

Didactic guidelines

For VET providers and their staff, as well as HR managers responsible for internal VET training to show how to incorporate the REACH mobile learning materials and contents in their vocational training activities with young deprived adults.





Chapter 1 - Background

Background

- Reach is a transfer of a successful eTEN project (2008-2009)
- Main aims and target groups
 - Improve basic skills, and prepare young deprived adults for a labour market (re-)entry.
 - Low level educated young learners



Chapter 2 Two approaches

Stand alone

- Independent tool – this is a challenge
 - Acceptance from educational institutions because of incorrect or outdated material

Blended learning

- Mobile learning as a supplement to traditional learning methods
 - In use, but random used by individual teachers



Definition of Mobile Assisted Learning

- Any activity that allows individuals to be more productive when consuming, interacting with, or creating information, *mediated through a compact digital portable device that the individual carries on a regular basis, has reliable connectivity and fits in a pocket or purse* (eLearning Guild)

Reach is developed for mobile devices that support Android and Apple



Reasons for Mobil Assisted Learning

- Can reach the young learners on their home ground
- Encourages the learners to take a greater part of the learning process
- Accessible from virtually anywhere



Chapter 3 – Reach and its main users

Target group

- Low level of education
- People in need of instruments to improve job conditions in a low qualified job
- People in a particular need of improving basic skills

Mobile Assisted Training offers a flexible and innovative tool for the target group



Benefits for companies Reach can bring

- Reach removes the barriers to reach young people with training needs
 - Appeal and motivate young people to (re)start learning
 - Reach can be used anywhere
 - Reach removes time limits
 - The units contain various elements that make training more interesting and motivating
- Reach is cost effective
 - Workers can use the application outside their working hours or as a just-in-time learning in short time spans during their work



- Reach assists HR and training managers

One of the most important elements that HR managers can profit from use of the Reach application is:

- Enhancement of basic skills in an easy and cost effective way, and in this way increase productivity
- Reach training topics are useful for a variety of sectors
 - Even if the topics of REACH units have been created for young disadvantaged learners in the food production, construction, health and tourism sectors, they can be **equally appealing** to **other sectors** and learner groups. The units are not specialised, but include activities that are generic and valid for other sectors as well



The types of activities available include:

- Fill-in-the-blank
- Timed memory card games
- Snap matching
- Combining visual elements to create a single intelligible image
- Maths problems with multiple choice answers
- Sentence constructions
- Grammar problems with multiple choice answers



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