Project title: DigitalCRAFT: Enhancing Vocational Skills Through Design Thinking and Graphic Design
Project No. 2023-1-RO01-KA210-VET-000166913
Project implemented by the **Free Education Union of Bacău County (SLI BACĂU) in partnership with UN-LAB -Italy**

SELECTION METHODOLOGY
OF PROGRAM PARTICIPANTS
,,DigitalCRAFT: Innovation and creativity through Design Thinking and digital tools in education"

-organized by the **Free Education Union of Bacău County (SLI BACĂU**) in partnership with **UN-LAB -Italy**, within the **ERASMUS** project**+** ,,DigitalCRAFT: Enhancing Vocational Skills Through Design Thinking and Graphic Design" -

SECTION 1: GENERAL INFORMATION

Art. 1. THE MAIN OBJECTIVE OF THE PROJECT is to measurably improve the quality and relevance of vocational education and training in the field of design, innovation and graphic design during the 14-month project implementation period by fostering international collaboration, developing and implementing a common curriculum and training at least 50 VET teachers/trainers from Italy and Romania, with the ultimate aim of improving the employability and career prospects of VET students in the dynamic job market.

Art. 2. SPECIFIC OBJECTIVES OF THE PROJECT are:

- Promoting collaboration and knowledge exchange between UN-LAB -Italy and the BACĂU COUNTY EDUCATION FREE UNION (SLI BACĂU) for the improvement of education and training, as well as training methods in the field of design, innovation and graphic design.

- Improving the capacity of teachers/trainers and vocational training institutions to effectively train students with skills relevant for the future labor market by creating a common curriculum integrating design thinking methodologies and graphic design techniques into the educational process.

- Enhance the professional development of VET teachers/trainers and VET institutions by providing them with access to face-to-face and online workshops and training sessions designed to improve their understanding and implementation of the new curriculum, teaching methods and graphic design tools.

- Increase the visibility and understanding of the new curriculum among teachers/trainers in VET schools by designing and running an awareness-raising campaign, which will use a short video to effectively communicate the benefits of incorporating design thinking methodologies and graphic design techniques in VET education.

- Improving the employability and career prospects of VET students by providing, through the new curriculum incorporating design thinking methodologies and graphic design techniques, industry-relevant skills, ensuring their preparation for the dynamic demands of the labor market.

Expected outcomes of the training program are:

a) **DEVELOPING A CURRICULUM** incorporating design thinking methodologies and graphic design techniques, designed for VET education and focusing on different sectors such as advertising, branding and digital media.

b) **ORGANIZING WORKSHOPS FOR TEACHERS AND TRAINERS** [virtual and face-to-face workshops and training sessions] for VET teachers and trainers to familiarize them with the new curriculum, teaching methods and graphic design tools.

c) **DEVELOPING A SCHOOL AWARENESS CAMPAIGN by producing short** videos to promote the new curriculum and the benefits of integrating design thinking methodologies and graphic design techniques in VET education.

SECTION 2. TRAINING PROGRAM "DigitalCRAFT: Innovation and Creativity through Design Thinking and Digital Tools in Education"

Art. 4. (1) The purpose of TRAINING PROGRAM is to develop teachers' skills in the use of **Design Thinking** and **graphic design** to improve teaching and to facilitate creative thinking and problem solving among students. During the course, teachers will learn how to use digital tools such as **Canva** (graphic design and presentations), **TimelineJS** (interactive timelines) and **CapCut** (video editing) to create innovative teaching materials.

(2) The SPECIFIC OBJECTIVES OF THE TRAINING PROGRAM are as **follows**

1. Understanding the fundamental steps of the **DESIGN THINKING** process: **empathizing**, **problem definition**, **idea generation**, **prototyping**, **testing**

2. Adapting these steps to solve specific learning and teaching problems.

3. Practice collaborative and creative thinking skills in identifying innovative solutions to educational challenges.

(3) THE DURATION OF THE TRAINING PROGRAM is 30 hours: **15 hours [face-to-face] and 15 hours [online asynchronous].**

(4) The training program includes theoretical activities, practical workshops and feedback sessions to ensure applied learning of concepts.

(5) At the end of the training activity, the participants will be issued certificates of completion, which will mention the general and specific competences acquired by them, following the training program.

SECTION 3. SELECTION OF PARTICIPANTS IN THE TRAINING PROGRAM "DigitalCRAFT: Innovation and Creativity through Design Thinking and Digital Tools in Education"

(1) The present methodology defines the process of identification, selection and validation of the target group of teachers who will participate in the training activities within the *DigitalCRAFT* project, the training program **"DigitalCRAFT: Innovation and Creativity through Design Thinking and Digital Tools in Education".**

(2) The selection follows transparent and objective criteria, aligned with the objectives of the project, so that participants can make the best use of the knowledge and skills acquired for the benefit of VET education.

