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LEARNING PATHWAY

VOCATIONAL EDUCATION AND TRAINING

Training of Trainers 3.3 / November 2024

THE CO-DESIGN PROCESS

PHASE 1 : PROTOTYPE YOUR IDEAL CURRICULUM

Using the cards from the Loopholes Final Deck (you can create new cards).

PHASE 2 : PROTOTYPE THE LEARNING EXPERIENCE

Choose which format/duration types are more suitable for your curriculum.
Create new ones if needed.

PHASE 3 : TRANSITIONS CURRICULUM TIMELINE

Create a logical order and duration of the curriculum

PHASE 4 : DEFINING THE CONCEPT AND PEDAGOGIC PRINCIPLES OF THE TRANSITIONS' CURRICULUM

PHASE 5 : DEFINING THE TEACHING PATHWAYS

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PHASE 1,2,3

PROTOTYPE YOUR IDEAL CURRICULUM

PROTOTYPE THE LEARNING EXPERIENCE

TRANSITIONS CURRICULUM TIMELINE

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1. Prototype your ideal curriculum VET

4 modules >

1. Digitalization area
2. Sustainability
3. Stakeholder engagement
4. Business & Finance

Module 1 – Digital Design and production tools

Module 2 – Digital Literacy

Module 3 – Traceability & Sorting tools

Module 4 – Sustainability fundamentals

Module 5 – Closing the Loop

Module 6 – Beyond Sustainability

Module 7 – Ethical Ecosystems & Social Prosperity

Module 11 – Sustainable Business Models

Module 12 – Strategic & Future Thinking

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1. Prototype your ideal curriculum VET > IAAC

Digitalization: Personalisation, Virtual Sampling, Wear and Tear

Sustainability: More Than human Design, From sustainable to Circular Materials, Designed for Multiple uses, Post-use Materials

Stakeholders: Local community, Refreshing roles, Open Source co-production, Strategic partnerships & Stakeholder networks

Bussines & Finance: Developing competencies, Building Product-service ecosystems

- Drive **circular economy** initiatives in industries such as textiles.
- Leverage **digital tools** and sustainable practices to innovate business processes.
- Actively engage with **communities and stakeholders** to co-create solutions.
- Build resilient, adaptable **ecosystems** that prioritize sustainability and social prosperity.

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1. Prototype your ideal curriculum VET > CITTA & NTT

Digitalization: Advanced Sorting technologies, Blockchain and Web3 technologies

Stakeholders: Fair labor practices, Shared Governance

Sustainability: Post-use materials, Waste reduction, Enabling repairability, Extending Life cycles, Design for Disassembly, Designed for Multiple Uses

Bussines & Finance: Technology Resielence, Task Allocation, Developing Competencies

- Implement modern technologies to streamline operations and enhance sustainability.
- Extend the lifecycle of products through innovative design and material strategies.
- Develop governance models and practices that emphasize fair labor and collaboration.
- Build ecosystems that reduce waste and drive circularity, benefiting both businesses and the environment.

