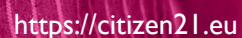




- 7 partners
- 5 European countries
- 4 transnational meetings
- 28 months
- september 2020 - december 2022
- 1 guidebook of good practices
- 1 seminar of innovation through digital tools for VET

**TO HELP US
CONTRIBUTE TO
THE PROJECT?**

Please join us



This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of their formation contained therein.





**FIRST
TRANSNATIONAL
EVENT
19TH - 20TH -
21ST JANUARY 2021**

WHAT IS THE PROJECT ABOUT?

Citizen 2.1 is a strategic partnership funded by the Erasmus+ programme aimed at researching good digital practices in vocational education and training (VET).

The project brings together 7 partners from 5 different European countries: Belgium, Finland, France, Germany and Serbia.

Launched in September 2020, the partnership will unfold in 4 steps, each punctuated by transnational meetings alternating exchange times and training times.

A seminar on digital innovation in the VET field will close the project in December 2022.

We are searching for and comparing innovative experiments within the educational systems in our countries so as to find the most efficient practices for the future.

Our ambition at the end of the project is to build a booklet of recommendations of good practices intended for education communities in partner countries.

COORDINATORS >

CITIZEN 2.1

PARTNERS
v


**RÉPUBLIQUE
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ACADÉMIE BESANÇON >>>
VOS COMPÉTENCES
POUR DEMAIN



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Égalité
Fraternité*

Délégation régionale académique
aux relations européennes,
internationales
et à la coopération

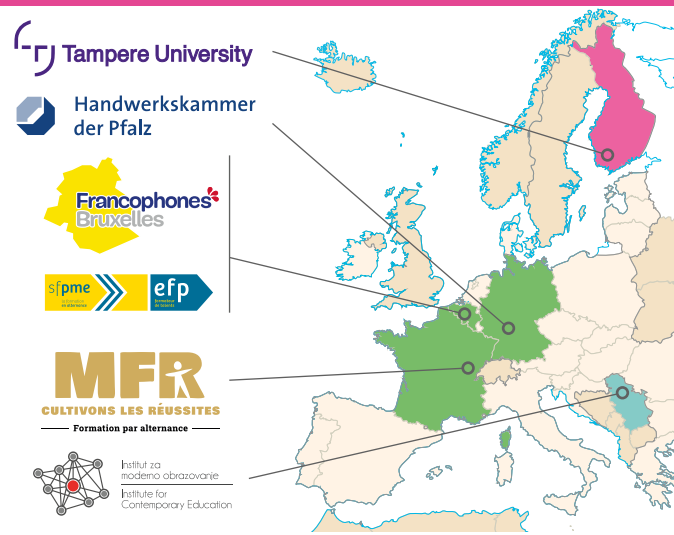


**RÉGION ACADÉMIQUE
BOURGOGNE-
FRANCHE-COMTÉ**
*Liberté
Égalité
Fraternité*

Délégation régionale
au numérique
pour l'éducation

WHAT ARE OUR GOALS?

- Overview of Digital Education and Training in each participating country
- Exchange our **best practices** with and through **digital tools**.
- **Suggest cases**, new approaches and interesting practices.
- Identify **effective digital training courses**: initial or continuous, formal or informal, peer training or self-training courses.
- Organize the implementation of **skills recognition**.



WHAT ARE THE STAKES?

- Embrace the **potentials of digital technology** in vocational education and training (VET).
- Improve the **digital skills** of trainers and learners so that they are **in line** with the needs of **companies** in the Digital Age.