

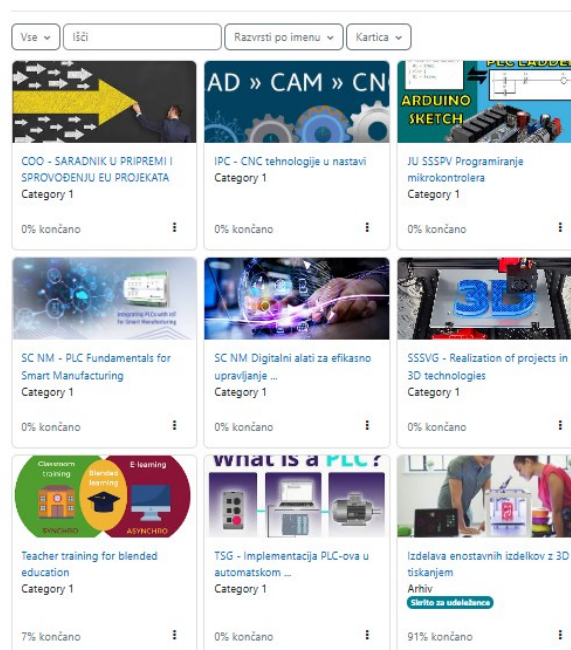
Newsletter 3, June 2026

CL-BVET project: Education and training for collaborative learning in blended learning environments

They successfully continue our work: "We have set up a platform on which our E-classrooms are set up, thus establishing the conditions for the implementation of learning in blended learning environments. We have harmonized a common form for the preparation of education programs in blended learning environments, we have prepared an example of the program, we have piloted it for all partners,..." [read more below](#).

What project goals have we implemented in the last 6 months and what have we achieved:

1. Platform for educational programs and other activities of the CL-BVET.EU (Deliverable D9).
2. E-classrooms for the implementation of educational programs for collaborative learning in mixed learning environments (Deliverable D10).
3. We successfully conducted a project meeting of all partners in Gradiška (BiH – P4 TSG), where we conducted a workshop on mutual learning PLA3: Implementation of educational programmes with blended learning environments and acquisition of Open Badge. The workshop was then conducted at the national level with all partners – **a total of 5 workshops attended by 70 participants** (Deliverable D11).
1. Teacher training program for combined education (Deliverable D12).
2. Teacher training for combined education (Deliverable D13).
3. Teaching and training materials (Deliverable D14).



Platform <https://cl-bvet.sc-nm.si>

Third PARTNERSHIP MEETING OF THE PROJECT AND PLA3

At the **Tehnička škola Gradiška, Bosnia and Herzegovina**, we held on **15th and 16th January 2026**, the third working meeting of the project partners of the CL-BVET and PLA3 (peer-learning-activity) project. The working meeting was attended by representatives of all **seven project partners from four countries**.



Gradiška (BiH), 15.1.2026 – 3rd Partnership Meeting (TSG Gradiška)

We presented the project: implementation of activities, progress, achievement of goals, results, effects.

At the **PLA3 workshop**, the partners presented the **conceptual designs of the training programs** that should be prepared on the project and prepared in the continuation of the project activities on a single form (with Open Bandge) and also piloted:

- Šolski center Novo mesto (SLO): Digital Tools for Effective Project Management (Urban Mihelčič),
- Šolski center Novo mesto (SLO): Basics of Digital Industrial Automation with PLC (Marko Simčič),
- Tehnička škola Gradiška (BiH): Implementation of PLC in Automatic Control in Industry (Dragan Milivojša),
- Centar za obrazovanje odraslih Banja Luka (BiH): Associate in the preparation and implementation of EU projects (Suzana Kusovac Sladoje),
- Srednja strukovna škola Velika Gorica (CRO): Realization of projects in 3D technologies (Marin Širol),
- Srednja stručna škola Pljevlja (MNE): Development of simple automated systems using Arduino microcontroller (Vladica Avramović),
- Inovaciono Preduzetnički Centar Tehnopolis (MNE): CNC Technologies in Teaching (Božidar Čolaković).

As part of the partnership meeting, we also visited the Tehnička škola Gradiška.



