



CIRCVET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – E-Learning platform Manual

–

Teacher's guidelines



Co-funded by the
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of the European Union

CIRCVET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

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V0.1	06/09/2023	Saint-Clair Lefèvre	Draft
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TABLE OF CONTENTS

1. Introduction.....	5
2. Glossary of terms, abbreviations, and acronyms.....	5
3. eLearning platform guidelines.....	11
3.1 Create your account.....	11
3.2 Login	13
3.3 Course editing.....	14
4 Online training session.....	19
5 Annex I - Slide deck of online session	20
Slide deck.....	20

1. Introduction

The CircVET eLearning platform aims to define a set of knowledge and skills to be provided to the learners from the different target groups. This document aims to be used as a manual to navigate through the learning platform's infrastructure and guide the user to add new content to courses. The document presents different steps in order to do so.

2. Glossary of terms, abbreviations, and acronyms

Partner short name	
P1-AIJU	Partner 1 - ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Spain)
P2-CENTIMFE	Partner 2 - CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS - CENTIMFE (Portugal)
P3-KIMW-Q	Partner 3 - Gemeinnützige KIMW-Quaòifizierungs GmbH (Germany)
P4-POLYMERIS	Partner 4 - POLYMERIS (France)
P5-PROPLAST	Partner 5 - Consorzio per la promozione della cultura plastica - PROPLAST (Italy)
P6-LINPRA	Partner 6 - LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Lithuania)
P7-ULPGC	Partner 7 - Universidad de las Palmas de Gran Canaria (Spain)

P8-IDL	Partner 8 - Infinity Design Labs (France)
P9-APRC	Partner 9 - ALYTAUS PROFESINIO RENGIMO CENTRAS (Lithuania)
P10-UNITR	Partner 10 - Università degli Studi di Trento (Italy)
P11-HIT	Partner 11 - HUB INNOVAZIONE TRENINO - Fondazione (Italy)
P12-VPM	Partner 12 - VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lithuania)

Assessment methods

The whole range of written, oral and practical tests/examinations, projects, performances, presentations and portfolios that are used to evaluate the learner's progress and ascertain the achievement of the learning outcomes of an educational component (unit/module).

Assessment criteria

Descriptions of what the learner is expected to do and at what level, in order to demonstrate the achievement of a learning outcome.

The assessment methods and criteria for an educational component have to be appropriate and consistent with the learning outcomes that have been defined for it and with the learning activities that have taken place.

Competence

The European Qualifications Framework (EQF) defines competence as the ability to use knowledge, skills and personal, social and/or methodological abilities, in work or study situations and in professional and personal development. In the context of the EQF

competence is described in terms of responsibility and autonomy. Fostering competences is the object of all educational programmes. Competences are developed in all course units and assessed at different stages of a programme. Some competences are subject-area related (specific to a field of study), others are generic (common to any degree course). It is normally the case that competence development proceeds in an integrated and cyclical manner throughout a programme.

Course unit

A self-contained, formally structured learning experience. It should have a coherent and explicit set of learning outcomes, defined learning activities consistent with the time allocated within the curriculum, and appropriate assessment criteria.

Credit (ECTS)

ECTS credits express the volume of learning based on the defined learning outcomes and their associated workload. 60 ECTS credits are allocated to the learning outcomes and associated workload of a full-time academic year or its equivalent, which normally comprises several educational components to which credits (based on the learning outcomes and workload) are allocated. ECTS credits are generally expressed in whole numbers.

European Credit Transfer and Accumulation System (ECTS)

A learner-centred system for credit accumulation and transfer, based on the principle of transparency of learning, teaching and assessment processes. Its objective is to facilitate planning, delivery and evaluation of study programmes and student mobility by recognising learning achievements and qualifications and periods of learning.

European Credit System for Vocational Education and Training (ECVET)

The ECVET system aims at allowing the transfer, recognition and accumulation of learning outcomes to obtain a qualification. It is a decentralised system relying on volunteer participation of Member States and stakeholders of vocational training,

respecting national legislations and regulations. It gives a methodological framework for describing qualifications in terms of learning outcomes using units, allowing the allocation of transferable points for Member States with different education and qualification frameworks. ECVET is founded on partner agreements regarding qualification transparency and mutual stakeholder trust (ECVET, 2010).

