



ELMET



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**Experiential Learning
Methodologies addressing
vulnerable employed and
unemployed people**

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OBJECTIVES

TO CONTRIBUTE TO THE DEVELOPMENT OF INNOVATIVE AND UPDATED C-VET OPPORTUNITIES

BY DEVELOPING A SET OF RESOURCES, THAT ENABLE C-VET TRAINERS AND EXPERTS TO DESIGN AND USE THE EDUCATIVE ESCAPE GAMES AS NEW ACTIVE LEARNING METHODOLOGY

TO DEVELOP THE KEY ABILITIES AND COMPETENCES REQUESTED FROM THE CHANGING WORKING ENVIROMENTS

- 1.** TO INNOVATE IN THE FIELD OF C-VET BY SUPPORTING TRAINERS IN THE DESIGN, DELIVERY AND EVALUATION OF ACTIVE LEARNING METHODOLOGIES
- 2.** TO FACILITATE THE APPLICATION OF ESCAPE ROOM, INCLUDING FULLY DIGITAL ONES, FOR THE DEVELOPMENT OF SKILLS AND COMPETENCES NECESSARY FOR THE JOB AND OCCUPATIONS IN THE DIGITAL ERA
- 3.** TO SUPPORT C-VET TRAINERS IN THE ACQUISITION OF COMPETENCES, SKILLS, KNOWLEDGE AND RESOURCES FOR THE USE OF ACTIVE LEARNING METHODOLOGIES
- 4.** TO RAISE AWARENESS ON THE NEED OF MODERNISING THE DELIVERY OF C-VET SCHEMES TO ADAPT THEM TO NEW LABOUR AND LEARNING SCENARIOS
- 5.** TO IMPROVE THE QUALITY OF THE TRAINING OFFERED TO VULNERABLE WORKERS AND UNEMPLOYED PEOPLE SO THEY ARE MOTIVATED AND ENGAGED TO THE LEARING PROCESS

TOOLKIT

1.

A TRAINING COURSE ON THE DESIGN OF ESCAPE ROOMS: SPECIFIC FOR THE CONTINUOUS TRAINING FIELD

2.

A GUIDE TO SUPPORT EACH OF THE STAGES THAT COMPRISE THIS LEARNING METHODOLOGY: DESIGN, IMPLEMENTATION, FACILITATION AND EVALUATION

3.

A GUIDE TO SUPPORT THE CREATION OF 100% DIGITAL-BASED ESCAPE ROOMS

4.

THREE READY TO USE ESCAPE ROOMS IN OFFLINE VERSION AND ANOTHER THREE IN ONLINE VERSION, FOCUSING ON THE MAIN TRANSVERSAL TOPICS IDENTIFIED AMONG THE NEEDS OF ACTIVE WORKERS OR UNEMPLOYED PEOPLE