ual:

Co-designing the training prototypes

OD&M

ual:

Co-designing the training prototypes

■CSM: UAL will be the main engine of the project activities in the UK node. It's role is then transversal to the different WPs and Tasks; given its specific expertise in design processes and participatory methods, it will lead Task 3.4 Co-designing the training, by providing each partner with specific guidelines and hosting a co-design workshop at CSMUaL

■ In order to achieve the effectively information needs to be captured in a manner that enables it to be readily combined in the co-design workshop.
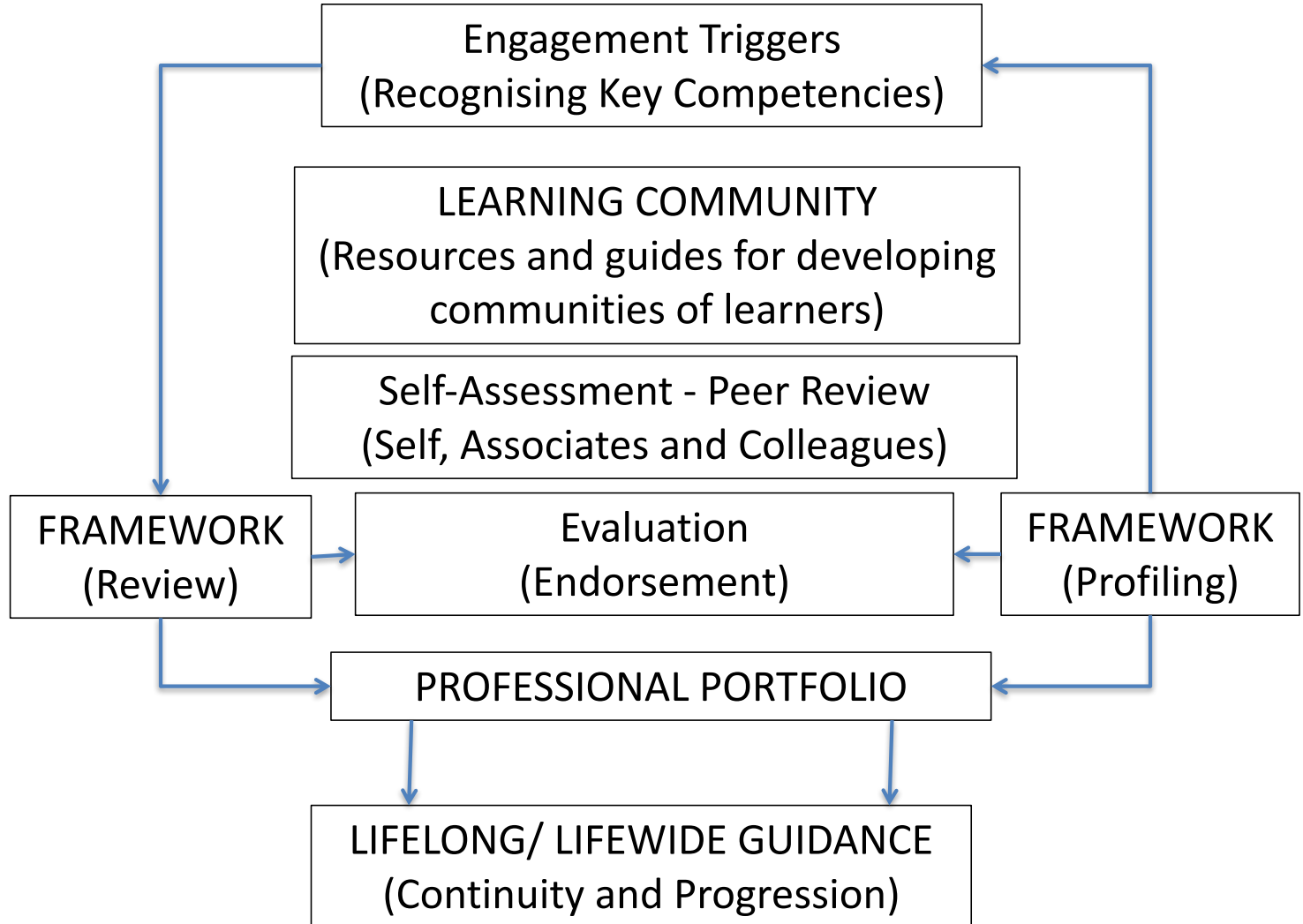
ual:

- Why
- Data needs to be captured in a manner that enables it to be readily combined in the co-design in 3.4
- What
    - Capabilities:
    - Competencies:
- Where
    - College
    - Maker space
    - Industry
- Who
    - Learners
    - Providers
- How
    - Threshold – profiling of individual – assessing need
    - Review
    - Progression
    - Evaluation
- Evidence

Co-designing the training prototypes contributing to building the Maker profile.