Gradiška (BIH), 16.1.2026 – PLA 3 (TSG Gradiška)

POST PLA3 NATIONAL EVENTS

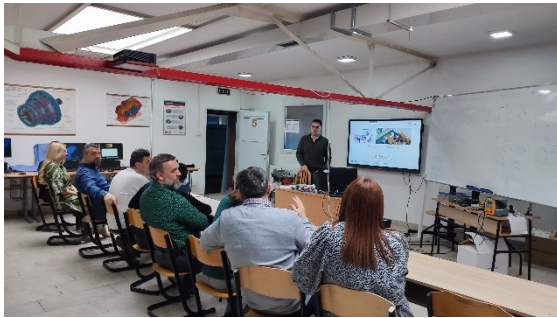
On the basis of the PLA3 workshop "Implementation of educational programmes with blended learning environments and acquisition of Open Badge", **four national POST PLA 3 workshops were carried out**. All national workshops had a very good turnout and achieved excellent results, which showed that we understand the benefits of blended learning environments and skills certification with a unified digital Open Badge system.



*Plevlja (MNE), 9th February 2026 – Post PLA 3
MNE*



*Velika Gorica (CRO), 12th February 2026 – Post PLA
3 CRO*



Gradiška (BIH), 10th February 2026 - Post PLA 3 BIH



Novo mesto (SLO), 3rd February 2026 - Post PLA 3 SLO

PROGRAM PREPARATION - Teacher training program for blended education

The **Blended Learning Teacher Training programme** (within 25 hours) was designed to strengthen the pedagogical and digital competences of educators for the effective design and implementation of blended learning environments. The program responds to the growing need for flexible, high-quality educational models that meaningfully include face-to-face and distance learning.

The program allows implementation online and is supported by a structured learning management system (LMS), combining synchronous sessions with guided asynchronous activities. It is consistent with modern European frameworks for the development of digital competences (e.g. DigCompEdu) and promotes learner-centred and result-oriented learning design.

Teacher training program for combined education in the e-classroom: <https://cl-bvet.sc-nm.si/>

It enables participants to explore the pedagogical models of blended learning, the principle of constructive coherence, active learning strategies and digital assessment methods. The focus is on **purposefully integrating technology, fostering learner engagement, and quality assurance in hybrid and online learning contexts.**

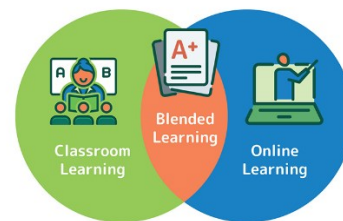
Throughout the program, participants gradually form their blended learning unit, which serves as a final project and proof of competence acquisition. Assessment is based on continuous formative monitoring, practical tasks and presentation of the final project.

Upon successful completion, participants receive a **digital certificate (Open Badge)** confirming their competence in planning, implementing and assessing blended learning in their professional environment.



Model Blended Learning

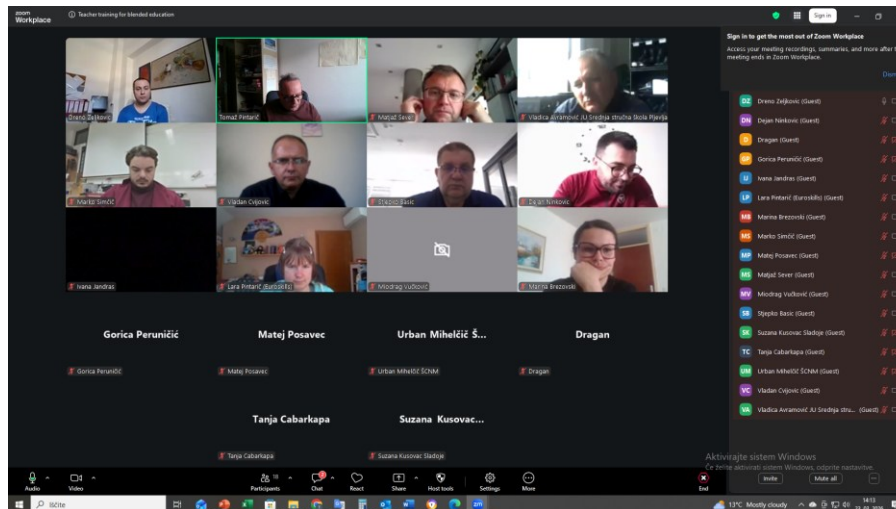
Blended Learning



IMPLEMENTATION Teacher training for combined education

The e-joint training for blended education was successfully implemented as a fully online programme bringing together teachers, trainers and experts from partner countries. The training was structured into four modules and took place over four days through a combination of synchronous online sessions and guided activities in the project's e-classroom.

