



## How to engage young learners in workplace training via mobile assisted learning

This issue of the **REACH eNews** will give an update on the following topics:

- REACH App with Mobile Learning Units
- How REACH is being used
- Update on REACH validation activities

### REACH App and Mobile Learning Units

An important milestone has been achieved by making the prototype of the REACH application for smart-phones accessible via major mobile device app stores. Selected users have already tested the app; the final and improved versions will be ready in short time.

The “REACH app” grants access to numerous Mobile Learning Units which are ordered by work sectors within the app. These sectors are:

- Construction
- Food production
- Tourism
- Health



Screenshot of the REACH app in use on a mobile phone.

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Within each work-sector, the units are divided by competences. For example, the communication exercises help to improve listening, reading, writing skills or to acquire work related vocabulary. The units aiming at developing numeracy skills contain exercises with basic arithmetic operations to more complex tasks like interpretation of results or converting measures, as well as ICT and problem solving tasks. The social and learning to learn competence area offers activities to increase self-knowledge, learn to learn, social skills and teamwork.

Before users start accessing and using the units, they are invited to take a pre-test for self-assessment of their knowledge, skills and competence level in communication and

numeracy. Later on they can re-take the test at any time and keep track of their progress.

In order to go through the Mobile Learning Units users download them via the application onto their mobile device and can then immediately practice and learn in a playful manner.

The activities, which are designed to promote development, have two difficulty levels and are available in English, Spanish, Italian, Norwegian and Turkish.

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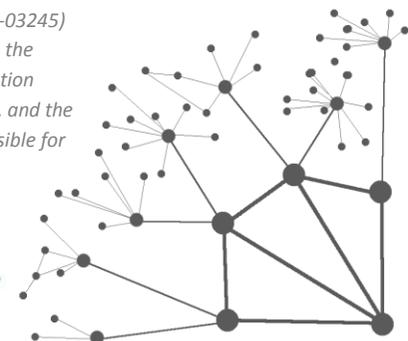
### How REACH is being used

The mobile app is a multimedia learning tool aiming to help its users increase skills, competence and knowledge levels in a motivational and proactive way. Users can go through the units chosen by them whenever and wherever they like to.

The range of users of this app as a training tool is relatively large and reaches from HR-managers, VET providers, trainers, teachers, VET counselors to the targeted young disadvantaged adult learners themselves. All of them can use the Mobile Learning Units either as a “stand-alone” element or combine them with other learning/ working activities as blended or integrated learning just in time.

For learning facilitators, details and further considerations to be taken into account for the implementation of this REACH product are to be found in the *REACH Didactic Guidelines*.

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### REACH validation activities

The REACH app and the main supporting document, the REACH *Didactic Guidelines*, have already been tested in piloting activities in Norway, Italy, Spain and Turkey. The aim of this venture has been to identify the products' strengths and opportunities for further development.

More than 180 participants were involved in this validation process and in general provided very positive feedback.

The group of learning facilitators – that represented about one third of the test users - liked the app as a “good supplement” to their training activities. They found that the REACH app helped users “raise basic skills” in an efficient and motivating way.

However, a key factor for successful implementation was the proper study of the REACH Didactic Guidelines by them. It was found that user groups who were properly introduced to the app and all its functions were much more satisfied with its use and took greater advantage of this opportunity.

About 120 people participating in the validation



belonged to the group of young adults between the age of 18 and 30 years. They reported back that they would be happy to make use of even more Mobile Learning Units and more in all partner languages. They liked the interactive character of the app and the possibility to learn via a mobile device.



REACH app available for download in the mobile device app-stores.

For more news:

[www.reach-project.eu/en/news](http://www.reach-project.eu/en/news)



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There are only few adjustments to be implemented based on the results of validation of the REACH app. Once this will have been done the outcome will represent a valuable tool in workplace training, as well as in formal, informal or non-formal training activities in general.

### NEXT STEP

Finalisation of adjustments of the REACH products (app and Didactic Guidelines) based on results found in the validation activities project partners organised.

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