DIGITAL AND GREEN SKILLS POLICIES

- What new digital/green policies/strategies are being designed and implemented in TVET?

- What is the role of the government in TVET policy for new digital and green skills?

- Are new institutions, regulations being implemented or new governance structures foreseen to address how the TVET system responds to changes in the labour market?

New digital/green policies/strategies (1)

- **The Irish government launched in 2021 the Economic recovery plan for rapid job creation and economic growth after the pandemic**, with three priority areas:

  1. advancing the green transition;

  2. accelerating and expanding digital reforms and transformation;

  3. social and economic recovery and job creation – includes establishment of the *SOLAS Green skills action programme* focusing on provision in Near zero energy building, retrofitting and the development of new modules in green skills.

ReferNet Ireland; Cedefop (2021). Ireland: EU funding used for new VET programme supporting the digital and green transitions. National news on VET **https://www.cedefop.europa.eu/en/news/ireland-eu-funding-used-new-vet-programme-supporting-digital-and-green-transitions**

New digital/green policies/strategies (2)

- **Latvia - National vocational education and training (VET) policy is currently focusing on green challenges. The draft education strategy 2021-27 makes green thinking and digital competences a priority**:
  - Since 2021, all VET curricula must include a *'Green skills'* module as a separate module;
  - At institutional level, there are clear guidelines regarding the green component in the development and investment strategies of VET institutions;
  - All management teams of VET providers are trained to act, plan and teach sustainability

ReferNet Latvia; Cedefop (2021). Latvia: Latvia: new momentum for green approaches in VET. National news on VET
https://www.cedefop.europa.eu/en/news/latvia-new-momentum-green-approaches-vet

Role of the government in TVET policy for new digital and green skills (1)

- **The Danish government agreed in 2022 :**
  - o **EUR 13.44 million for climate adaptation and the green transition in education and training**, while mapping future skills and competence needs
  - o **EUR 7.25 million for nine knowledge centres to prepare and test new short teaching courses and materials focusing on green transition,** aiming at their broader use in VET

ReferNet Denmark; Cedefop (2021). Denmark: green transition in vocational education. National news on VET

https://www.cedefop.europa.eu/en/news/denmark-green-transition-vocational-education

Role of the government in TVET policy for new digital and green skills (2)

- **The Iceland Ministry for education and culture launched in August 2021 a digital logbook that:**
  - o keeps track of the academic progress of VET learners and of the skills they must acquire to master their trade
  - o Is a shared communication platform for the learner, the school, and the workplace

ReferNet Iceland; Cedefop (2021). Iceland: digital logbook becomes operational. National news on VET

https://www.cedefop.europa.eu/en/news/iceland-digital-logbook-becomes-operational

New institutions/ regulations/governance structures foreseen (1)

- **Luxembourg: Digital learning hub (DLH):**
  - development of IT skills for adults (Coding, Design thinking, blockchain programming, Cybersecurity), regardless of their qualification;
  - based on a cooperative approach in a fun environment, provides creative pedagogy (Peer-to-peer learning, project-based work, entrepreneurship, complex problem solving)

ReferNet Luxembourg; Cedefop (2022). Luxembourg: Digital Learning Hub. National news on VET **https://www.cedefop.europa.eu/en/news/luxembourg-digital-learning-hub**

New institutions/ regulations/governance structures foreseen (2)

- **New Tourism Generation - an EU funded project (2018 – 2021) aiming to set up a European partnership and alliance for improving a collaborative and productive relationship between education and tourism industry:**

  o   a multidisciplinary partnership which comprises 14 partners: 7 Industry and Tourism Sector rrepresentatives, 6 Universities and an Association for Tourism and Leisure Education and Research

  o provides employees, employers, entrepreneurs, teachers, trainers and students with a set of Core modules in digital, green and social skills for the tourism industry.

  https://nexttourismgeneration.eu/about/