FLAME

Furniture and Language innovative integrated learning for sector Attractiveness and Mobility Enhancement

Kick-off Meeting of the Project FLAME

The first meeting of FLAME Project partners was held on the 6th of November 2018 in Warsaw, on Faculty of Wood Technology WULS. It was organised by OIGPM. The meeting was a great opportunity for all partners to present their organizations and details on their expertise.

About project…

The project will develop a CLIL (Content and Language Integrated Learning) VET curriculum and course (in offline and interactive online versions) for both I-VET and C-VET. This training will combine learning of basic furniture sector knowledge and language learning (including specific furniture sector terms) and can be integrated as an introductory part of some already existing furniture sector related VET qualifications.

Main task…

One of the main outputs of the project will be the FLAME online course, which integrates Information and Communication Technologies (ICTs). This is aligned with the horizontal priority "Open and innovative education, training and youth work, embedded in the digital era". The project promotes new technologies like online games (which will be used in the FLAME online course) for improvement of education, as some studies have shown that game is the most effective and powerful learning tool against the classroom model, especially for young people.

Now…

Now we are concentrating on first task "FLAME Curriculum". Partners of the project will create curriculum that is a document related to CLIL (Content and Language Integrated Learning) for the furniture sector following a LSP (Learning for specific purposes) approach.

This task is divided into six parts:

-Occupations and qualifications analysis and selection:

A list of ESCO occupations and qualifications related to the furniture sector will be obtained from the ESCO database, filtering concept with keywords like "furniture" and "wood".

-Learning outcomes definition:

Learning outcomes will be related to basic furniture and wood sector knowledge.

-Units definition and description:

Learning outcomes selected in last task will be grouped into units by identifying those outcomes that relate to each other.

-Europass CV and Language Passport description definition:

This task consists in creating the corresponding descriptions for the curriculum to be included in the Europass CV under the "Education and Training" section and in the Language Passport.

-Furniture Sector CLIL Curriculum translation and publication:

It will be available online in the project website.

-Curriculum review and improvement:

During realisation of the project we will organise workshops and after we will analyse the feedback from workshops participants, so the curriculum will be reviewed and minor changes will be done to improve it, if necessary.

Finally, in order to provide open access to the curriculum, it will be uploaded in the project website that will be available soon.

Partners of the project:

-Polish Chamber of Commerce of Furniture Manufacturers - OIGPM from Poland – coordinator of the project,

-CENFIM – Home & Contract furnishings cluster and innovation hub– CENFIM from Spain,

-Bcnnet Translations, S.L. from Spain,

- Mendelova univerzita v Brne from Czech, Republic,

-FederlegnoArredo - FLA form Italy,

-Warsaw University of Life Sciences, Faculty of Wood Technology- WULS from Poland,

-AMUEBLA, Innovative business association of furniture manufacturers and related in the MurciaRegion, from Spain.