESSION (Evaluation): The learners discuss how things worked, talk about the weak and strong points of the experience, the difficulties they had and what they would improve in a next experience. They also decide how to enhance

their video, where to publish it, etc.. For them it could be motivating to know from the beginning the objective of the product, "what they will do with it".

Why is it Sustainable?

• Virtual Exchange can be a useful learning method to prepare a mobility experience (**blended mobility**)

• Virtual Exchange addresses the new quality standards of Erasmus Plus 2021 – 2027 (inclusion, digitalisation, sustainability)

• Virtual Exchange as **formal part of the curricular pathway** (in SCF's experimentation)

• Virtual Exchange match KEY competences and Technical ones (in line with the promotion of 21° Century competences)

What do you expect from your Virtual Exchange?

ilove italy be more italian talk about their culture to learn english speak a li' bit of itali meet new people practice english talk learn try of be more confident increase your skill know of practice more english practise know more about italy friends country of g



tello, my name is Asia Giusti am 16 years old, was born on 7 October in Prescia. live in San Gregorio, a mall village in the province of Arrona.





Follow up and Assessment activities

1) self assessment of learners in the end of the project

2) follow up activity for teachers/facilitators after every online session

3)semi structured interview for teachers/facilitators at the end of the project



Results of Learners' Self Assessment

General Satisfaction of the Virtual mobility experience (90%) Usefulness of the Virtual Exchange to improve English competence (82%) Learners have mostly appreciated the help (facilitation) of the teachers (87%) and the activities in the online sessions (79%)

Activity mostly appreciated in the online sessions was the dialogue activity (65%) Improvements from learners's side are: having more time to speak (longer online session) and having the possibility to meet the peer group through the geographical mobility.

Further...

Understanding a different culture (54%)

Being less shy (37%)

Using better the technologies and the communication tools (25%)

Short Terms Impacts on Learners

Beyond the linguistic and digital competences teachers confirm that learners have improved:

- **Collaborative competences** (support and reciprocal help, capacity to be engaged with different ideas and perspectives, tendence to establish relationships and friendships)

- **Planning competences** to realise the assigned tasks in a time slot using personal autonomy



Results of Teachers' Follow up activities

Successfull Pedagogical elements

- The inclusive «perspective» and the balance with the motivation of learners
- The online sessions as space for learners (use of the vehicular language)
- Assignment of weekly tasks (before an online session)
- Duration of the whole exchange
- Introduction of «technical/professional topics» connected with an internship experience or with the aim to reinforce technical knowledge
- Improvement of soft skills and cultural awareness

New elements we are implementing

- The co-creation of a product
- The solution of a challange
- More sessions from school laboratories (kitchens, mechanic labs, hairdressing labs, etc...)

Recognition

Virtual Exchange are integral part of the formal learning Professional Virtual Exchanges have been recognized as Erasmus mobilities 100% by the Italian National Agency



- Erasmus + Virtual Exchange (https://europa.eu/youth/erasmusvirtual)
- The platform E-twinning (<u>https://www.etwinning.net/it/pub/index.htm</u>)
- Best practices implemented by some foreign partners
- Virtual Mobility in the VET System ERASMUS KA2 project (2020-20222) <u>http://www.scformazione.org/progetto-vimoinvet/</u>

SCF is going to share a research «MODEL of Virtual Exchange for the VET context» and practical Guidelines to implement VET Virtual Exchanges.

Available Sources



Now... what are we going to do?

Task (1 hour)

- Participants divide in 4 or 5 little groups (each group should be of no more than 8 people)
- Every group designs a Virtual Exchange project using the VE Project Form
- The project form has to be transferred to the poster (with colored posts it) for the final restitution





Every VE project has to contain at least **one** of the following elements:

- The involvement of the companies
- The creation of a product or a challenge to solve
- Learning outcomes integrated in the formale learning pathway

Thanks!

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