



# 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

If you are a **teacher**, a **trainer** or an **educator** working in Welding sector or in the STEM fields, WELDONE project is for you!

WELDONE aims to **capacitate** teachers, trainers and educators on the **use of innovative and alternative pedagogical approaches and assessment methods** that foster an active learning environment where creativity and risk-taking are encouraged, and mistakes are valued as learning opportunities for trainees.

## WELDONE Results

Available to be implemented within EWF Qualification System, other Vocational Education and Training providers and Higher Education institutions, as they include:

### IO1: Training or Trainers Curriculum

A curriculum for a professional development course targeting teachers and trainers, comprised of seven Competence Units (CUs) to be implemented using a Workshop model approach, promoting the delivery of technical training in a WELDONE way

### IO3: How to get WELDONE

Toolkit with exercises and best practices, useful for the implementation of the WELDONE ToT course

### IO4: Assessment Methods

Set of formative & summative assessment methods to be used during the implementation of the ToT course

### IO2: Conceptual Handbook

Publication comprised of several useful articles focused on alternative pedagogical approaches, it is the reasoning behind their application in technical training

### IO5: Pedagogical guidelines for EWF Training System

Policy recommendation to promote a change in the pedagogical approach used in EWF Qualification System





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**PROJECT DURATION**

sept. 2019 – may. 2022

## Structure of WELDONE ToT Curriculum

### CU 1 - Multiple Intelligences and Learning Styles

- Aligned with EQF level 4
- 12 contact hours  
(or 24 workload hours)

### CU 2 - Learner centered didactics

- Aligned with EQF level 5
- 10 contact hours  
(or 20 workload hours)

### CU 3 - Gamification

- Aligned with EQF level 5
- 14 contact hours  
(or 28 workload hours)

### CU 4 - Digital competences and using digital resources

- Aligned with EQF level 4
- 12 contact hours  
(or 24 workload hours)

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

- Aligned with EQF level 5
- 10 contact hours  
(or 20 workload hours)

### CU 6 - Personal, social and learning competence

- Aligned with EQF level 4
- 11 contact hours  
(or 22 workload hours)

### CU 7 - Entrepreneurship competence

- Aligned with EQF level 4
- 12 contact hours  
(or 24 workload hours)

## WELDONE Events

- Learning Activities
- National Outreach Seminars
- WELDONE Final Conference

## FOR MORE information



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www.weldone-project.eu

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



This project has been funded with support from the European Commission.  
This publication reflects the views only of the author, and the Commission  
cannot be held responsible for any use which may be made of the  
information contained therein. Project n°2019-1-HR01-KA202-060814

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