LEARNER MOTIVES & CONTEXT

	Access	Employability	Career Boost	Well-Being	Independence
EMPLOYER LED	Engaging with qualifications based learning.	Enhancing both the role and flexibility within organisation.	Accelerated progression or routes to leadership.	Enhanced career satisfaction & 'life-wide' skills.	Routes to leadership.
WORKLESS	Developing routes into training.	Access to experience or relevant volunteering.	Step-up or step-into experience at an equivalent or higher level.	Health benefits & motivation.	Personal choice & responsibility.
INDEPENDENT (Self-employed or career shift)	Personalised and bespoke development.	Business development & diversification.	Unique capacity and professionalism or service.	Motivation and future proofing.	Growing capacity and unique advantage.
3rd / 4th Age (retired)	Engagement with relevant level skills & personal development.	Volunteering or civic role capacity building	Enhancing impact from volunteering or personal goals.	Health benefits and active citizenship.	Initiating fresh enterprise or activities.

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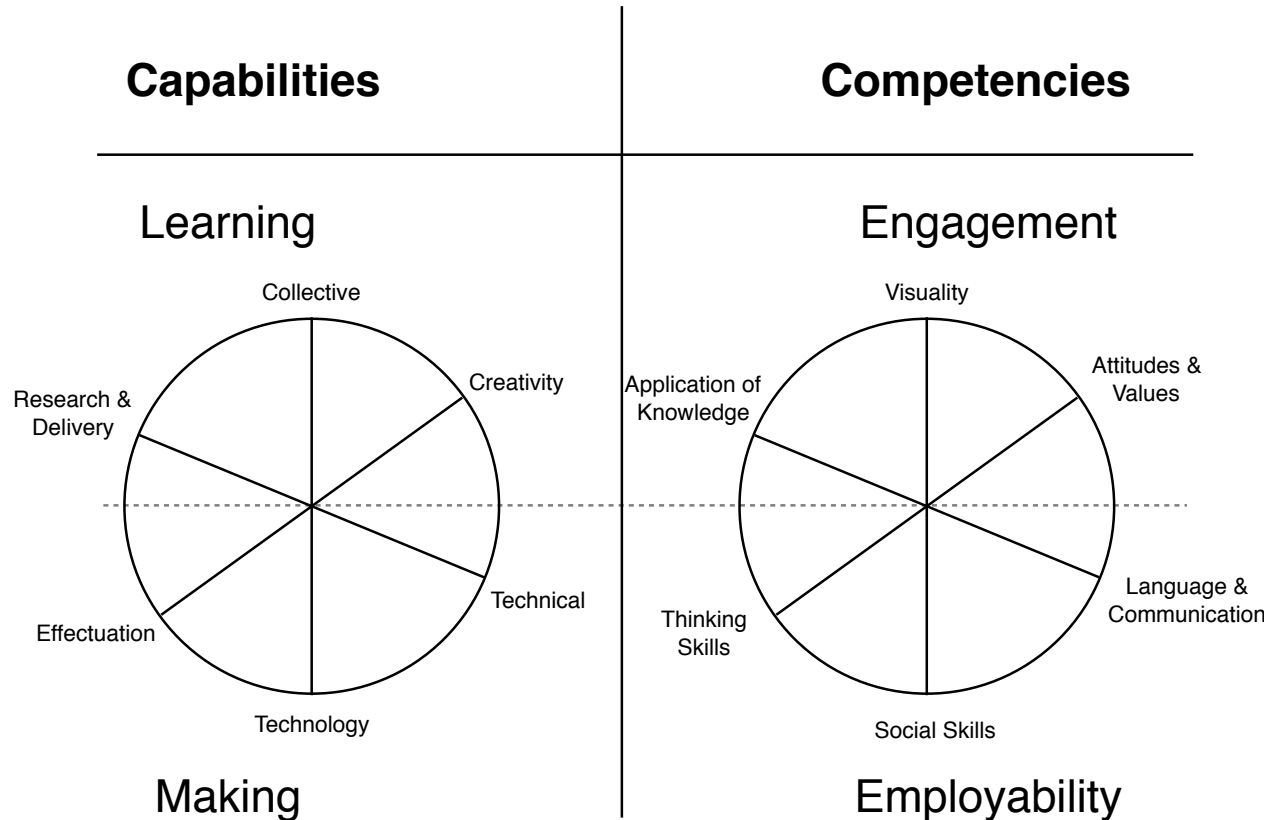
ual:

