Target groups

All teachers and trainers supporting students in initial vocational education and training (VET).

Local partners

Vocational and technical schools, public bodies, associations for persons with disabilities, chambers of commerce, entrepreneurs, associations, NGOs…

Main events

- A local dissemination event in every project partner country;
- A final conference in Campobasso, Italy.

Project partners

CO&SO

Co&So (Italy) - Project leaders
www.coeso.org

re: attiva

Reattiva - Regione Europa Attiva (Italy)
www.reattiva.eu

AUXILIUM

Auxilium pro Regionibus Europae in Rebus Culturalibus (Austria)
www.auxilium.co.at

DANMAR
COMPUTERS
IT matters

Danmar Computers Sp Zoo (Poland)
www.danmar-computers.com

INS HEA

INSHEA (France)
www.inshea.fr

inmakulada
TOLOSAKO LANBIDE IKASTOLA

Tolosako Inmakulada Ikastetxea S. Coop. (Spain)
www.inmakuladatolosa.eus

cetb
Bord Oideachais agus Oiliúna Chorcaí
Cork Education and Training Board

Cork Education and Training Board (Ireland)
www.corketb.ie

VETreality

Virtual Reality based training to upskill **VET Teachers and Trainers** and foster **inclusion** of SEN Students in WBL

https://vetreality.erasmus.site/

f **@VETRealityEU**

Context

The upskilling of teachers and trainers to foster inclusion has been identified as a high policy priority by the EU in the Council recommendation on promoting common values and inclusive education, by the UN Committee on the Rights of Persons with Disabilities and by the UN Agenda 2030 for Sustainable Development.

In addition the 2018 EC Report "Education and special needs: policies and practices in education, training and employment for students with special needs in the EU" confirms that to integrate SEN students in education and training, there is a need to prepare teachers and trainers to use digital and innovative tools, such as virtual learning environments (VLE).

To achieve this, the use of virtual reality (VR) is considered valuable and profitable for SEN students in initial vocational education and training (VET), especially to facilitate their access to work-based learning (WBL) at local and international level or through participation on mobility projects.

VetReality is a response to these needs as it will provide the target group – VET Teachers / Trainers – with the required digital competences to meet this innovative change in the SEN students' learning process.

Main objectives

- To foster **innovative learning** approaches and methodologies and **provide digital skills** for teaching and training, as outlined in the EU Digital Education Action Plan.

- To increase **technological competences** on VR applications and in so doing facilitate SEN students' access to WBL.

- To **promote VR** within the framework of mobility as a means to encourage the participation of SEN students and assure equity and inclusion in all VET environments.

Outputs

The project will span a period of 26 months, starting in October 2020. Three intellectual outputs will be produced, specifically aimed at VET teachers and trainers:

1. **An e-compendium,** based on focus groups in each partner country and desk research putting VR hardware and software to the test. This compendium aims to raise teachers' awareness of the best available VR applications that can be used with SEN students within the framework of work-based learning.

2. **A one-week training programme** to provide VET teachers with the knowledge and skills needed to integrate VR technology in their teaching methodologies. This training programme will be tested through a "train the trainers" session in Austria for project partners, and national testing sessions in each country.

3. **A mobility tool box** designed to promote SEN students' involvement in mobility, facilitating their integration through the use of virtual reality tools.