

# FINAL REPORT SUMMARY: VOCATIONAL EDUCATION AND TRAINING (SCENARIO 1)

## Background and Introduction

The ME-WELL Final Report is fairly generic, repeating many of the original commitments towards innovation and confirming that all planned objectives were achieved in relation to: building the capacity of VET educators to better address mental and emotional wellbeing in future VET programmes; enhancing VET programmes by incorporating complementary life skills helping future VET learners and graduates to develop resilience, reflect on their emotional wellbeing and recognise the value of social networking and engagement; and building build a more resilient and T-shaped VET graduate workforce through promoting mental and emotional resilience in VET.

## Results

The ME-WELL Final Report states that all planned activities were delivered with minimal changes, and all results achieved: [see summary table overleaf](#).

## Partner Engagement and Cooperation

The ME-WELL Final Report confirms that all partners were active, and that individual partner contributions were very much ‘as planned’ in delivering the planned tasks and outputs. One high-level staff member from each organisation was engaged in the Steering Committee, which came together in virtual and face-to-face meetings. Virtual partner meetings (20) were normally held each month but with some exceptions during holiday periods. Face-to-face meetings (3) were held in M1, M12 and M23. Meeting attendance levels averaged 80% across all partner organisations. Basecamp was used between meetings for continued partner exchange.

## Impact

The ME-WELL Final Report confirms that all performance indicators were met or surpassed, including:

- Online Survey: 603 invitations; 330 unique responses; 55% response rate
- Focus Groups: 10 events; 5 countries; 182 participants
- Modules: 3 modules; total of 60 notional learning hours; challenge-based learning included
- Guides: 1 multi-language VET educator guide (EN-IT-SV-ES-LT)
- User Testing: 36 VET educators; 5 countries; 382 learners; 100% feedback; 73% satisfaction
- Digital Platform: 1 multi-language digital platform; 80% satisfaction
- Digital Media: 3 audio and 7 video content files in each of 5 languages (EN-IT-SV-ES-LT)
- Multiplier Workshops: 5 events across 5 countries; 210 participants; 140% of original participation target; 93% interest and 89% satisfaction.

## Sharing and Promotion

The ME-WELL Final Report confirms that all planned activities/tools/channels were used to actively engage and inform key stakeholders via a process of continuous promotion, including: dedicated website; partners’ social media profiles, dissemination and validation events, and relevant digital publications.

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### WP1: Project Management (€45,100)

Actions were delivered 'as planned' and included regular meetings of the STEERING COMMITTEE (reviewing progress, sharing experience, planning future actions), QUALITY ASSURANCE (internal peer review of emerging products; external evaluation of processes, partnership contributions and outputs; testing with 70% user satisfaction), BUDGET MANAGEMENT (six-monthly reporting on budget consumption and time spent on project) and RISK MANAGEMENT (review of emerging risks during partner meetings; agreement on risk management or prevention actions). Satisfaction score: 10.

### WP2: Consultation/Co-Creation/Testing/Validation/Translation of Digital Learning Resources (€121,000)

Actions were delivered 'mostly as planned' including: Extended Beneficiary Consultation via an Online Survey (330 respondents; 55% response rate) to document capacity-building and resourcing needs among VET educators and practitioners for developing mental and emotional wellbeing and personal resilience, with results ultimately presented in a 'VET resilience report' delivered in five partner languages (EN-IT-SV/ES-LT); Co-creation of Curriculum and Digital Learning Content, including consultation of European LifeComp framework and delivery of three modules covering 63 notional learning hours, and a Guide for VET Educators; User Testing & Validation involving 36 educators from the participating countries and institutions and with outreach to 382 participants including VET learners (284) and work-based learners (98); Translation of materials to all remaining partner languages (for IT, ES and LT, translation was undertaken before testing took place). Satisfaction score: 10.

### WP3: Digital Platform and Digital Media Content Development (€44,000)

Actions were delivered 'mostly as planned' including: Development of Multi-Language Digital Platform (EN-IT-SV-ES-LT) to host digital learning content and a digital badging function; Technical Overview of Digital Badging Options and Costs and all-partner agreement on choice of digital badging company and approach; storyboarding and production and sub-titling of 15 audio files (3 per country) and 35 video files (7 per country) embedding VET educator and learner perspectives. Satisfaction score: 10.

### WP4: Communication, Dissemination and Multiplier Workshops (€39,900)

Actions were delivered 'as planned' and included: a range of targeted activities during the project lifetime to raise awareness of the importance of mental and emotional wellbeing and personal resilience for VET students, and the importance of more fully addressing this in learning and programme design, addressing key educational and policy-level stakeholders with an interest in the targeted developments. Post-project roles and responsibilities were agreed, including future promotional and digital hosting actions. Multiplier workshops were a resounding success and engaged 210 participants in 5 national (face-to-face and virtual) events and with high levels of interest (93%) and satisfaction (89%) recorded. Satisfaction score: 10.