ERASMUS+ AND
EUROPEAN SOLIDARITY CORPS:

Selection of good practices from projects in the European programmes

This document contains a selection of 12 good practices from the Erasmus+ and European Solidarity Corps programmes. As a source we have used projects provided to us by Digital Contact Points and other colleagues within the National Agencies, as well as the public Erasmus+ and European Solidarity Corps project databases. The aim of this collection is to provide inspiration and ideas for National Agency staff, programme beneficiaries and potential applicants in supporting or applying for their very own Digital Transformation -connected projects.

These projects are not an exhaustive list, nor are they a template of a one and only way to implement a successful and high-quality project connected to the Digital Transformation priority. However, all the projects listed here have something unique to them that we found worthy of highlighting in this collection. That rationale is outlined in the descriptions within.

As SALTO Digital works cross-sectorally, there are two projects from each of the sectors of School education (including early childhood education and care), Vocational education, Higher education, Adult education and the Youth sector. We have also highlighted two examples from the European Solidarity Corps programme.

It is clear to us that there are many opportunities yet to be explored in connection to the Digital Transformation priority in the programmes. In late November of 2024, the European Commission published the "Implementation guidelines - Erasmus+ and European Solidarity Corps Digital Strategy", which will aid National Agencies in further supporting the uptake of the priority in funded projects. In SALTO Digital, we are eager to support the process and see what kind of projects surface in the future.

Helsinki, Finland, December 2024

Salto Digital team

Using Telepresence Robots in the Classroom

Programme: Erasmus+

Sector: SCH

Key action: KA220

Countries: Cyprus, **Denmark**, Germany, Italy, Latvia, Romania

Topic: How to include children with health challenges remotely into classroom activities

The InClass Project facilitated the use of telepresence robots (TPRs) in classrooms and helped students join their classes remotely. The project has explored how these robots can be used effectively and efficiently in educational settings, and what benefits and challenges they bring to the learning process.

Why we highlight this project: The project used a modern technology - telepresence robots - in an innovative way to solve a human-centric challenge connected to education. Furthermore, their approach was based on needs of learners while still retaining a very structured and evidence-based approach to assure impact and sustainability of results.

https://erasmus-plus.ec.europa.eu/projects/search/details/2021-1-DK01-KA220-SCH-000032683

IMAGE: PAVEL DANILYUK VIA CANVA.COM

Tinkering Laboratories for inclusive and active learning

Programme: Erasmus+

Sector: SCH

Key action: KA220

Countries: Finland, **Italy**, Slovenia, Spain, Sweden

Topic: Inclusive support for STEM skills of students

ThINKER LAB partnership intended to broaden the educational offerings available to students. Creating an open catalogue of STEM projects, ThINKER LAB contributed to increase students STEM skills through active inclusion methodologies and working techniques.

Why we highlight this project: The project highlighted a strong connection to the Digital Education Action plan, both in terms of topic and addressing the digital gap present in todays societies. The project also emphasized a low-threshold and sustainable approach to STEM activities by leveraging recycled and found materials.

https://erasmus-plus.ec.europa.eu/projects/search/details/2021-1-IT02-KA220-SCH-000032798

IMAGE: SCREENSHOT FROM PROJECT PAGE AT THINKER-LAB.EU

Digital VET for all - co-existing in the digital era

Programme: Erasmus+

Sector: VET

Key action: KA220

Countries: Estonia, **Finland**, Germany, Iceland, Poland, Portugal, Slovenia

Topic: Providing teachers a virtual space for sharing information on inclusive teaching methods.

The primary aim of this project was to offer teachers in VET from different disciplines across Europe a chance to co-create and co-experiment innovative practices when developing digital learning and teaching material that develop the students' vocational skills and key competences for lifelong learning.

Why we highlight this project: The strong connection to digital inclusion in the project topic resonated with us, as well as the aim that digital teaching methods should be accessible for all students despite their age, background or ability. The project also highlighted new methods for blended mobilities in VET.

https://erasmus-plus.ec.europa.eu/projects/search/details/2021-1-FI01-KA220-VET-000025516

IMAGE: PROSTOCK-STUDIO VIA CANVA.COM

DIGI LIVES - Digital Lifecoping Inclusion supporting VET-European Students

IMAGE: PROJECT PAGE IN ERASMUS+ PROJECT DATABASE

Programme: Erasmus+

Sector: VET

Key action: KA220

Countries: **Denmark**, France, Italy, Latvia

Topic: Strengthening inclusion among VET students to address high student drop-out rates in VET institutions

The project's main objective was to develop an innovative digital toolbox, providing an online space for students to help them remain in education and training, to acquire informal skills as well as to strengthen integration into education structures. The toolbox also aimed to assist with socialization and life-coping skills, building an inclusive and diverse social and educational school climate.