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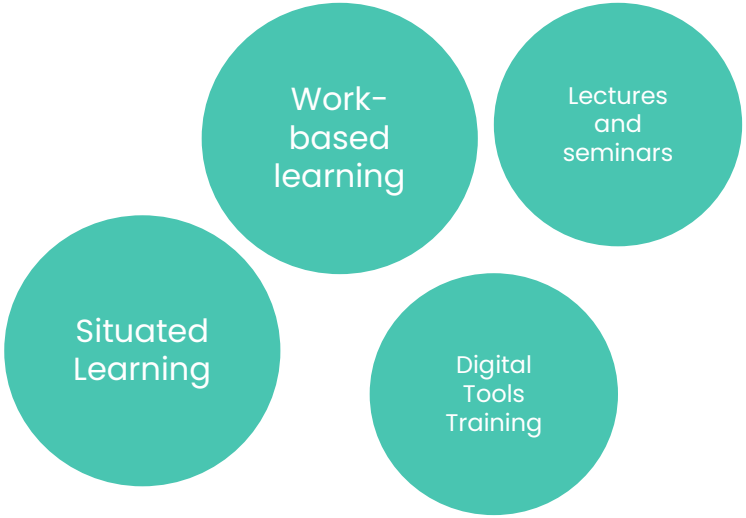
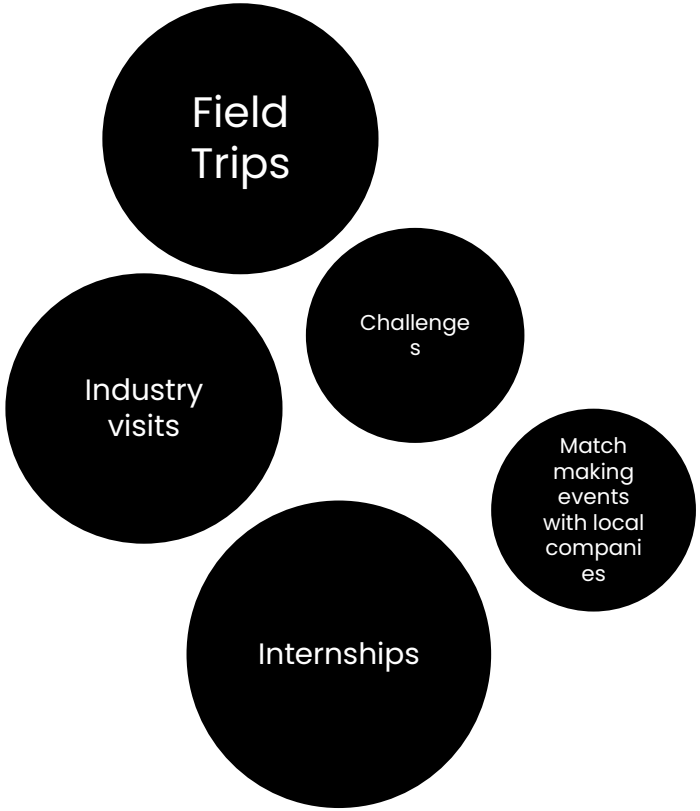
2. Design the learning experience





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PHASE 4

DEFINING THE CONCEPT AND PEDAGOGIC PRINCIPLES OF THE TRANSITIONS' CURRICULUM

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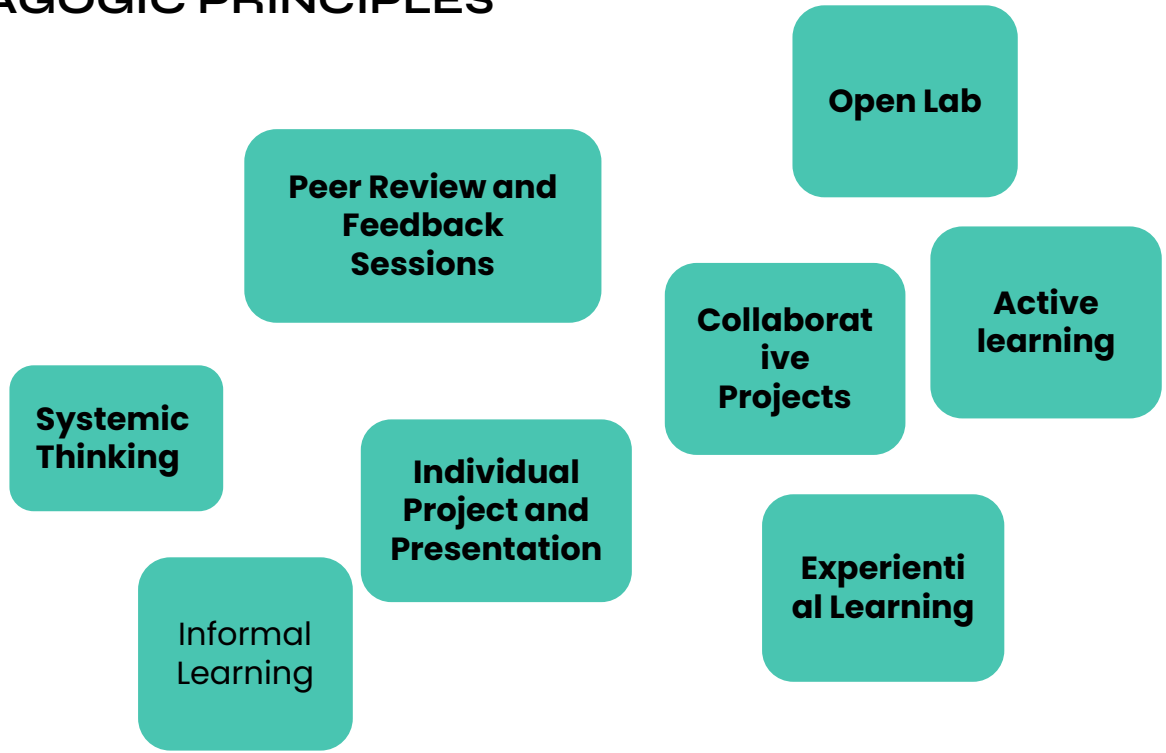
PEDAGOGIC PRINCIPLES



