CYPRUS

Erasmus+

Benefitting the EDUCATION sector

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This article aims to bring forth a set of European Union-funded projects that are developing innovative outputs and results. These projects cover the four sectors of Education – School, Vocational, Adult and Higher. Seventeen projects are described here.

CONOCO: COping with NO mobility during COrona virus times. The aim of this project is to collect practices from the partner countries and beyond, on how the European employees-employers, educators-students, parents-grandparents, were coping with no mobility during lock-downs. (www.co-no-co.eu)

ASTRE: Automatic System for TRacking E-Learners. The ASTRE project is developing as assessment system for MOOC learners focusing on the impact that the student had on attending the MOOC certification in relation to their personal and professional skills development, education and career path. (trackingelearners.eu/)

HUM@N: Digital Transformation in Humanities. This project investigates on the main challenges faced by HE professors in humanities field for improving ICT skills and competences, provide user-friendly and adaptable tools for improving their teaching and improving student's motivation and engagement. (www.digihuman.eu)

ECOLHE: Empower Competences for Online Learning in HE. The aim of this project is to examine the way in which the idea of E-learning in European HE Area has been translated into practice at national context by Academic Bodies. (www.eaecbet.com)

L-CLOUD: The aim of this project was to train school teachers to teach and manage schools under the "Cloud Computing" environment. The project developed also a certification programme. (www.l-cloud.eu)

UPGRADE: UP skilling Refugees And aDult Educators, is a project aiming at refugees and migrants in the EU in order to assist them through education and training to integrate in the EU society and labour market. The project developed also a certification programme. (www.upgrade-erasmus.eu)

InSign: Advancing inclusive education through International Sign. The hearing-impaired students experience difficulties in communicating with non-hearing-impaired as well as with other hearing-impaired students from different nationalities, making their transnational mobility almost impossible. This project will provide channels for the communication in a common sign language that all can understand. (www.uni-siegen.de/zew/insign/)

TechCMS: Technology-enhanced Career Management Skills (CMS) for Adults. This project is developing innovative career guidance services and tools for career management with the use of ICT. (www.techcms.eu)

METIS: MicroElectronics Training, Industry and Skills. METIS is bridging the skills gap in the micro-electronics sector for a more competitive Europe. (www.metis4skills.eu)

ECoVEM: European Cooperation platform of Vocational Excellence in Microelectronics. This project aims to establish a transnational cooperation platform of Vocational Excellence in Microelectronics to tackle the challenges of digitalisation, AI, green technologies, gender equality and technology, integration of migrants. (www.eacg.eu)

PATHWAYS: Upskilling by Creating individualised Learning Pathways. This project intends to develop a toolkit for adult education and career professionals who work with unemployed low skilled adults. (www.eacg.eu)

SKILLS4PARENTS: The relationship between parents and children has changed over time. This project aims to develop communication and parenting skills as well as professional skills for adult educators. (www.eacg.eu)

STEAME: Guidelines for Developing and Implementing STEAME Schools. A new educational approach that uses science, technology, engineering, arts, mathematics and entrepreneurship as a reference point for guiding student research project activity, critical thinking and entrepreneurial mind set. (www.steame.eu)

INNOMATH: Innovative enriching education processes for Mathematically Gifted Students in Europe. This project aims to guide teachers to enrich their competence for supporting gifted pupils inside and outside the classroom environment. It will pilot MID – Mathematics in Industry Day as an activity to challenge the students. (www.innomath.eu)

LEARN+: Building communities of teachers producers to implement personalised learning of mathematics supported by machine learning and block chain to assess competences. (learnmore.milage.io/)

E-I-STEAM: Educational Infographics for STEAM. This project intends to develop visual materials that will help students understand the challenging topics in the students' books. (www.steam-edu.eu/)

C-DAOEF: Development of computerised adaptive applications for the dynamic assessment and enhancement of executive functions in students with neuro-developmental and learning disorders. This project is generating significant changes in the assessment/intervention processes and optimise student learning supporting students with neurodevelopmental and learning disorders. (adaptivelearning-project.eu)

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