European Qualifications Framework for Lifelong Learning (EQF)

The European Qualifications Framework for Lifelong Learning is a common European reference framework which enables countries of the European Union to link their qualification systems to one another. It was adopted by the European Parliament and Council on 23 April 2008. The EQF uses eight reference levels based on learning outcomes that are defined in terms of knowledge, skills and competence.

It shifts the focus from input (lengths of a learning experience, type of institution) to what a person holding a particular qualification knows and can do. It makes qualifications more readable and understandable across different countries and systems in the European Union.

Learning outcome

Statements of what a learner knows, understands and can do on completion of a learning process. The achievement of learning outcomes must be assessed through procedures based on clear and transparent criteria. Learning outcomes are attributed to individual educational components and to programmes at a whole. They are also used in European and national qualifications frameworks to describe the level of the individual qualification.

Workload

An estimation of the time the individual typically needs to complete all learning activities such as lectures, seminars, projects, practical work, work placements and individual

study required to achieve the defined learning outcomes in formal learning environments. The correspondence of the full-time workload of an academic year to 60 credits is often formalised by national legal provisions. In most cases, workload ranges from 1,500 to 1,800 hours for an academic year, which means that one credit corresponds to 25 to 30 hours of work. It should be recognised that this represents the typical workload and that for individual students the actual time to achieve the learning outcomes will vary.

Work placement

A planned period of experience outside the institution (for example, in a workplace) to help students to develop particular skills, knowledge or understanding as part of their programme.

National Qualifications Framework (NQF)

An instrument for the classification of qualifications according to a set of criteria for specified levels of learning achieved, which aims to integrate and coordinate national qualifications subsystems and improve the transparency, access, progression and quality of qualifications in relation to the labour market and civil society (Council Recommendation 2012/C 398/01).

National qualifications frameworks encompass all education qualifications - or all higher education qualifications, depending on the policy of the country concerned - in an education system. They show what learners may be expected to know, understand and be able to do based on a given qualification (learning outcomes) as well as how qualifications within a system articulate, that is how learners may move between qualifications in an education system.

National qualifications frameworks are developed by the competent public authorities in the country concerned, in cooperation with a broad range of stakeholders - including higher education institutions, students, staff and employers.

Programme (educational)

A set of educational components – based on learning outcomes – that are recognised for the award of a qualification.

Qualification

Any degree, diploma or other certificate issued by a competent authority attesting the successful completion of a recognised programme of study.

Student-Centred Learning

A learning approach characterised by innovative methods of teaching which aim to promote learning in communication with teachers and students and which takes students seriously as active participants in their own learning, fostering transferable skills such as problem-solving, critical and reflective thinking (ESU, 2010).

Learning Management System

A learning management system (LMS) is a software application for the administration, documentation, tracking, reporting, automation, and delivery of educational courses, training programs, materials or learning and development programs.

3. eLearning platform guidelines

3.1 Create your account

Click on the following link to create your account:

<https://project-spaces.eu/circvet/login/>

Then click on “Create new account” as shown in Figure 1a below.

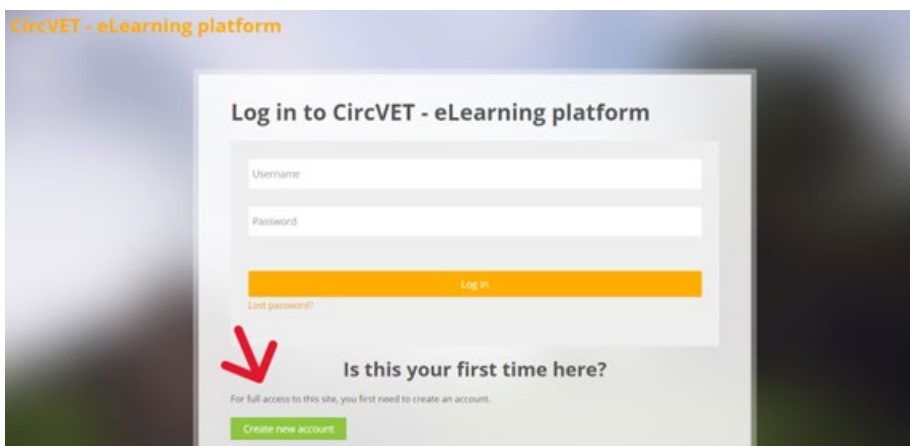


Figure 1a. Create new account page

You can also directly create an account by clicking “Create new account” on the upright corner of the screen, once you enter the platform (Figure 1b).