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PHASE 5

DEFINING THE TEACHING PATHWAYS

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VET Curriculum Proposal

Agent for Future Circularity

IAAC, NTT

Training of Trainers 3.3 / November 2024

TARGET

This training program would be tailored for the **VET students** or for Agents for Future Circularity, aligning with roles focused on innovation and sustainability, particularly in industries like textiles, where environmental and ethical challenges are prevalent. The program ensures that participants are well-prepared to tackle challenges in sustainability, circular economy and digital transformation.

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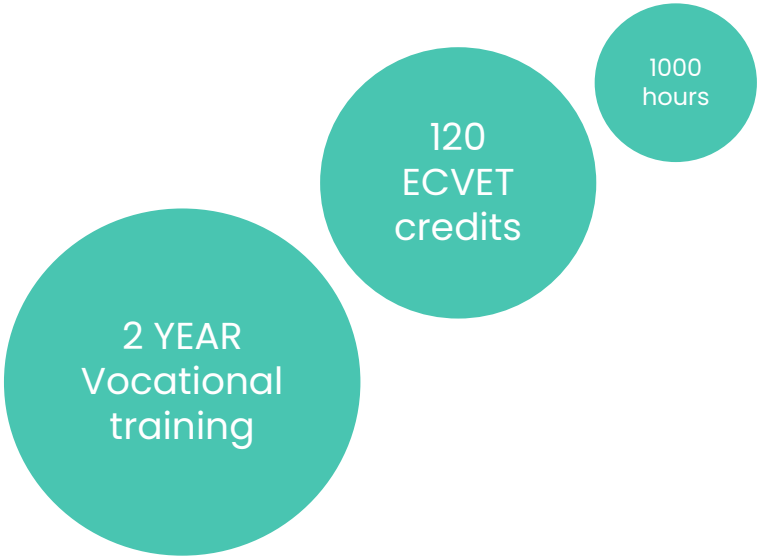
OVERVIEW



Agent for Future Circularity: 2-years / 120 ECVET

YEAR 1

Sep	Oct	Nov	Dec	jan	Feb	Mar	Apr	May	Jun

YEAR 2

Sep	Oct	Nov	Dec	jan	Feb	Mar	Apr	May	Jun

DIGITALIZATION

- Digital Design and Production Tools **9 ECVET**
- Digital Literacy **8 ECVET**
- Traceability & Sorting Tools **8 ECVET**
- Strategic & Future Thinking **3 ECVET**
- Beyond Sustainability **6.5 ECVET**

SUSTAINABILITY

- Sustainability fundamentals **5 ECVET**
- Closing the Loop **7.5 ECVET**
- *EXTENDED VERSION (including industry and inspirational visits)*
- Match making event, Real case challenge I. and II. **18 ECVET**
- Internships period **42 ECVET**

STAKEHOLDER ENGAGEMENT

- Ethical Ecosystems & Social prosperity **3 ECVET**

BUSINESS & FINANCE

- Sustainable Business Models **6.5 ECVET**

PROPOSAL

2 years

LU: 17

1000 hours

120 ECVET

Theoretical modules
These could make up about 50% of the program's total hours. For 9 modules over two years, each module could have around 110 hours (assuming 1,000 total hours), translating to approximately 6-6.5 ECVET credits per module.

50%

500h

60 ECVET

Practical Training
These might make up 15% of the program, often integrated into or following the theoretical modules such as challenges, workshops, group work, etc.

15%

150h

18 ECVET

Internships
Internships or work placements could constitute 35% of the program. Depending on the length and intensity, they might carry 10-20 ECVET credits.

35%

350h

42 ECVET

CONCLUSIONS

These competencies will equip the participants to drive innovation and sustainability in the textile industry, focusing on reducing environmental impact, promoting ethical practices, and leveraging digital tools to enhance design and production processes.

The VET students will understand circular design principles and how they reduce waste in the fashion industry.

Moreover, they will gain practical skills in applying these technologies to create personalized, immersive, and interactive fashion experiences, while driving sustainable practices and reducing waste.

The program will aim to develop and demonstrate their collaborative skills and problem-solving abilities, essential for fostering effective team dynamics and cooperation within their organizations.

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