



THIS IS THE DG-VET MONTHLY NEWSLETTER

INTRODUCTION

Vocational education and training (VET) is vital for preparing young people for the changing demands of the labour market. To this end, the DG-VET project is focusing on empowering young people living in rural areas with Digital and Green skills. Through the development of innovative training material, a gamified e-learning platform, and acceleration programs for potential young entrepreneurs and apprentices, the project aims to enable VET organizations and trainers throughout Europe to support young people in developing their digital and green skills.

MORE ON THE MATTER

DG-VET is aiming to also support young / women from rural areas to develop their basic and advanced digital and green skills in order for them to improve their position and employability within the relevant economy sectors. Furthermore, the project will aim to tackle the digital divide phenomenon, specifically, the gap between those living in rural areas and those living in cities in access to ICT, the skills mismatch between job requirements and workers' skills within DaGE sectors and the lack of policy engagement in the promotion and implementation of supportive youth-oriented VET programs.



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The DG-VET project consists of four work packages. The first work package involves data collection for the profiling of NEETs and the DaGE sectors at national & European level. This will help to identify the needs and challenges of young people living in rural areas and help to develop targeted interventions. The second work package, Agriculture 4.0, focuses on equipping young NEETs with basic & advanced digital and green skills. This will include training in areas such as precision agriculture, sustainable land use, and renewable energy technologies. The third work package is the DG-VET gamified e-learning platform & online community. This platform will provide a user-friendly and engaging way for young people to develop their digital and green skills. It will also provide a space for trainers and policy makers to collaborate and share best practices. Last but not least the fourth work package is the DG-VET Toolbox for VET teachers/trainers and policy makers. This toolbox will provide trainers and policy makers with the resources they need to develop effective training programs that meet the needs of young people living in rural areas. It will also provide guidance on how to bridge the gap between the worlds of education and work.



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CONCLUSION

In conclusion, the DG-VET project is an important step in developing a strong system of VET that can adapt to the fast-changing demands of the labor market. By empowering young people living in rural areas with digital and green skills, the project will create new job opportunities and help to overcome the current economic crisis in Europe. The project's focus on gamification and innovative forms of training material will ensure that young people are engaged and motivated to.

THE PARTNERSHIP



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