

## Breathe The Future - Hybrid Education in VET

### ABOUT PROJECT

“Breathe the future – hybrid education in VET – hVET” project is the response to emerging challenges and shifting paradigms of teaching – implementing hybrid learning in VET, sustaining engagement and motivation of learners, as well as replicating hands-on experiences with online classes.



It is to help VET schools learn to plan for future periods of remote or hybrid learning, structure their teaching practices, increase VET teachers' capacity for blended learning and close the digital divide. The importance of ensuring a structured VET educational environment and boosting digital capacity in the VET sector is a topic that comes out transversally.

The hVET forms a strong, cross-sectoral collaboration engaging 6 partners from 5 European countries (Poland, Turkey, Cyprus, Portugal, Greece) within and outside the education to create an alliance of various experts, organizations with diverse perspectives and resources to address these complex educational challenges more effectively.



# PROJECT OBJECTIVES

- Create, test and implement a variety of hybrid models in VET schools
- Support the effective transition of VET systems to the digital age through provision of innovative teaching and learning solutions
- Increase inclusion and accessibility in hybrid settings, paying special attention to individuals from disadvantaged groups (digital exclusion, economic obstacles, rural areas)
- Encourage innovation, creativity in VET, development of professional skills for modern VET teachers
- Boost students' engagement in online learning, develop self-motivation in learning
- Strengthen cooperation between VET schools and stakeholders across project countries in order to stimulate innovation and ensure continuity of education regardless of circumstances, promoting flexible learning approaches.



# PROJECT RESULTS

Result 1 - Methodology of hybrid teaching in VET schools

Result 2 - Professional online certification course for VET teachers

Result 3 - Competence assessment tool for hybrid VET teacher

Result 4 - Learning style online test for hybrid VET learners

Result 5 - Hybrid mystery - Educational game for VET learners



# WHAT'S GOING ON?

## *Ready to teach: hybrid learning classroom training in Nicosia*

A five-day training session was held in Nicosia in February 2024, hosted by EUROSC. The event was attended by 10 participants, including VET educators, specialists, and project managers from Poland, Greece, Cyprus, Portugal, and Turkey. During the training, they tested the project outcomes developed for delivering hybrid classes in the VET sector.



## *RESULT AVAILABLE*

**AVAILABLE**

**NOW**

### *Methodology of hybrid teaching in VET schools*

This manual introduces a new hybrid education model for VET schools, blending online and face-to-face learning to enhance teaching experiences. It covers the transition to online learning, the hVET hybrid model, the role of companies, essential competences for educators, strategies for implementation, and necessary ICT resources and support. It is intended for VET educators, headmasters and other professionals, it provides enhanced techniques and tools for advancing VET education.

Available now on the project website.



# PILOT TESTING

## *The online course for VET teachers on hybrid teaching*

The course content is ready and is all about the hybrid education in 15 modules. We are releasing the platform in September for testing the contents with the teachers. If you would like to access the materials, join the testing and earn a certificate, contact us.



## *Competence assessment tool for hybrid VET teacher*

Over the past nine months, teachers from the project partner countries have been continuously testing the tool, resulting in over 400 collected tests. In the next phase, we will analyze the data and finalize the tool.

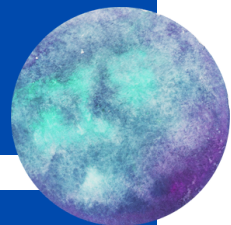


## *Resources for VET students - Learning style online test and Hybrid game*

Over the past months, more than 500 VET students completed the Learning style online test. In the next phase, we will analyze the data and finalize the tool.

We are finalizing an educational 'hybrid mystery' game aimed at enhancing students' key competences for the labor market, with a special focus on teamwork and collaboration. The game will be available for testing after the summer.

**We invite 10 VET schools from each country to participate in the international testing. If you would like your students to play the game, please contact us!**



## *WHAT'S NEXT ?*

We still have testing activities scheduled with VET schools, so if your school is interested in participating, please contact us.

Additionally, we are planning various workshops and conferences to conclude the project. More information will be shared after the summer.

**JOIN!  
US!**

# PARTNERS

OIC Poland Foundation - Coordinator, Poland



Polska Fundacja Ośrodków  
Wspomagania Rozwoju Gospodarczego  
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Eurosuccess - Cyprus



Instituto Politecnico de Santarem - Portugal



Progress - Poland



P-consulting - Greece



Antalya İl Milli Eğitim Müdürlüğü - Turkey



## MORE INFO



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