

Blend Project Newsletter

Issue n. 1 - December - 2016

Project Goals

Partners work

e-learning model



Developing and testing innovative
blended work based learning in VET

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Erasmus+

AIMS & GOALS

The aim of the project is to embed and mainstream the innovation and adaptation of work based learning, whilst continuing to advance and understand more about pedagogical approaches in the workplace, advances in the application of new learning technologies and opportunities for collaborative learning. This builds on lessons learned as part of a successful Leonardo da Vinci Transfer of Innovation project MOVE IT (TOI 520) project.

The **BLEND** project will develop, share and test high quality blended work based delivery models over a three-year period (2015 - 2018) with project partners in Holland, Finland and Spain.

employers
teachers
students

E-LEARNING MODEL

Blend project applies a **blended learning** model consisting of a combination of face to face training sessions with high quality interactive activities uploaded to a Moodle online campus: training videos, presentations, 360° pictures, etc.

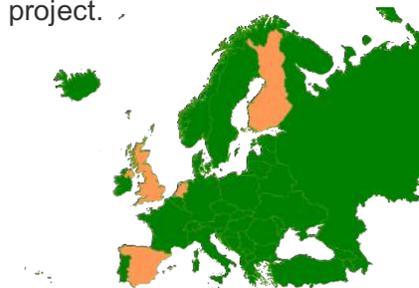
Students are also supported to record and create their own multimedia productions

CONTACT DETAILS:

Kath Lowe
Myerscough College
Bilsborrow, Preston, Lancashire, PR3
0RY
klowe@myerscough.ac.uk

www.blendproject.eu

 [@blendprojecteu](https://www.facebook.com/blendprojecteu)

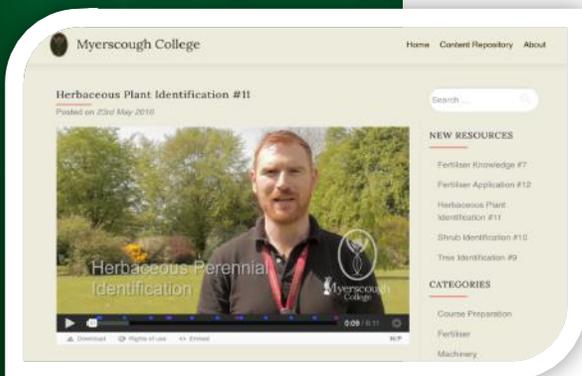


The **BLEND project** consortium is coordinated by Myerscough College (UK), a leading Land-based and Sports College. The partners are a private training provider in Holland, IPC Groeme Ruimte, a land based vocational college in Finland, KPEDU, and experts in e-learning technology, The Galician Supercomputing Centre (CESGA).

Myerscough College

Work continues to enhance the Landscape level 2 VLE site using the new Canvas system. A significant amount of time has been spent planning the structure of the site to ensure we achieve a true blended approach with a variety of learning activities. Careful attention has also been paid to ensuring any tasks uploaded for the learners are meaningful i.e. activities must have a purpose and clear outcome

Myerscough College is developing a blended learning programme for Level 2 Landscape that will include interactive learning packages to deliver some of the underpinning knowledge. The blended learning programme and e learning resources are being piloted with a group of Level 2 learners that are on an apprenticeship program in partnership with the Association of Professional landscapers. The program is designed to offer companies that are members of the APL, the opportunity for their apprentices to gain vital skills in which they can use in their job role.



A variety of interactive package using H5P technology continue to be developed. Central to these developments is the use of instructional interactive videos. These videos will be a pivotal resource to support the future design of apprenticeship qualifications and a clear move to end-point assessment. The Blend project will build on expertise gained during the Ufi Interactive Videos project. See link below for the examples of interactive videos. See below for links to these pilot resources:

<http://mydigitalresources.co.uk>
or download the app
Myerscough Digital





IPC is also developing interactive presentations within the ETW module Trees Assortment Knowledge. Students who start nowadays with a course at IPC, are less well informed of the names and characteristics of the species on the list of compulsory 127 tree species as the students of 10 or more years ago. To meet this problem, IPC is creating interactive multimedia presentations in the Moodle activity H5P, richly filled with photographs. At the end of each presentation some questions will be asked about the species. student can check his/her knowledge after the activity. An attractive and accessible way to learn each species!

