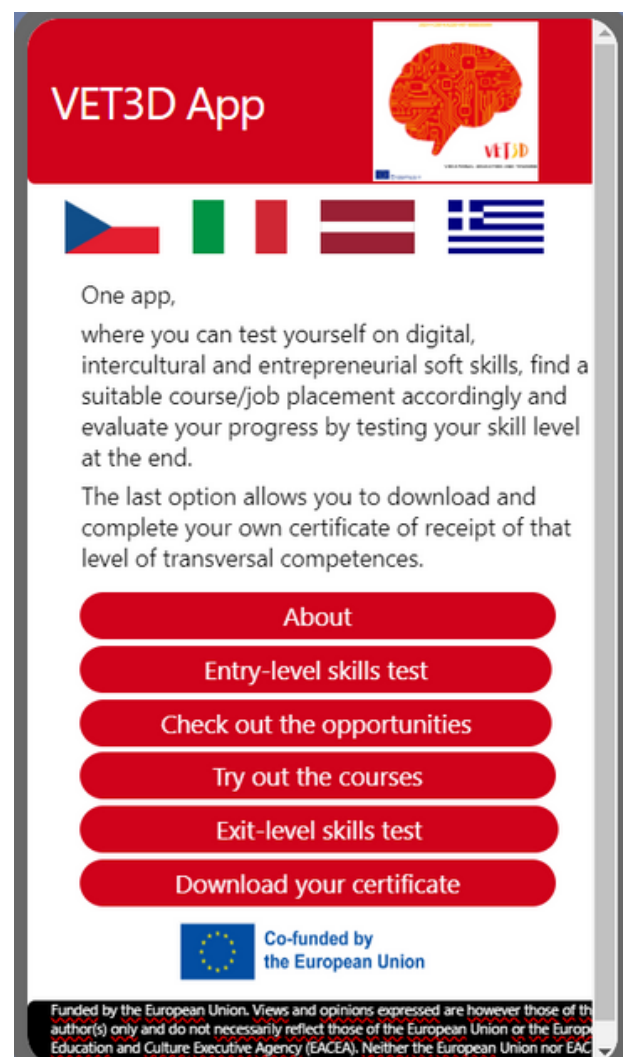# VET 3D newsletter #3

What's been done:

1. VET3D database fine-tuning

We have tuned the translations and training courses on the platform to make it as user-friendly as possible for students and educators who want to use the platform on daily basis.

2. VET3D application finalization

The mobile app, which is in its final form and follows the platform, offers direct and instant access to all training courses, search for work experience opportunities and self-assessment before and after completing training courses.

The app will be available for download by end of March 2024. We will inform you about the exact date on the project website, the project Facebook profile and the websites of the partners involved.

VET3D App

One app,

where you can test yourself on digital, intercultural and entrepreneurial soft skills, find a suitable course/job placement accordingly and evaluate your progress by testing your skill level at the end.

The last option allows you to download and complete your own certificate of receipt of that level of transversal competences.

- About
- Entry-level skills test
- Check out the opportunities
- Try out the courses
- Exit-level skills test
- Download your certificate

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What is ahead of us:

1. Video tutorial presenting all the possibilities for you

We are working on a video tutorial that will give representatives of the target group (mainly teachers and students) an overview of everything the project offers in terms of the VET3D platform.

In it, we will show examples of training courses, how self-assessment works in terms of the level of soft skills in selected areas (business skills, digital skills, intercultural skills) before and after training on the platform and how to work with the platform in general.

2. Organization of an educational event in Prague

During the week of **15-19 April 2024**, a training event (so-called LTTA) will take place **in Prague, Czech Republic**, for students and teachers to learn about the project, the issues addressed, the project outputs that participants will try out and learn how to use under the supervision of the platform and mobile application developers.

We will inform you about how the training event went at the end of April in the next and last issue of the project newsletter.

The project will officially end on the 2nd of May 2024, when all project outputs will be available (analysis, educational platform and mobile application including video tutorial). However, the end of the project does not mean the end of the availability of these outputs. On the contrary, you can continue to use the educational materials and we will regularly update the offer of opportunities for internships, volunteering, etc. together with the other organizations involved in the project.

More on: www.vet3dproject.eu

"THREE-DIMENSIONAL" LEARNING IN VOCATIONAL EDUCATION

The VET3D project connects the needs of the economy by increasing competences and thus employability through soft skills training for secondary vocational education (VET) students.

More specifically, the project enables students to develop their competences through the enhancement of soft skills in the areas of digital, intercultural and entrepreneurial skills.

The VET3D project under the Erasmus+ programme (KA2) focuses on several actions of the European Skills Agenda and its main objective is to promote the so-called three-dimensional approach in vocational education, linking:

FORMAL   **NON-FORMAL**   **WORK-BASED**

era european development agency

NOVARECKON knowledge brokers

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European Institute for Local Development

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