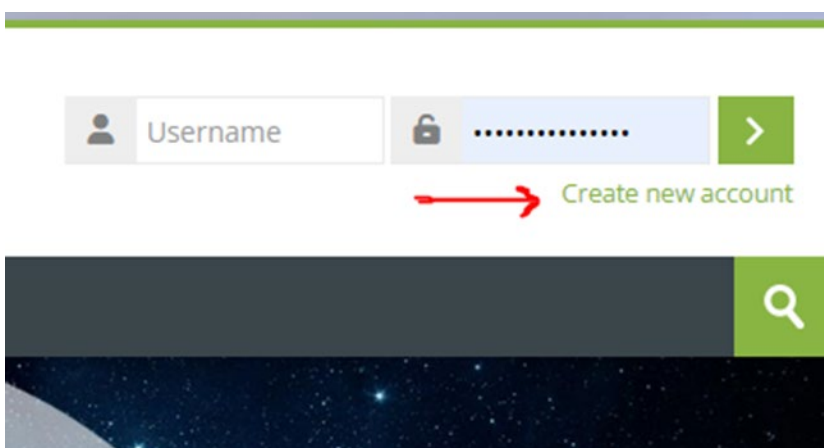


Figure 1b. “Create new account” button

You will reach the page to enter your information and create your account (Figure 2 & 3) and click on “Create my new account” to finalize the process.

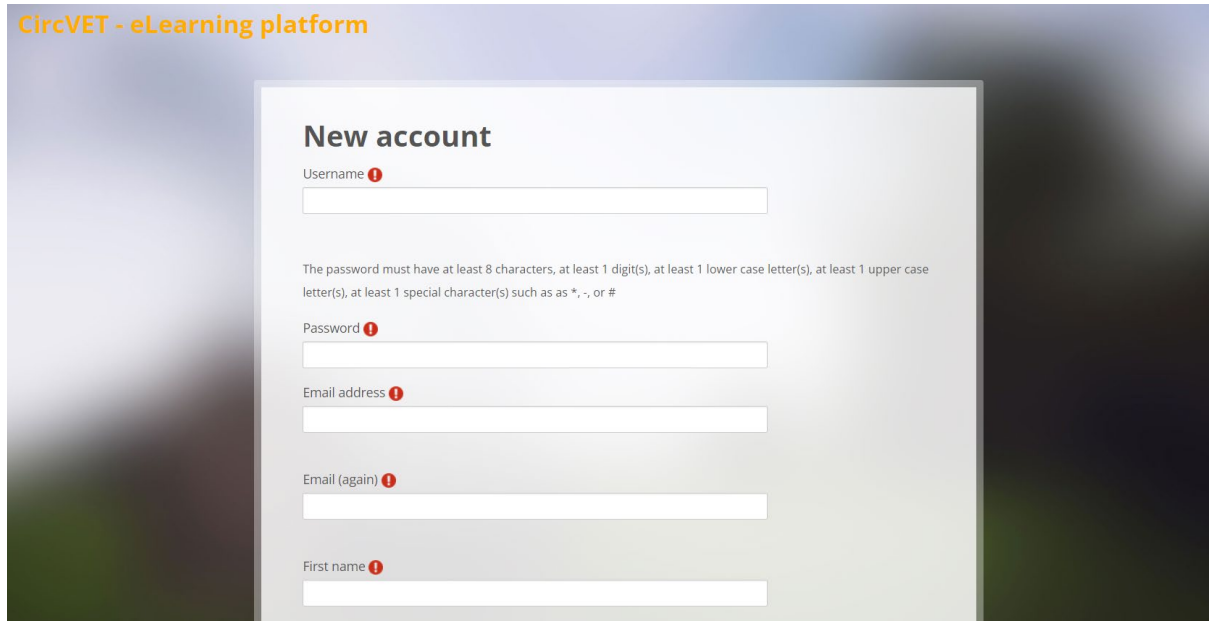


Figure 2. Account creation page (1)

