



KVALUES Project: How to Transform our Lives into Learning Environments and Validate Informal Competences

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Abstract

Although Guidelines at European and national level on the importance of validation of competences acquired in formal and non-formal settings exist, awareness of these themes amongst adult audiences is still lacking.

Do they really know that life can become a learning environment?

In general terms, what kinds of learning do the adult/third sectors offer?

KVALUES - Key competences: Validating Adult Learners' EdUcational ExperienceS aims to contribute to this debate, by identifying what competences and skills can be evaluated.

Luigi Sturzo Institute is the coordinator of this project that involves 7 partners: Yale College of Wrexham (UK), Grimme Institute Gesellschaft für Medien, Bildung und Kultur (Germany), Melting Pro. Laboratorio per la Cultura (Italia), DIK (Sweden), FDN Tallinn Creative Hub (Estonia), Institute for Humanistic Management – HuMan (Bulgaria).

In line with the Grundtvig Programme objectives, the overall aim of KVALUES is to raise awareness and to deepen key competences throughout life. This will be achieved by encouraging adults, young adults in disadvantaged conditions, unemployed and inactive people, to turn their lives and working environments into learning environments, by recognizing skills and key competences.

On the basis of the results of two previous European projects (DeTALES and ENKDIST), the KVALUES project aims at developing and testing the Digital Storytelling methodology as an innovative tool to guide adults and young adults in disadvantaged conditions to self-evaluate and recognize skills and key competences acquired through informal learning context such as work, volunteering, family and community related activities.

The project will achieve four steps:

- Research and Exchange of Best Practices on the theme of competences validation acquired in non formal and informal learning;
- Training of 20 adult educators organized in two courses: one in the UK where the trainers will master the digital storytelling method applied to the validation of informal and non-formal learning and the other one in Germany where they learn how to deliver and to facilitate a digital storytelling workshop for adults, young adults in disadvantaged conditions, unemployed and inactive people;
- Piloting through the applying of the training methodology previously developed and acquired by the 20 trainers, to help 80 adults and young adults in disadvantaged conditions, unemployed and inactive people to create their digital curricula story;
- Development of an interactive website that can be use on different devices.

Project Outputs:

- Digital curricula stories for all. Tools and guidelines for adult educators
- Project Handbook for the final publication of the results
- Website platform to make the digital curricula stories available also on mobile devices.

Audience & Impact:

- Staff involved in the project and the staff's organizations by embedding the project results in ongoing activities keep them posted with internal communication channels
- 770 stakeholders involved in the research phase through interviews in each country
- 100 adults involved in the training and piloting phases from Italy, Bulgaria, Sweden, Estonia.