Why we highlight this project: The project highlights both the need for a very human-centric inclusion support for students while tying it to researched data and needs of the organisations implementing the project. Their approach ensured balancing the needs of all stakeholders.

hhttps://erasmus-plus.ec.europa.eu/projects/search/details/2021-1-DK01-KA220-VET-000033110

SALTO DIGITAL

Erasmus+
Enriching lives, opening minds.

EUROPEAN SOLIDARITY CORPS

SciLMi – Meta Scientific Literacies in the (Mis-) information Age

Programme: Erasmus+

Sector: HE

Key action: KA220

Countries: **Austria**, Cyprus, Czechia, Finland, Germany, Greece, Hungary, Norway, Spain

Topic: Teacher Academy developing, piloting and evaluating cross-disciplinary blended intensive mobility programmes and trainings

The goal of the project is to contribute to empowering all learners to act as responsible, competent and effective democratic citizens in a world flooded by socio-scientific mis- and disinformation.

Why we highlight this project: While the project is still ongoing, we wanted to already highlight it in this stage, as it is already showing impact. Their approach is also very well aligned with the Digital Education Action plan.
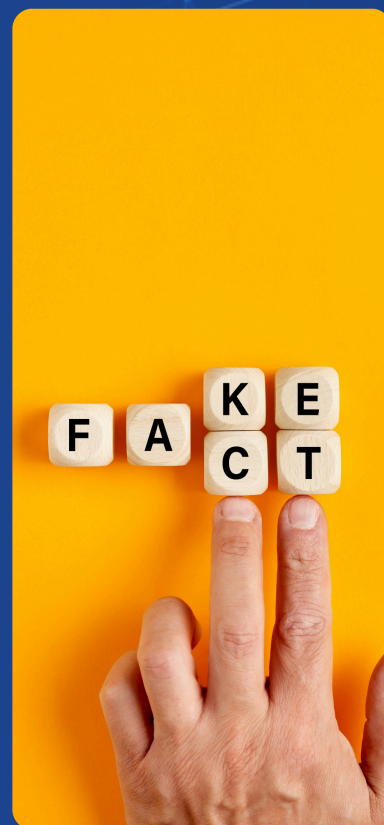
https://erasmus-plus.ec.europa.eu/projects/search/details/101104523

Development of Digital Internship Model and its support system for Higher Education

Programme: Erasmus+

Sector: HE

Key action: KA220

Countries: Italy, **Latvia**, Lithuania, Portugal

Topic: Development a digital insternship system for HE institutions

The project's main objective was to develop an innovative digital toolbox, providing an online space for students to help them remain in education and training, to acquire informal skills as well as to strengthen integration into education structures. The toolbox also aimed to assist with socialization and life-coping skills, building an inclusive and diverse social and educational school climate.

Why we highlight this project: The project has a robust systemic contribution component in how it readies students for future working life and a healthy dose of inclusive approaches and viewpoints. There is also a high relevance to the Digital Education Action plan and the Digital Transformation priority within Erasmus+.

https://erasmus-plus.ec.europa.eu/projects/search/details/2021-1-LV01-KA220-HED-000029472

NoCode4BUSINESS -Fostering knowledge and adoption of no-code practices among European entrepreneurs

Programme: Erasmus+

Sector: ADU

Key action: KA210

Countries: Italy, Romania, **Spain**

Topic: Fostering the uptake of digitalisation processes among entrepreneurs, aspiring entrepreneurs, and self-employed

The goal of the project was to support the uptake of digitalisation through the use of "low-code" and "no-code" among enterpreneurs in partner countries, where the level of digital literacy among the adult working population is low.

Why we highlight this project: We chose to highlight this project because despite the limited impact description in the Erasmus+ project database, the research report and training modules produced in the project could potentially be further used for a larger impact in the Adult education sector.

