

Strategic plans for introduction of blended learning at schools

The results of the self-evaluations, carried out at school, teacher and student level, guide the project partners in developing strategies for the introduction of blended learning, with specificities for each partner school. The partner school teams have identified the key areas, objectives and activities where we need to focus our energies to make the strategies successful. The evaluation at the end of the project will help us to make recommendations for the further development of blended learning.



Training of the development teams, Ljubljana, May, 2022



Pedagogical solutions and pilot trainings for teachers

In blended learning, it is essential that students use digital technology to achieve specific learning objectives. It is not only about enriching the learning experience, but also about the acquisition of knowledge. This requires a different perspective on all phases of teaching, from planning to assessment, and appropriate digital competences for teachers. The project develops pedagogical guidelines and trains teachers in blended learning, while testing their skills by piloting blended learning in vocational and technical schools.



Meeting with teachers, Ljubljana, December, 2022



Project partners

Project promotor



Institute of the Republic of Slovenia for Vocational Education and Training
Center Republike Slovenije za poklicno izobraževanje

Slovenia

Univerza v Ljubljani
Filozofska fakulteta



University of Ljubljana, Faculty of Arts, Department of Educational Sciences
Univerza v Ljubljani, Filozofska fakulteta, Oddelek za pedagogiko in andragogiko



Upper-secondary VET school Trbovlje
Srednja tehniška in poklicna šola Trbovlje



School centre Novo mesto
Šolski center Novo mesto



School centre Celje
Šolski center Celje



Upper-secondary VET school Koper
Srednja tehniška šola Koper

Norway



Østfold University College
Høgskolen i Østfold



Åssiden upper secondary school
Åssiden videregående skole



Viken Higher Vocational College
Fagskolen i Viken

Iceland



University of Akureyri
Háskólinn á Akureyri



Akureyri Comprehensive College, VMA
Verkmenntaskolinna á Akureyri

Working together for a green, competitive and inclusive Europe.

The project BlendVET (KIPSI) benefits from a 1.607.844 € grant from Iceland, Liechtenstein and Norway through the EA Grants. The aim of the project is to improve teaching and learning practices in blended learning and exchange of knowledge and good practices with institutions from donor countries. For more information visit eagrants.org/countries/slovenia.



REPUBLIC OF SLOVENIA
MINISTRY OF COHESION AND REGIONAL DEVELOPMENT

Iceland
Liechtenstein
Norway grants

Blended learning in vocational education and training – BlendVET

Kombinirano izobraževanje v poklicnem in strokovnem izobraževanju – KIPSI



Specialized classroom at Fagskolen i Viken, Norway



www.blendvet.si

About the project

The projects' main objective is to establish conditions for the use of digital technologies in teaching and learning in VET. Through the project activities we will develop and implement school strategies for the effective implementation of blended learning, support VET teachers in planning and implementing blended learning and develop VET teachers' digital competences to create and use e-learning solutions.

The project lasts from November 1st, 2021 until April 30th, 2024.

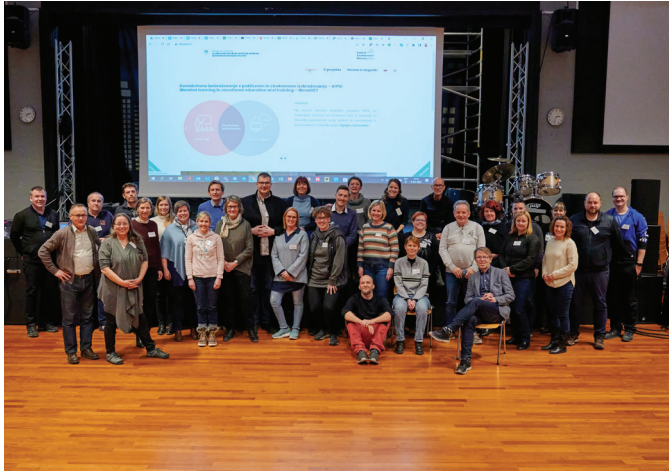
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Practical e-learning solutions



