

Teacher training programme on C2C on VET level

B.4. Summary

* The reason for the project:

Cradle-to-Cradle (C2C) is a new, rewarding and very innovative concept used in more and more companies in Western Europe.

C2C also fits in the EU policy of achieving a carbon low society and new skills for new jobs.

One of the founders of the C2C concept, the German chemist Michael Braungart, is very active in his country. C2C has to become part of the educational system and learning curriculum and in the corporate training system.

In The Netherlands and our partner countries (Germany, UK, Romania, Greece) there is much need to have C2C on vocational level, because (future) process operators, designers and middle management also has to know about how to work and produce within the C2C ideas and concepts.

* The main aims and objectives of the project:

C2C needs new skills on process operating, design, middle and quality management.

Competence based education can fulfil this needs by using new educational methods developed in Germany, in our case 'serious gaming'. Serious gaming will be the upbeat and anacrusis to training in the workplace and continuous learning.

* The characteristics of the partnership that will implement the proposal:

The innovative C2C method is developed in Germany by EPEA.

Partner roles will be developers, trained trainers, for reference & pilot and for dissemination & exploitation. The management of the project will be in hands of the project applicant.

* A general description of the tangible and intangible outcomes:

- Above C2C competences will be trained to VET teachers and corporate trainers in a teacher training programme.
- Our partner Desso Carpets is establishing a 'C2C Training and Expertise Centre', in which the link to enterprises and the demands of the labour market are highly strengthened.
- There are strong links between C2C and quality management systems. In our project we want to develop the quality management system of ISO 26.000 on social responsibility used in enterprises towards the needs of the involved VET schools and towards the needs of the new EU quality system EQAVET. They all are in need of more cohesion.

* The impact envisaged:

- VET education and corporate training in The Netherlands and the partner countries develop competence based education on C2C on VET level, with new methodology as serious gaming leading towards workplace learning and with a teaching staff who knows about the needs and demands of companies and enterprises on new skills for new jobs, labour market demands, C2C learning outcomes and corporate social responsibility in ISO 26.000 and EQAVET.
- Teachers and trainers are able to make a curriculum for their students. They are guided by their team leaders and management according to the principles developed in the Leonardo ToI Learning for Living L4L programme.
- All project partners disseminate and exploit in their network the outcomes of the project.

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