



## Promoting digital transformation and social innovation in VET for better access of deaf students to the labour market

### A comprehensive framework for producing didactic resources

The partners have produced a detailed competence framework dedicated to the project target groups. Two modules are at the core of the didactic materials which are currently under preparation: 3D Technologies and Social Entrepreneurship. For each Module different level of competences are encompassed:

Starters – Movers- Experts. The two modules are structured then in eight topics spacing from the basis of 3D technologies to the financial and economic literacy needed to run a social business. The Competence framework is the first milestone along the creational path of a Dual Training Pack including several resources for better training deaf students: presentations, lesson plans, scenarios and videos!



## Study visits around Europe

As the project implementation proceed, the consortium run one of the activities included in the 3D4DEAF DUAL TRAINING PACK: INTRODUCING 3D TECHNOLOGIES IN TEACHING AND LEARNING FOR A SUSTAINABLE FUTURE: The study visits! Study visits have been organized in early Autumn in Poland; Cyprus, Greece; Italy and Spain. The goal was to collaborate closely with school for deaf people, VET centres, schools, social enterprises and SMEs giving a presentation of project aims, results and capture insights on potential difficulties for deaf people regarding 3D technologies, digitalisation and entrepreneurship.



The study visits helped the consortium of the 3D4DEAF project in better grasping how to support deaf and hearing impaired students and how to optimally tailoring the upcoming project results such as the educational materials and the future mobile application!

### Introducing the 3D4DEAF programme in schools: methodology on its way!

The consortium is working to complete a document explaining how to effectively introduce the 3D4DEAF Program in VET Schools and Outside Schools: such methodology originates from the aim of providing vocational education and training (VET) students and individuals outside schools with essential skills in 3D technologies and social entrepreneurship, in order to favour job market inclusion for all. The methodology-which will soon be finalised- gives practical guidelines to tutors, educators, VET teachers to successfully introduce and implement the program within their School/VET centre!

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