

ERASMUS+ EU Funded Project Innovation Serving all Sectors of Education



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In this article, I shall try to give the reader a taste of a set of actual European Union funded projects that are developing innovative outputs and results. These projects cover the four sectors of Education, that is, School, Vocational, Adult and Higher Education. Seventeen example projects are described in which the three represented by the author organizations are either coordinating or are just partners.

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 an 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, their education, career path, professional status, income. (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: Developing tomorrow's Cloud Education leaders. 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 deaf students experience difficulties in communicating with non-deaf as well as with other deaf 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 deaf students 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 microelectronics sector for a more competitive Europe, as this sector experiences the largest shortage of expert professionals. (www.metis4skills.eu)

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

PATHWAYS: Upskilling by Creating individualized Learning Pathways. This project intends to develop a toolkit for adult education and career professionals who work with unemployed low skilled adults. This toolkit for adult education trainers and career counsellors will enable low skilled unemployed adults to get recognition for their basic skills. (www.eacg.eu)

SKILLS4PARENTS. The relationship between parents and children has changed over time. This project aims to develop communication and parenting skills for parents 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 the MID – Mathematics in Industry Day as an activity that will challenge gifted students in Mathematics. (www.innomath.eu)

LEARN+: Building communities of teachers producers to implement personalized learning of mathematics supported by machine learning and block chain to assess competences. This project is extending the platform MILAGE to more countries, more teachers and more pupils for digital and independent learning. (learnmore.milage.io/)

E-I-STEAM Educational Infographics for STEAM. According to the learning patterns and students' needs, 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 computerized adaptive applications for the dynamic assessment and enhancement of executive functions in students with neurodevelopmental 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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