The module 'presentations assortment' is part of the ETW-module Assortment, but will eventually be developed into an 'independent' module, enriched with practice tests (in Moodle). So the student can prepare optimally for the theoretical exam ETW.

As part of Project Blend IPC is fully engaged in the (further) development and application of interactive learning and teaching methods in its electronic learning environment. Various courses, and in particular the course European Tree Worker (ETW), are becoming more and more interactive, as they offer learners and trainers the opportunity to prepare optimally for the coming training days.

INSTRUCTIVE VIDEOS

An activity in which IPC is currently active, is the making and editing of instructive videos, which can be used in various ways in the learning environment. Earlier there have been made videos to learn knot techniques and to apply these techniques in the correct manner.

Now, for the training sessions in the context of the modules European Chainsaw Certificate (ECC) 1 and 2, both part of the course ETW, the following videos have been made:

- Safety on the machine
- Personal protective equipment
- Construction of the machine
- Daily maintenance of the machine
- General operations before you start working

The next step is the production of the videos below:

- Shorten with and without the trestle
- Cut wood lying on the ground
- The felling of small trees and shrubs
- Felling upright standing trees
- Stabbing around and saw
- Felling non-upright standing trees
- Felling damaged trees
- Special: felling a so-called 'widow-maker'

The film material will be used as a complete instruction, for example, in preparation for the training days, but will also be used in practice exercises and test questions. The possibilities within the elo of these videos are sundry.

All films are conceived and designed by IPC trainers. The production of the films has been, and will be, executed completely in-house. A big job, but with even greater results!.



KPEDU



In Kpedu (the Federation of Education in Central Ostrobothnia) the overall aim is to adopt blended learning elements to all education programmes. During the project, blended learning programme is piloted on 2nd year students of level 3 agricultural technology programme

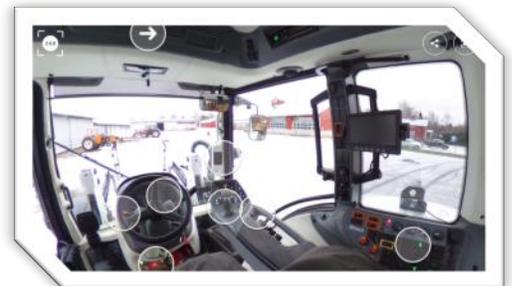
During the project time blended learning path will be created on Kpedu VLE platform. The BLP includes "traditional" learning materials (pdf-documents, links to web sites etc.) but also new interactive materials done during Blend-project (interactive videos, Thing Link pictures, 360° photos etc.).

For Kpedu it is important the staff will learn to use new e-learning tools and also adopts the new way of thinking about learning and teaching. Blend project has given an opportunity to test new methods and tools. This is important since in Finland the whole vocational education system will be remodelled during next couple of years. The aim is to improve the cooperation with work life and enable learning independent of time and place.



The structure of the BLP of Kpedu Agricultural Technology study programme (see also Bloom <https://bloom.myerscough.ac.uk/course/view.php?id=2300#session-2>)

How to use a tractor
<https://www.thinglink.com/video/850720746102587392>



CESGA

Galicia Supercomputing Centre (CESGA) is the centre of computing, high performance communications systems, and advanced services of the scientific community in Galicia (Autonomous region in the North West of Spain), the university academic system, and the Spanish National Scientific Research Council (CSIC).



Since 1996, CESGA has worked as a reference centre for Galician researchers and teachers to learn how to implement different technologies to improve their teaching methodology and training materials. From streaming live training sessions, using Virtual Learning Platforms, to creating interactive digital materials or applying Augmented Reality, among other technologies.

Since 1999, CESGA has led or participated in more than 30 national and European projects, acting as the leading technical partner in e-learning technology design and application.

In Blend project, CESGA helps to support the team in providing infrastructure and software to build interactive learning contents, as well as training and support for them



CESGA maintains and provides support to more than 40.000 teachers, researchers and students through Aula Cesga, a free and open source based VLE, which is the first and biggest open free collaborative and learning platform in Galicia: <http://aula.cesga.es>

