

Action Project Plan

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Relation between our objectives and E+**





Fjolbrautaskoli
Nordurlands vestra



Saku Gümnaasium
Estonia



Vilniaus Karoliniskiu
Gymnasium
Lituania



Fulston Manor school
United Kingdom



Mendelova středni
škola Czech R.

Using ICTs to preserve European craftsmanship.

IES Playamar
Spain



Project Justification

The traditional activity of craftsmen and craftswomen is part of that valuable European cultural heritage that we must protect, promote and contribute to their future survival.

1. **Crafts** are an **important** source of **job** creation in Europe, but many of these professions **are at risk of being lost**.
2. In the report: "Identifying Future Skills Needs in Micro Craft Enterprises up to 2020" the European Commission points to numerous **reasons that undermine the competitiveness** and ability of craft trades to thrive:
 - 1) **Lack of access to general technical and commercial networks.**
 - 2) **Lack of entrepreneurial training.**
 - 3) **Lack of entrepreneurial capacity.**



Project Actions 1

With our project, we want to help conserve and disseminate this ancestral knowledge about these crafts, especially those that are in danger of disappearing.

To achieve this, we propose **2** very concrete actions.



Project Actions 2

1) The conservation of craftsmanship as an element of our cultural heritage through the use of new technologies.

- To avoid losing the ancestral knowledge of certain crafts that are at risk of disappearing. Students will develop an **Interactive Virtual Museum** based on the use of “Virtual Reality”. There will be different rooms, one for each craftship category.
- Besides, students will develop an **Android APP** using the open APP inventor Platform, which will complete the web.



Project Actions 3

2) **Attract young people to these trades, in order to avoid the depopulation of European rural areas.** To this end, we will help them to identify employment opportunities in this sector by integrating into these craftships New Technologies like :

- Virtual Reality
- Arduino
- 3D Printing

3) We will do this by developing **Interactive Didactic Units** on entrepreneurship through the use of the **Exelearning Software**.

The association brings together 6 different countries. All relevant expected results will be translated into each local languages. This action ensures geographical coverage, projection of dissemination and valorisation throughout the EU.



Project Objectives

The objectives we set ourselves are:

- 1) Create a virtual museum of craft trades in Europe**, with the aim of contributing to the conservation of European cultural heritage, to its enhancement and to ensuring its transmission to future generations.
- 2) Develop an App inventor App to collect craft trades that are at risk of disappearing in Europe with .**
- 3) Encourage employability and youth entrepreneurship in the craft sector**, based on the opportunities offered by new technologies, in order to attract young people to these professions in a way that guarantees their continuity.



Project objectives 2

- 4) To build an **online collaborative network** that connects schools with the artisans workshops.
- 5) To design and **apply innovative educational practices** that give relevance to learning and facilitate the acquisition of key skills by students.
- 6) Development of a **Board game with 3D** printing to eliminate gender stereotypes in the access to these ancestral trades.



The objectives of our project and Erasmus + priorities.

The objectives of our project are fully in line with the priorities set by Erasmus +:

1) All the objectives are linked to the priority "**Social and educational value of the European cultural heritage, its contribution to job creation, economic growth and social cohesion**" because European craftsmanship is the central theme of our project. It is a collection of ancestral knowledge threatened by globalisation and the low-cost model of production.

From the educational systems in general, and from the school in particular, we must contribute not only to preserve them but also to promote them and to guarantee their survival.



The objectives of our project and Erasmus + priorities.

2) Likewise, from objective 1 to 6, they are linked to the priority "**Open education and innovative practices in the digital age**" because in order to reach them we will have to make a positive use of the new ICTs.

3) Objective 6 is intrinsically linked to the priority "**Social Inclusion**" since with this objective we intend to eliminate stereotypes in the access to certain ancestral trades.