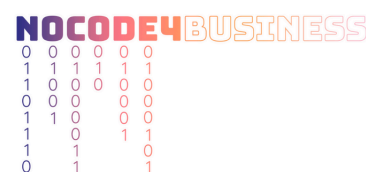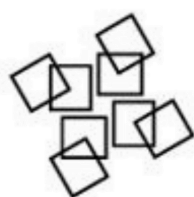https://erasmus-plus.ec.europa.eu/projects/search/details/2021-2-ES01-KA210-ADU-000048382

ADaPT4Future: ADult People create Technologies for their Future

Programme: Erasmus+

Sector: ADU

Key action: KA220

Countries: Italy, **Lithuania**, Poland

Topic: Developing STEAM skills among adult educators & learners

The project was about creating new curricula to develop STEAM skills further in a more easily accessible way by leveraging existing local community learning offers. The main aim was to give the educators of said centres the competences to advance STEAM skills in their work.

Why we highlight this project: We chose to highlight this project since very few in the database had a direct connection to STEAM. The scope of the project was also very realistic in that it could be replicable in different contexts as well without a huge prequisite from partner organisations. The resulting research reports also have potential for further impact.

https://erasmus-plus.ec.europa.eu/projects/search/details/2021-1-LT01-KA220-ADU-000026995

Digitcitizen

Programme: Erasmus+

Sector: YOUTH

Key action: KA153

Countries: Belgium, Germany, Italy, **Latvia**, Poland, Türkiye

Topic: Youth workers' professional competences connected to digital citizenship

The project aimed to equip youth workers with digital citizenship competence as a tool to motivate and support young people in staying socially and politically active.

Why we highlight this project: Project focused on youth worker competences to foster digital citizenship skills as well as highlight it as a topic in their professional outlooks. The idea of supporting active citizenship in this way makes sense and is sustainable, and critically re-examining the role of professionals in a changing environment is always welcome.

https://erasmus-plus.ec.europa.eu/projects/search/details/2021-1-LV02-KA153-YOU-000007276

IMAGE: MATTJEACOCK VIA CANVA.COM

Digitally well, Generally well!

Programme: Erasmus+

Sector: YOUTH

Key action: KA152

Countries: Bulgaria, Greece, **Hungary**, Slovakia, Spain, Türkiye

Topic: Digital well-being among youth

The project was a youth exchange spanning 6 countries that raised awareness, educated youth, and provided solutions to make young peoples relationship with their digital devices more healthy.

Why we highlight this project: Digital well-being and overuse of digital devices are topics that have recently gained a lot of traction in the public discourse, so the relevance is high. The project leveraged the format of a youth exchange to find new ways of framing the concepts and finding methods to combat the issues around it.

https://erasmus-plus.ec.europa.eu/projects/search/details/2022-3-HU01-KA152-YOU-000094250

IMAGE: TROYANPHOTOS VIA CANVA.COM

Competence EmPower Youth – CEPY

Programme: European Solidarity Corps   Key action: ESC30

Type: Solidarity project   Country: **Romania**

Topic: Integration of Digitalisation in local youth entrepreneurship

The project aimed to connect and integrate young people better with the local entrepreneurs in the community via strengthening their digital skills. They created custom courses, held thematic trainings and highlighted the issue in the local community.

Why we highlight this project: While it is still difficult to find good examples of Digital Transformation projects from ESC, this was certainly one of them. The impressive reach of 200 trained young people for both enterpreneurship *and* digital skills is a formidable achievement. The project also highlights a combination of practical training, community impact and upholding solidarity.

https://youth.europa.eu/solidarity/projects/details/2022-3-RO01-ESC30-SOL-000102935

IMAGE: PARRADEE KIETSIRIKUL VJA CANVA.COM

IMAGE: DIVERSIFYLENS VIA CANVA.COM

Translation app as an enabler of inclusion in a project

Programme: European Solidarity Corps   Key action: -

Countries: Finland

Topic: Digital technology enabling inclusion

A Youth Centre based in Finland used an application in their ESC project to include two deaf volunteers in their 3-week activity. Originally the activity was designed only with hearing youth in mind. The project was about cultural workshops for local schools.

Why we highlight this approach: Currently it is still hard to find Digital Transformation focused projects in the ESC database. However, examples such as this one exist, where the topic is something else, but digital technology is very successfully used within a project.

Here, the project team received unexpected applications from deaf young people, but they were able to enable their participation in the activity by leveraging a real-time translation app. As a side-effect, the same app enabled them to heighten the inclusion of two other volunteers as well. The app enabled full participation of everyone, including tasks as well as informal social activities within the group.