Engagement Triggers
(Recognising Key Competencies)

LEARNING COMMUNITY
(Resources and guides for developing
communities of learners)

Self-Assessment - Peer Review
(Self, Associates and Colleagues)

FRAMEWORK
(Review)

Evaluation
(Endorsement)

FRAMEWORK
(Profiling)

PROFESSIONAL PORTFOLIO

LIFELONG/ LIFEWIDE GUIDANCE
(Continuity and Progression)

ual:

CAPABILITIES					
	Themes		Learning capture (Portfolio)		
	LEARNING	MAKING	Knowledge and Awareness (Head)	Skills and Aptitude (Hand)	Competencies and Attitude (Heart)
Process	Research and Discovery	Technical Practice	*Curiosity enquiry*	*Specialism Initiative*	*Attributes Application:*
Behaviours	Creative	Effectuation and entrepreneurship	*Curiosity enquiry*	*Specialism Initiative*	*Attributes Application:*
Awareness	Collective Endeavour or Practice	Technology and Application	*Curiosity enquiry*	*Specialism Initiative*	*Attributes Application:*
			Reflections on experience:		
			Value:		

PPC: Capturing Data for co-designing the training prototypes

What-Capabilities

COMPETENCIES											
Themes			Learning capture (Portfolio)								
	ENGAGEMENT	EMPLOYABILITY	Attainment	Achievement	Analysis	Reflection	Context	Insight	Knowledge	Design	Leadership
Process	Language and Communication	Application of Knowledge	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence
Behaviours	Thinking Skills	Attitudes and Values	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence
Awareness	Visuality	Social Skills	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence	Evidence

Reflections on experience:

Value:

PPC: Capturing Data for co-designing the training prototypes

ual:

Capabilities | **Competencies**

Learning

Making

Engagement

Employability

Co-designing the training prototypes: Personal Professional Capabilities and Competencies Framework

EDUCATIONAL AGORA

OPEN ACCESS/ ENGAGE & ENTERTAIN	FLEXIBLE PROVISION	PARTNER WORKING & COLLABORATION	INTERNATIONAL REACH: LOCAL TO GLOBAL
Informal engagement and participation 3rd and 4th Age learning and knowledge exchange. Public Lectures and Interactions. Open Source Knowledge Archive Open Source, Research Observatory.	Voluntary Association. Work / Experience Based Learning. Supported Work Initiated Learning. Distance provision. Skills based training. Short/bite size programmes.	(Lifelong learning) Alumni development, Enterprise, Communities, Learning, Network, institutional collaborations. Knowledge Transfer / Exchange. Validation and Accreditation Real World Research & Solutions.	Digitally Enabled Teaching Collaborations. International Exchange Agreements International & European Networking. Global Solutions: Placements, Research projects, Partnerships, etc.

Improved/relevant learner Experience   -   Flexible Learning/Teaching Delivery/Open Learning   - Quality and Flexibility of Learning Progression   - Public Engagement programme - Enabling Networks   -   Lifelong Learning support   -   after-care - mentoring and payback engagement.

Differentiated behaviours.

Understanding the whole; lateral thinking.

Freedom to make mistakes and take risks.

Team construction and co-operation.

Deciding to decide through practice.

Non-linear outcomes.

Learning through doing.

Access Platform – design and use of open technologies

Look and Feel – Communication Design.

Methods of Capture – tools for evidencing learning & attainment

Credit Value – scalability (learning volume).

Quantitative Interactivity – deepening evidence.

Assessment Community – user interactivity.

Peer to peer case examples & guided support (discussion board).

Portfolio Store – evidence base and personal archive.

Content Area – curriculum and classification.

Benchmark standards – stages or levels.