



Education and Culture DG

Lifelong Learning Programme

iEducate Project Summary

The iEducate project aims to transfer learning technology innovations developed in European and other projects which were originally developed for and with learners to VETPROS (Vocational Education and Training Professionals) across Europe through experiential approaches including an e-learning course on Learning Technologies with accompanying book, a virtual teacher training island in Second Life with virtual workshops and resources, an interactive web 2.0 Website and 'live' training courses. A reciprocal arrangement will be made whereby VETPROS in receipt of training/support will be encouraged to provide ideas on how they have implemented technologies in their learning for use by others, thus forming a continuous cycle of exchange and transfer across Europe.

The partnership is made of up 6 partners from the UK, Sweden, Bulgaria, Hungary, Germany, and combines a wide range of complementary skills and expertise including expertise on technologies for learning/e-learning, access to vast numbers of VETPROS across Europe, research and evaluation and experience and contacts to facilitate an effective dissemination/valorisation process.

The project's impact will dramatically increase the numbers of VETPROS in Europe using technologies in their teaching practice, influencing policies on Continuous Professional Development for VETPROS in the areas of technology at National and European levels through activities/ events in partner countries and Brussels and making a significant contribution to actions described in the Lisbon Agenda to support its actions in the areas of making Europe the most competitive and dynamic knowledge based economy in the world and making Europe's education and training systems a world reference.

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