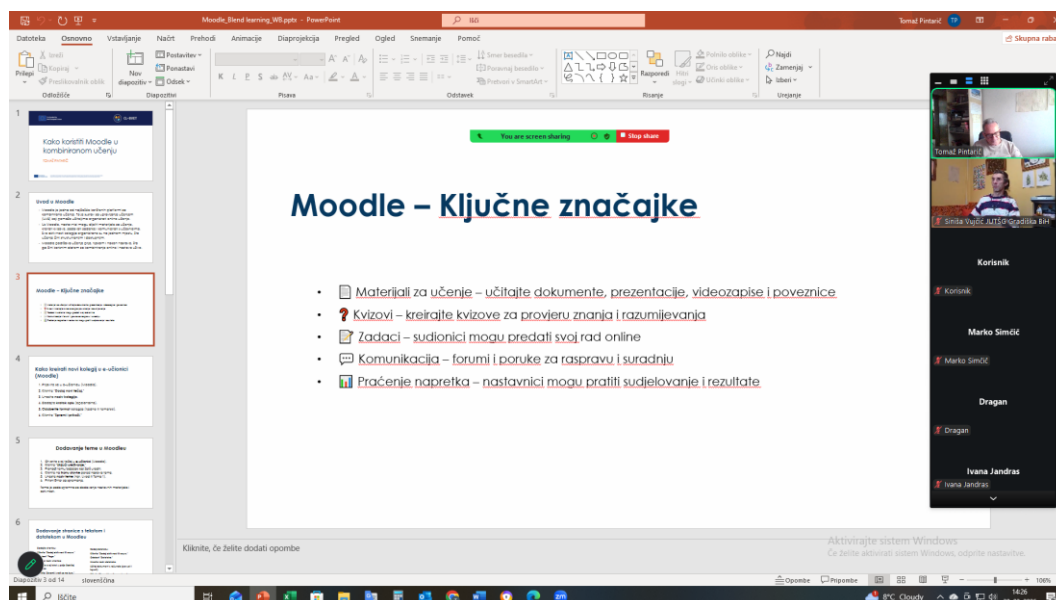
Participants (18 in total) actively participated **in four live online meetings** and carried out structured e-learning platforms. Each module required about six hours of work by participants, combining interactive sessions, self-paced learning and hands-on assignments. With this approach, participants experienced blended learning from the student's point of view, while developing competencies for its implementation.



On-line training, 23.3.2026

The training focused on **key aspects of blended learning**, including pedagogical planning, the use of digital tools, active learning methods and assessment in blended environments. To successfully complete the training, participants had to complete all modules and submit all tasks.

The activity met the requirements of the project in terms of format, cooperation and implementation, and contributed to the **development of digital and pedagogical competences of vocational education professionals and the strengthening of cooperation between countries.**



On-line training, 30.3.2026



All information and news related to the project can be found at
partner websites, and
Project website: <https://www.cl-bvet.eu>

PROJECT NUMBER: **10118330 - CL-BVET**

PROJECT FUNDED BY: EACEA from the ERASMUS-EDU-2024-CB-VET programme - Capacity building in the field of Vocational education and training (VET).

PROJECT DURATION: 36 months; from 01/01/2025 to 31/12/2027

PROJECT PARTNERS



ŠOLSKI CENTER
NOVO MESTO

Šolski center Novo mesto

Slovenia



Euroskill, d.o.o.

Slovenia



SREDNJA STRUKOVNA
ŠKOLA VELIKA GORICA

Srednja strukovna škola
Velika Gorica

Croatia



Tehnička škola Gradiška

Bosnia and Herzegovina



Centar za
obrazovanje
odraslih
Banja Luka

Centar za obrazovanje
odraslih Banja Luka

Bosnia and Herzegovina



Srednja stručna škola -
Pljevlja

Montenegro



Inovaciono preduzetnički
centar Tehnopolis

Montenegro

PROJECT INFORMATION

[Novo mesto School Centre](#), Slovenia

[Euroskill, international education for young people, d.o.o.](#), Slovenia

[Secondary Vocational School Velika Gorica](#), Croatia

[Gradiška Technical School](#), Bosnia and Herzegovina

[Center for Adult Education Banja Luka](#), Bosnia and Herzegovina

[High School - Smash Bros.](#), Montenegro

[Innovation and Entrepreneurship Center Tehnopolis Nikšić](#), Montenegro

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