Art. 6. TARGET **GROUP**

(1) The categories of eligible participants are:

Teachers from VET pre-university education units in Bacău County, with priority from:

- Technical College "Dimitrie Ghica" Comănești
- Economic College "Ion Ghica" Bacău
- Technical College "Gheorghe Asachi" Onești
- Interested teachers from other technical and VET schools in Bacău County

(2) The eligibility and selection criteria are as follows:

  a) As a teacher at "Dimitrie Ghica" Comănești Technical College, "Ion Ghica" Economic College "Ion Ghica" Bacău, "Gheorghe Asachi" Technical College Onești, as well as at other technical and VET schools in Bacău County;

  b) Willingness to fully participate in the training sessions (30 hours: 15 hours face-to-face + 15 hours asynchronous online);

  c) Shows interest in incorporating design thinking and graphic design principles into teaching;

  d) He/she is committed to comply with the requirements and deadlines set for the implementation of the project, to participate in the entire training activity, to go through and complete the associated topics, and to ensure the dissemination of the experiences and knowledge gained with colleagues in the school unit from which he/she comes.

Art. 6. SELECTION PROCEDURE

(1) Stages of the selection process

Stage 1: Registration of candidates (September 10-26, 2024)

- Completion and submission of the **Registration Form** by interested teachers (see annex)
- Submit the form to the designated trainers in participating schools

Stage 2: Verification of conformity of entries (September 27-28, 2024)

- The selection committee checks the **eligibility and completeness of** the forms
- Persons who do not meet the mandatory criteria are informed of the reason for rejecting the application

Stage 3: Evaluation and final selection of participants (September 29, 2024)

- Final selection of participants and drawing up the final list

Stage 4: Announcement of results (September 29, 2024)

- Publication of the final list of **selected persons** on SLI Bacău communication channels

- Sending **individual confirmations** to candidates

Stage 5: Submission of objections (September 30, 2024)

Stage 6: Settlement of appeals and announcement of final results (October 1, 2024)

- Publication of the final list of **selected persons** on SLI Bacău communication channels

- Sending **individual confirmations** to candidates

(2) Selected participants assume the following **responsibilities**:

a) **Full participation** in all training sessions (face-to-face and online)
b) **Completion of training tasks** and homework associated with the modules
c) **Application of acquired knowledge in teaching**
d) **Dissemination of experiences and resources acquired** in the home educational establishment

(3) The selection committee is composed of 3 members, representatives of the Free Education Union of Bacău County (SLI Bacău) and will carry out the following main activities:
a) check that the information on the forms submitted by candidates is complete.
b) announcement of the selection results.

Art. 7. APPEALS PROCEDURE

(1) Unsuccessful candidates may request a review of the decision by submitting an appeal within 1 working day of the publication of the results.

(2) Appeals shall be sent in writing to the e-mail address of SLI Bacău.

(3) The selection committee will review the application and will communicate the final decision within **24 hours**

Art. 8. The final list of **selected candidates** will be published on the communication channels of SLI Bacău. **Individual confirmations** will be sent to the candidates with the selection results.

Annex
Project title: DigitalCRAFT: Enhancing Vocational Skills Through Design Thinking and Graphic Design
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REGISTRATION FORM FOR THE TRAINING ACTIVITY, organized within the project ,,DigitalCRAFT: Enhancing Vocational Skills Through Design Thinking and Graphic Design", funded by the ERASMUS+ Programme

[ACTIVITY A5. NATIONAL TRAINING IN ROMANIA]

1. PERSONAL DATA

NAME	
PRENAME	
CNP	
TELEPHONE	
E-MAIL	
ADDRESS	

2. TEACHING EXPERIENCE

HOME EDUCATIONAL ESTABLISHMENT	
LOCALITY/COUNTY	
DISCIPLINE	

3. DIGITAL COMPETENCES

POPULAR PROGRAMS	

4. EXPRESSION OF INTEREST

I am interested in acquiring the knowledge, skills and abilities to incorporate design thinking and graphic design principles into my teaching.	FROM ☐
	NO ☐

I commit myself to respect the requirements and deadlines set by the implementation of the project, to participate in the entire training activity I have enrolled in, to go through and complete the associated assignments and to ensure the dissemination of the experiences and knowledge gained with colleagues in the school unit I come from.

FROM ☐

NO ☐

5. GDPR AGREEMENT

I hereby give my consent to the collection, use and processing of my personal data by SLI BACĂU, in accordance with the provisions of Regulation (EU) 2018/1725 of the European Parliament and of the Council of October 22, 2018 on the protection of individuals with regard to the processing of personal data by the Union institutions, bodies, offices and agencies and on the free movement of such data, within the framework of the ERASMUS+ project entitled ,,DigitalCRAFT: Enhancing Vocational Skills Through Design Thinking and Graphic Design".

I understand that, in the framework of the training activities in which I will participate, the photos/screenshots and/or video recordings will be taken for use by SLI BACĂU for purposes related to the promotion and dissemination of the results of the projects funded by the Erasmus+ program.

I declare that the information provided in this registration form is complete and correct in every detail.

Nume, prenume:_____

Semnătura_____

Data_____,