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**

OBJECTIVES
PROGRAM
,,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" -

1. GENERAL INFORMATION:

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 a minimum of 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.

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 RESULTS:

➕ **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.

➕ **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.

➕ **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.

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

The training activities in Romania within the Erasmus+ **DigitalCRAFT** project have been designed to respond to the general and specific objectives of the project, aiming to modernize VET education in the field of design, innovation and graphic design, by developing the competences of VET teachers, to modernize education in the field of graphic design, innovation and design thinking, with the ultimate goal of facilitating the professional insertion of students.

The training objectives are designed in line with the general objective and specific objectives of the project, based on the developed curriculum, having a direct impact on teaching methods and on the preparation of students for the labor market.

A. PROGRAM PURPOSE: to develop teachers' skills in using **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.

B. SPECIFIC OBJECTIVES:

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.

C. DURATION: 30 hours: 15 hours [face-to-face] and 15 hours [online asynchronous]

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

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 the participants as a result of the training program.

D. STRUCTURE OF THE TRAINING PROGRAM:

❖ **MODULE 1**: **INTRODUCTION TO THE DIGITALCRAFT PROJECT: OBJECTIVES, ACTIVITIES, EXPECTED RESULTS - 1 HOUR**

❖ **MODULE 2**: **PRINCIPLES AND METHODOLOGIES RELATED TO DESIGN THINKING AND ITS INTRODUCTION IN THE LEARNING PROCESS - 4 HOURS**

2.1. The concept of DESIGN THINKING

2.2. The relevance of DESIGN THINKING PRINCIPLES in education

2.3. Stages of DESIGN THINKING in an educational context

❖ **MODULE 3**: **CREATING VISUAL EDUCATIONAL RESOURCES - 2 HOURS**

3.1. Overview of the Canva platform

3.2. Creating educational posters and infographics

3.3. Creating Interactive presentations in Canva

3.4. Collaboration and group projects in Canva

❖ **MODULE 4**: **CREATING INTERACTIVE TIMELINES - 3 HOURS**

4.1. Introduction to the use of timelines in education

4.2. Presentation of timeline platforms and their functions

4.3. Creating timelines for history, science or literature lessons

4.4. Integrating multimedia resources into timelines

4.5. Presentation and evaluation of timelines.

❖ **MODULE 5**: **CREATING AND EDITING EDUCATIONAL VIDEOS - 2 HOURS**

5.1. Introduction to video editing and CapCut

5.2. Video editing techniques for creating visual lessons

5.3. Using visual and audio effects to enhance videos

5.4. Creating video lessons and integrating them into the teaching process

❖ **MODULE 6**: **INTEGRATING DESIGN THINKING IN EDUCATIONAL PROJECTS - 3 HOURS**

6.1. Introduction to integrating design thinking in education

6.2. Planning an educational project using Design Thinking

6.3. Creating visual and interactive materials for the project

❖ **DAY 4 (individual study): DEEPENING DESIGN THINKING AND THE USE OF DIGITAL TOOLS - 8 HOURS**

❖ **DAY 5 (self-study): DEVELOPING AND EDITING CAPCUT EDUCATIONAL EDUCATIONAL VIDEOS: 7 HOURS**

E. TARGET **GROUP**

▪ 40 teachers from "Dimitrie Ghica" Technical College Comănești, "Ion Ghica" Economic College Bacău, "Gheorghe Asachi" Technical College Onești, as well as other interested teachers from other technical and VET schools in Bacău County.

F. WHERE THE TRAINING ACTIVITIES TAKE PLACE:

▪ 1 group - at "Dimitrie Ghica" Technical College "Dimitrie Ghica" Comănești;

▪ 1 group - at "Ion Ghica" Economic College "Ion Ghica" Bacău;

▪ 1 group - at "Gheorghe Asachi" Technical College Onești