



WELDONE

BOOSTING INNOVATION IN WELDING TRAINING

Deliver technical training in a “WELDONE way”

Using alternative pedagogical approaches and embedding key competences development in technical subjects’ training

Why WELDONE?

01

Insufficient awareness among educational staff on new pedagogical approaches and methodologies that can be used in **EFW Training system** and STEM training in general to embed the development of key competences that foster a better preparation of the workforce;

02

Need to promote a **change of mindset** towards a teaching approach that enhances active and experiential learning, as well as project work to help students to research and identify the right questions and the best answers;

03

Need for **flexibility** among educators in framing various pedagogical strategies that include maximizing digital tools, adaptable to diverse themes and contents to promote a school environment where creativity and risk-taking are encouraged and mistakes are valued as learning opportunities.



Target groups

- Educational staff from Approved Training Bodies belonging to **EFW network**
- Science, Technology, Engineering and Mathematics (STEM) trainers and teachers



WELDONE Objectives

- A.** Promote the uptake of an active learning approach by the EWF Education System and STEM training in general;
- B.** Promote the use of alternative pedagogical approaches by technical trainers and teachers;
- C.** Challenge educators from STEM field to embed in their own educational resources the development of key competences in trainees;
- D.** Foster an entrepreneurial spirit in European citizens, able to research, select, analyze, organize and present information;
- E.** Improve the provision of Higher VET, increasing the attractiveness and relevance of VET;
- F.** Promote an assessment framework that will help trainers and teacher deal with the challenges of evaluating the WELDONE way.

WELDONE Results

IO1: ToT Curriculum – A curriculum for a train of trainers' course with seven Competence Units (CUs) that enables trainers and teachers to deliver technical training in a WELDONE way:

CU 1 | Multiple
Intelligences and
Learning Styles

CU 2 | Learner
centered didactics

CU 3 |
Gamification

CU 4 | Digital
competences and
using digital resources

CU 5 | New media
didactics: the use of social
media, micro-learning

CU 6 | Personal,
social and learning
competence

CU 7 |
Entrepreneurship
competence

IO2: Conceptual Handbook – The reasoning behind the application of alternative approaches in technical training

IO3: How to get WELDONE – Toolkit for the implementation of the WELDONE ToT curriculum using the Workshop Model

IO4: Assessment methods – Set of formative and summative assessment methods and tools matching the WELDONE way

IO5: Pedagogical guidelines for EWF Training System – Policy recommendation to promote a change in the pedagogical approach used in EWF Training System