

## Newsletter N°1



### About the project

VETREALITY stems from 2 priorities identified by the European Union:

- The upskilling of teachers and trainers to foster inclusion
- The need to prepare teachers and trainers to use digital and innovative tools, such as virtual learning environments (VLE).

To this end, the use of virtual reality (VR) is valuable for students with special educational needs (SEN) in initial vocational education and training (VET) to facilitate their access to work-based learning (WBL), at home or internationally (participation on mobility projects).

Our target group – VET Teachers / Trainers – will be able to acquire digital skills to use VR when supporting SEN students.

The project, which started in October 2020, aims to produce 3 intellectual outputs, 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.





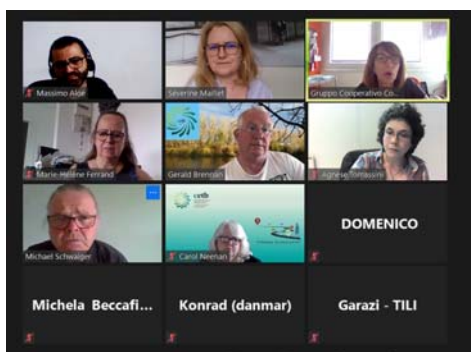
## Meetings

In the context of COVID-19, our first two transnational meetings, in November 2020 and June 2021, had to take place online, but they were fruitful.

All meetings tackle issues such as project objectives and planning, administrative and organizational topics, dissemination and valorization, quality management...

The first meeting (originally planned in Italy) allowed all partners to get to know each other, as we will be working together for two years. We most importantly focused on the first output –the e-compendium for VET teachers and trainers - by discussing the methodology for the preliminary research and focus groups.

During the second meeting (originally planned in Spain), our Austrian partner leading the output provided an in-depth overview of the e-compendium, its results and recommendations. Output N°2, the Training programme, was also the focus of the day, as each partner chose the training module they wished to develop. Each module will be accompanied by a webinar so that the training blends face-to-face and distance learning.



## Current state of the project

The compendium is now finalized and will be sent to partners for final feedback and translation in the next weeks. It will then be available for teachers and trainers in all project languages: English, German, Italian, French, Spanish and Polish.

Work on the second output is underway! Each partner is now working on their module. The training programme will be finalized at the end of September 2021, ready to be tested.



## Next steps

Testing of the Training programme for VET teachers (output N°2) will be achieved in two phases:

- At European level, two trainers from each partner organization are attending a one-week pilot session in Graz, Austria from 2 to 6 November 2021.
- At national level, all partners will organize a local pilot session with at least 10 VET teachers in their own country at the beginning of 2022.

Please do not hesitate to contact the VETREALITY partner in your country if, as a VET teacher, you would like to join a pilot session.

## Partners



Co&So (Italy) - Project leaders



Reattiva - Regione Europa Attiva (Italy)



Auxilium pro Regionibus Europae in Rebus Culturalibus (Austria)



Danmar Computers Sp Zoo (Poland)



INSHEA (France)



Tolosako Inmakulada Ikastetxea S. Coop. (Spain)



Cork Education and Training Board (Ireland)

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