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Program Erasmus Plus KA2 Strategic Partnerships for Adult Education - Innovation

"Promoting Computational Thinking, Coding and Entrepreneurial skills in Adult Education based on experiential learning scenarios targeting IoT processes in the Food & Agriculture Industry" (ACTiFE)

https://actife.eu/

The ACTIFE Intellectual Outputs

The ACTIFE consotium is realizing the following 3 different Intellectual Outputs:

Learning Methodologies framework

This output aims at developing a validated learning methodologies framework for triggering adult learners' interest towards the development of coding abilities, and computational thinking and digital skills in order to effectively adopt "smart" and effective entrepreneurial attitude.

Serious Game

This output is a "serious game", thus a game designed for non-leisure, specific educational purposes. The game intends to engage adult learners with Coding as well as with the deployment of IoT and state of the art technologies that will facilitate the development of "smart" entrepreneurship attitudes with a clear reference in their future professional development in the context of changing economies.

Instructional support content

This output is directed to create a large dissemination using many different product such as:

- Project logo and visual identity;
- A project portal
- Communication Plan;
- A glossary of project technical terms and expressions;
- At least 1 article at a scientific conference,
- Publications on thematic portals at a European level (Scientix, eLearningEuropa, etc.) or local level,
- Publications across local media (local websites, TV, radio, newspapers etc.),
- Project leaflets,
- Periodic newsletters,
- Project poster.

A serious game to promote interdisciplinary approach

ACTiFE aims to help adult learners that attend Lifelong Learning courses, Adult Second Chance Schools or Vocational training (VET) courses and even more those that are unemployed and/or at risk of exclusion to:

- get inspired and pursue alternative work careers that could ensure a better future for them
- appreciate the benefits of deploying state of the art tools and innovative methodologies in order to create "smart", effective and low-cost work environments
- develop a positive attitude towards Coding, Ubiquitous computing and Sciences
- adopt responsible entrepreneurial attitude towards the serious game promoting an interdisciplinary approach.

The new strategies and tools for STEM and Entrepreneurship fields that ACTIFE is realizing

Eurydice thematic report on "Developing Key Competences at School in Europe: Challenges and Opportunities for Policy" consider STEM related skills, metacognitive strategies and sense of initiative and entrepreneurship among the eight key competences and attitudes that are necessary for personal fulfilment and development of the active citizen as well as for the prosperity of modern economies.

But in one third of European countries the focus on Entrepreneurship education does not start until secondary school level and many European countries have concerns about declining numbers of higher education graduates in STEM fields or have highlighted skills shortages in areas requiring high levels of MST knowledge.

Concerns related to the insufficient number of graduates in these fields compared to the high demand from the labor market are equally shared by other countries outside the EU.

Consequently, it is necessary to develop or re-invent strategies and intuitive tools to enhance the motivation and engagement in STEM and Entrepreneurship fields with the development of innovative approaches, new methods, and dynamic, up-to-date, interactive and engaging tools such as serious games that appeal to young students' interests, experiential attitude and preferred learning style(s).