Study visit in Norway, April 2022

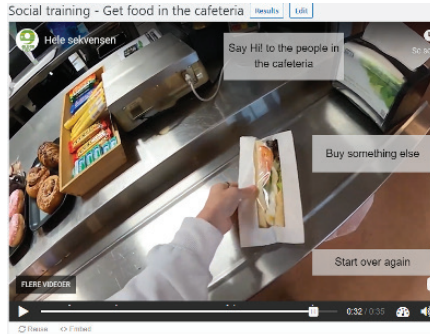
To support blended learning, we are developing digital tools for teaching. First proposals for practical e-learning solutions such as enriched videos and guides, virtual and augmented reality applications, computer games for teaching vocational and general subjects, etc. have already been developed. Demonstration versions of the e-tools developed are currently being piloted with students in all partner schools and, following the completion of this activity, recommendations and guidelines for use in vocational and professional education will be drawn up on the basis of an evaluation with students and teachers.

Purchasing canteen snacks

The partner school from Norway, **Åssiden videregående skole**, has been equipped with a GoPro Max camera for the BlendVET e-solution, which allows 360-degree filming and photography. The school's teachers worked with the students to create a presentation using the H5P tool built into WordPress.

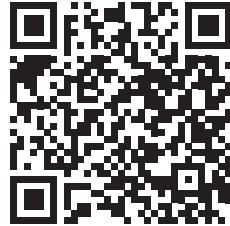


Buying snacks with interactive video at Åssiden videregående skole

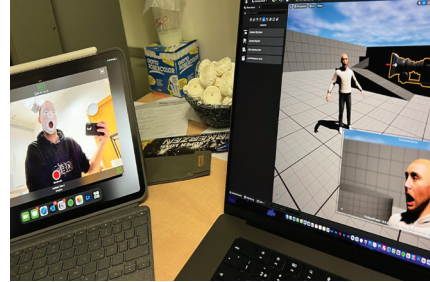


Human body movement in a computer game

Virtual and augmented reality present a special challenge for the students and teachers of **School Centre Celje**. They use them, among other things, for spatial modelling, machine control, merging and capturing body movements for computer games.

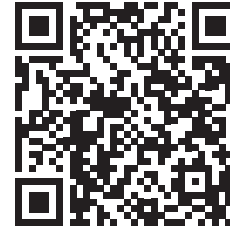


Capturing body movement at ŠC Celje



Changing tyres using HP5 footage

Students of the Hairdresser, Car Service Technician, Mechanical Technician and Computer Technician programmes at **Upper-secondary VET School Koper** will be given interactive videos to learn how to do a step cut, change and balance tyres, start the machine and know the computer motherboard.

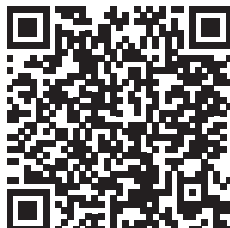


Recording interactive video at STŠ Koper



Exploring podcasts and video production

Norwegian partners from **Østfold University College, Åssiden videregående skole and Fagskolen i Viken** joined forces to explore the world of podcasts and video production through hands-on training.



Recording podcasts in Norway

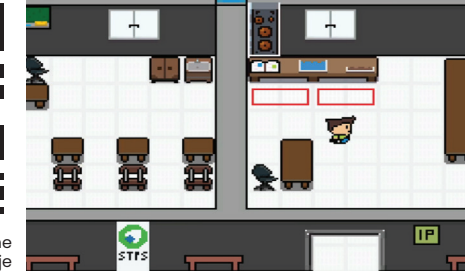


STPŠ Trbovlje has a digital twin

Students and teachers of the **Upper-secondary VET School Trbovlje** flirted with the metaverse and created a digital twin of the school through the development of a computer game. The computer game represents a vision of a modern way of enriching the learning environment in the world of computer games.

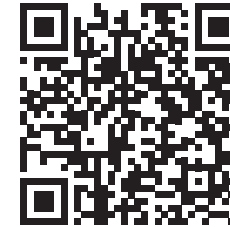


Making a video game at STPŠ Trbovlje



An app that rewards

At **School Centre Novo mesto**, students receive a special reward for their successful completion – better quality components in the hardware learning app.



Application as prize for good work at ŠC Novo mesto



Creating videos with Edpuzzle.

When the equipment is very complex, interactive videos can help students and teachers. At **Akureyri Comprehensive College, VMA**, such videos are created using Edpuzzle.



Interactive videos at Akureyri Comprehensive College, VMA

