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e-VET4AI

e-VET Trainers 4 Artificial Intelligence

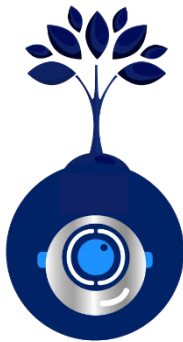
ANEX 1: TEACHERS' TEMPLATE

Project No: 2021-1-DE02-KA220-VET-000030542



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Ecological Thinking!

Think before printing any dissemination material if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, ecofriendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.

Let's protect our environment!



ANEX 1: TEACHERS' TEMPLATE

<CENTER LOGO>

| | |
|--|--------------------------------------|
| <i>PROFESSIONAL FAMILY</i> | |
| <i>TRAINING VET COURSE</i> | |
| <i>MODULES THAT PARTICIPATE IN THE CHALLENGE</i> | |
| <i>Duration: n Sessions x h</i> | <i>Organisation: Groups n people</i> |

Challenge *number*
challenge title

Short description

Two or three lines that give us some clue about the challenge.



Challenge

Start date:

Total length:

Modules and hours

Objectives / Learning Results (Relation to DCB requirements).

TECHNICIANS

1. *TECH Learning Outcome 1*
2. *TECH Learning outcome 2*
3. *TECH Learning Outcome 3*
4.

TRANSVERSAL

1. *TR Learning Outcome 1*
2. *TR Learning outcome 2*
3. *TR Learning Outcome 3*
4.

Create / Activate the Team

Expected duration:

actual duration:

Depending on whether the team is formed

The challenge





1. Propose the challenge: introduce and present the teams with a problematic situation that they will need to resolve

Expected duration:

actual duration:

2. Identify and connect with the challenge: make sure that everybody in the teams is on the same page and understand all the aspects of the challenge

Expected duration:

actual duration:

3. Set parameters: guide teams to identify gaps in their knowledge within the scope of the challenge and plan their learning journey

Expected duration:

actual duration:

4. Obtain and organise information: teams gather and analyse relevant information to answer identified questions, facilitating deeper learning

Expected duration:

actual duration:

5. Generate alternatives: teams create diverse solutions on acquired knowledge to address identified challenges

Expected duration:

actual duration:

6. Present the proposals: members of the teams discuss their solutions with the other members to initiate selection process

Expected duration:

actual duration:

7. Select the proposal: teams evaluate the best solution among proposed alternatives

Expected duration:

actual duration:



8. Plan actions: members organise and schedule tasks, assigning roles and planning the chosen solution

Expected duration:

actual duration:

9. Execute actions: teams implement the plans, manage deviations and assess the effectiveness of the actions in achieving the outcomes

Expected duration:

actual duration:

10. Expose results: teams present project outcomes and learning experiences, including challenges faced and personal insights gained

Expected duration:

actual duration:

11. Evaluation of results: the teachers facilitate students evaluation regarding the outcomes, gained knowledge, successes and areas of improvement

Expected duration:

actual duration:

Note: the challenge recovery system or learning outcomes must be specified.

TIMING

| Monday | Tuesday | Wednesday | Thursday | Friday |
|--------|---------|-----------|----------|--------|
| | | | | |
| | | | | |
| | | | | |

USED MATERIAL AND PEDAGOGICAL RESOURCES



CHALLENGE EVALUATION - AREAS FOR IMPROVEMENT

| | |
|----------------------|--|
| Time | |
| Resources | |
| The challenge itself | |
| Teachers team | |
| Student team | |



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Scan to learn more!



Thank you!

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