

BioGov.net

Governance & Upskilling for a
Stronger Bioeconomy

Case Studies in Bioeconomy Education, Training and Skills Development

Case study sample: My HandScraft

Italy, UK, Cyprus,
Greece, Lithuania

FVA



Funded by
the European Union

Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union. Neither the European Union nor the granting authority can be held responsible for them.

info@biogov.net

www.biogov.net



My HandScraft

1 Abstract

Migrants Hands and Skills to Create a Future Track was a 30-month project aimed to develop and test an innovative education and training programme for low-skilled adults and migrants (especially newly arrived migrants, asylum seekers and refugees) to support their social and economic integration into society and the labour market.

2 Target Groups

Adult migrant learners, adult learners and adult trainers

3 Case Study Category

Art to address different learning styles and facilitate inclusion of marginalized people

4 Training Provider

CESIE (Italy) – Coordinator, in collaboration with the Dacorun Council for Voluntary Service LTD (UK), GrantXpert Consulting LTD (Cyprus), Active Citizens Partnership (Greece) and Social innovation Fund (Lithuania)

5 Region

Italy, UK, Cyprus, Greece and Lithuania

6 Language

English, Italian, Greek and Lithuanian

7 Objectives of the Educational Format

Improving the employability of disadvantaged groups

8 Final Objective of the Educational Format

Develop and test an innovative education and training programme for low-skilled adults with migrant background to support their social and economic integration into society and the labour market

9 Scope and Context of the Educational Format

Within the project, the following activities are carried out:

- **Design of a collaborative e-learning platform** as an online learning management system (on the website, there is no direct access to this platform), which facilitates access for the target group of adult educators and adult learners to the developed Open Educational Resources (OER).
- **Development of an e-educational programme** to improve the basic skills and key competences of migrants and their up-skilling and re-skilling in the realms of handicraft, culture and arts by also involving local handcrafters. This provides adult educators with an innovative method, an educational approach that uses arts and culture to achieve learning objectives, boost cooperation and networking among and between local handcrafters, artists, migrants and refugees.
- **Development of a handbook** to support adult educators working with migrants and a digital guide for handcrafters, with video material demonstrating the skills and artefacts developed during the workshops (<https://cesie.org/media/myhandscraft-io4-en.pdf>)
- **Organisation of MyHandScraft forums & festivals** in each country, an international festival in Lithuania and a joint staff training event delivered in Palermo with trainers from all partner countries

10 Specific Skills and Competencies Addressed

Technical competencies to work in the handicraft sector

Transversal competencies: critical thinking and problem-solving, communication, relationship skills, marketing competencies, entrepreneurial competencies and develop a passion for work, patience, courage, curiosity, accuracy and time management.

Valorisation competencies: knowledge of the local language, knowledge of the local culture and system, personal training and career development

11 European Qualification Framework level(s)

Level 4 and Level 5

12 Main Benefit to the Participants

Improving basic skills and key competencies of migrants, up-skilling and re-skilling in the realms of handicraft, boosting cooperation and networking among and between local handcrafters, artists, migrants and refugees

13 Main Cost Categories Considered

My HandCraft is a 30-month project that was co-founded by the Erasmus+ Programme of the EU.

Some the investments were used to cover the personnel costs, experts/trainers involved in the preparation of all the educational material, and costs for the development of the online platform in which the activities were implemented and in which the e-learning material was shared.

14 Importance and Impact

Engagement of at least 250 stakeholders in the project

15 Relevance (of the Format)

The format is highly relevant because, through art, it facilitates handcrafting for migrant employment, which is generally identified (combined with the language) as the primary integration obstacle in a new country. There is no particular focus on the bioeconomy.

16 How can it Inspire BioGov.net? (Why was it designed in this specific way / what are the success factors?)

The success factor of the format includes the use of an educational approach involving arts and culture as a mean to achieve learning objectives.

17 Data Sources

- **Online resources:** <http://www.myhandscraft.eu/>
- **Resource persons:** <https://cesie.org/> (person in charge to be defined) ; <http://www.myhandscraft.eu/contact-us/>
- **Other sources, if any:** <http://myhandscraft.eu/resources/>

Consortium

CIVITTA

Q-PLAN
INTERNATIONAL

LOBA
© CUSTOMER
EXPERIENCE
DESIGN

PEDAL
GET YOUR BUSINESS SPINNING

btg
biomass technology group

ZVT
Agricultural Research,
Ltd. Troubsko

MNEXT
MATERIALS
& ENERGY
X TRANSITION

ALMA MATER STUDIORUM
UNIVERSITA DI BOLOGNA

FVA
NEW MEDIA RESEARCH

WILA
Bonn