

## FINAL REPORT SUMMARY: VOCATIONAL EDUCATION AND TRAINING (SCENARIO 2)

### 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 mentions a number of deviations from the original workplan but are considered as ‘insignificant’ or ‘unavoidable’ and part of delivering a complex and progressive transnational project: [see summary table overleaf](#).

### Partner Engagement and Cooperation

The ME-WELL Final Report confirms that partners were active, and that, in most cases, individual partner contributions were ‘as planned’ in delivering the planned tasks and outputs. There is reference made, however, to the appointment of a new lead partner for digital learning content development and of associated budget changes related to this redivision of tasks and responsibilities. One high-level staff member from each organisation was engaged in the Steering Committee, which came together in virtual partner meetings (22) and face-to-face partner meetings (2) in M1 and M12. The final face-to-face partner meeting was eventually held virtually. Meeting attendance levels averaged 75% across all partner organisations, with one partner showing inconsistent attendance levels, which was a contributing factor to the change in WP leadership. 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 - eventually 4 languages (EN-IT-ES-LT) with SV translation considered unnecessary
- User Testing: 36 VET educators; 5 countries; 382 learners; 100% feedback; 73% satisfaction
- Digital Platform: 1 multi-language digital platform - eventually 4 languages (EN-IT-ES-LT but not SV); 80% satisfaction
- Digital Media: 3 audio and 7 video content files - eventually in 4 languages (EN-IT-ES-LT but not SV)
- Multiplier Workshops: 5 events across 5 countries; 120 participants: 80% 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 'mostly as planned with a few insignificant or unavoidable changes' and included regular meetings of the STEERING COMMITTEE (reviewing progress, sharing experience, planning future actions), QUALITY ASSURANCE (peer review; external evaluation; validation involving quality standards agencies; ; testing with 70% user satisfaction; changes to leadership roles), BUDGET MANAGEMENT (six-monthly reporting on expenditure and time spent) and RISK MANAGEMENT (review of emerging risks; agreement on risk management or prevention actions). Satisfaction score: 9.

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

Actions were delivered 'mostly as planned with minimal changes' 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 four partner languages (EN-IT-ES-LT but not SV); 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 VET learners (284) and work-based learners (98); Translation of materials to 3 additional partner languages (IT-ES-LT but not SV) which eventually took place prior to user testing. Satisfaction score: 9.

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

Actions were delivered 'mostly as planned with minimal changes' including: Development of Multi-Language Digital Platform (EN-IT-ES-LT but not SV) 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 12 audio files (3 per country, not SE) and 28 video files (7 per country, not SE) embedding VET educator and learner perspectives. Satisfaction score: 9.

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

Actions were delivered 'mostly 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 successfully held and engaged 120 participants in 5 national (face-to-face and virtual) events, meeting 80% of original participation targets and with high levels of interest (93%) and satisfaction (89%) recorded. Satisfaction score: 9.