MASTER VET

Modernizing Approaches in Skill Training and Employement Readines in Vocational and Educational Training

MASTER VET

eTwinning

Project Objectives

- Developing students' digital skills and enabling them to use artificial intelligence tools effectively.

- Promote international cooperation in the field of vocational education.

- To improve students' career planning and preparation skills for business life.

- Increase creativity and innovation skills.

- Raising awareness on e-safety and digital citizenship.
Create a multilingual vocational education environment.

- Encouraging entrepreneurship and innovation culture.
Develop project management and teamwork skills.

Expected Results

1. **Digital Competence**
2. **Technological Literacy**
3. **Language Skills**
4. **Teamwork and Cooperation**
5. **Spirit of Entrepreneurship**
6. **Career Preparation**
7. **Networking**

ACTIVITIES

1st Month

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Distribution of tasks	**Parent permission documents**	**Promotional videos with avatars for Teachers and Students**
Project logo selection	**Internet and e-Security Webinar**	**Pre-Surveys for Teachers and Students**

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ACTIVITIES

2nd Month

Students prepare CVs

Each Students will create their own CV by usin Resumemaker IO Then the CV's will brought together and turned into an interactive page with names such as Talent Tree, Talent Catalog, Talent Hunter.

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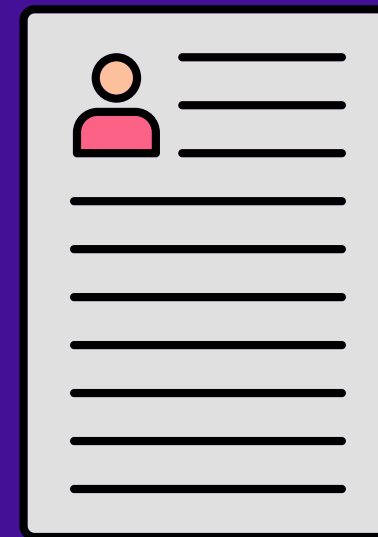
ACTIVITIES

3rd Month

Face-to-face and virtual job interview simulation
In this activity, students first simulate a face-to-face job interview within their teams. In the 2nd stage, the teams are paired in pairs and they simulate a job interview with a friend from a different country using avatar in the Metaverse environment with the Spatial tool. Interviews will be recorded and then published as Interview Academy video series on project YouTube channel.

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ACTIVITIES

4th Month

My Dream Workplace

Each student visualizes the ideal workplace with AI tools such as Ideogram, Copilot, MS Designer. They describe the features of this workplace with Elevenlabs IO tool and turn it into a video by combining it with visuals. The short videos are collected in a virtual gallery and transformed into a product as the Digital Exhibition of Future Workplaces.

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ACTIVITIES

5th Month

Work Life Game

In this study, students are divided into 3 groups: 1st group prepares the game scenario. Group 2 creates the visuals of the game. Group 3 completes the assembly and coding processes. It is presented as the final product of the project.

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INTERNET AND E-SAFETY

This webinar will provide students and teachers with critical information on safe behavior online, personal data protection and digital citizenship. It will also strengthen the international cooperation aspect of the project by creating an opportunity to compare internet safety practices and develop common strategies among participants from different countries.

WEB 2.0 AND AI TOOLS

This webinar will enrich the digital dimension of the project and contribute to the development of 21st century skills by introducing participants to interactive web applications and AI-supported educational tools. It will also strengthen the creativity and innovation aspect of the project by showing how these tools can be used effectively in international cooperation projects.

ENTREPRENEURSHIP AND INNOVATION

This webinar will introduce students to entrepreneurial skills such as problem solving, creative thinking and business idea development, while providing an opportunity to compare innovation approaches in different countries. Thus, it will encourage project participants to think about their future career options, while increasing their motivation to develop innovative projects in international cooperation.

We will have 3 webinars during our project.

MULTILINGUAL VET DICTIONARY

Each team writes2 or 3 words related to vocational education with their meanings . A short 3-4 sec. video and voice-over is added for the words. They are translated into English and other languages of the countries involved in the project.

PROJECT LEARNING DIARY

Throughout the project, each student will keep a learning diary and at the end of each activity, they will record what they have learned in this digital file with visuals. Just like an internship file.

COMMON DIGITAL CALENDAR

Students in the project will design 12 pages for 12 months in mixed groups. The pages can have images and videos.

NFT AND MOBILE APP

At the end of the project, an NFT is created from the poster or logo of the project and a gift is distributed for dissemination via QR code. All products in the project, general information about the project are transferred to a mobile application and distributed in a way that can be downloaded with a QR code.

PROJECT VISIBILITY

PROJECT WHATSAPP CHANNEL

Through the channel, which will include our students, we will communicate better during the project.

PROJECT YOUTUBE CHANNEL

The YouTube channel where the video-type products of the project will be hosted will be private during the project and public after the project.

PROJECT AI CHATBOT

Our chatbot that will have all the info about the project, the work that has been done and will be done, and will give us feedback by evaluating us at the end of each work.

MASTER VET

PARTNER COUNTRIES

PARTNER SCHOOLS

TOGETHER
WE WILL
SUCCEED