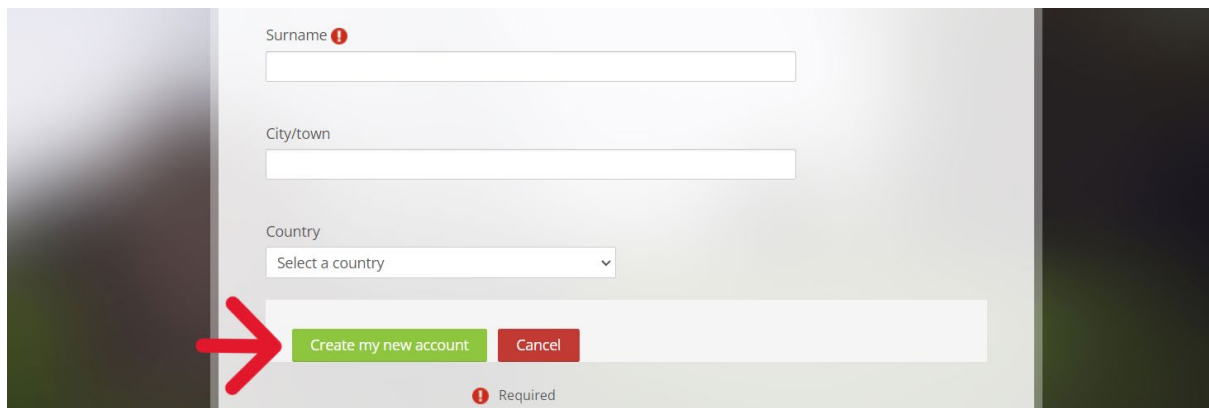


Figure 3. Account creation page (2)

You will receive an email to confirm your registration. Then you can login to the CircVET eLearning platform by following the next step.

3.2 Login

To login to the CircVET eLearning platform account follow this link: <https://project-spaces.eu/circvet/>. Then enter your username and password used while creating your account in the credential boxes in the upper right corner of the website (Figure 4).



Figure 4. Login

You will reach the Dashboard of the platform. You can click on “My courses” (Figure 5) to access the courses you are responsible for, to edit them.

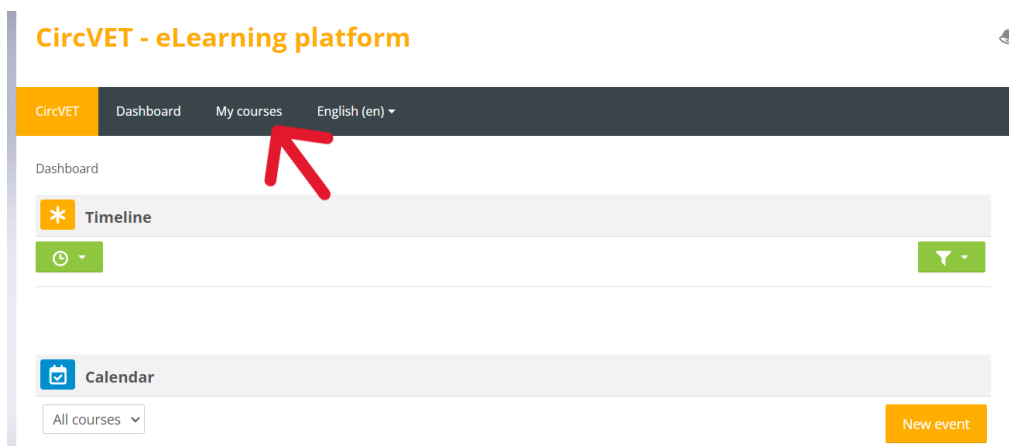


Figure 5. Dashboard

3.3 Course editing

Once you are in the “My courses” section, you can click on the course you want to edit to access it (Figure 6).

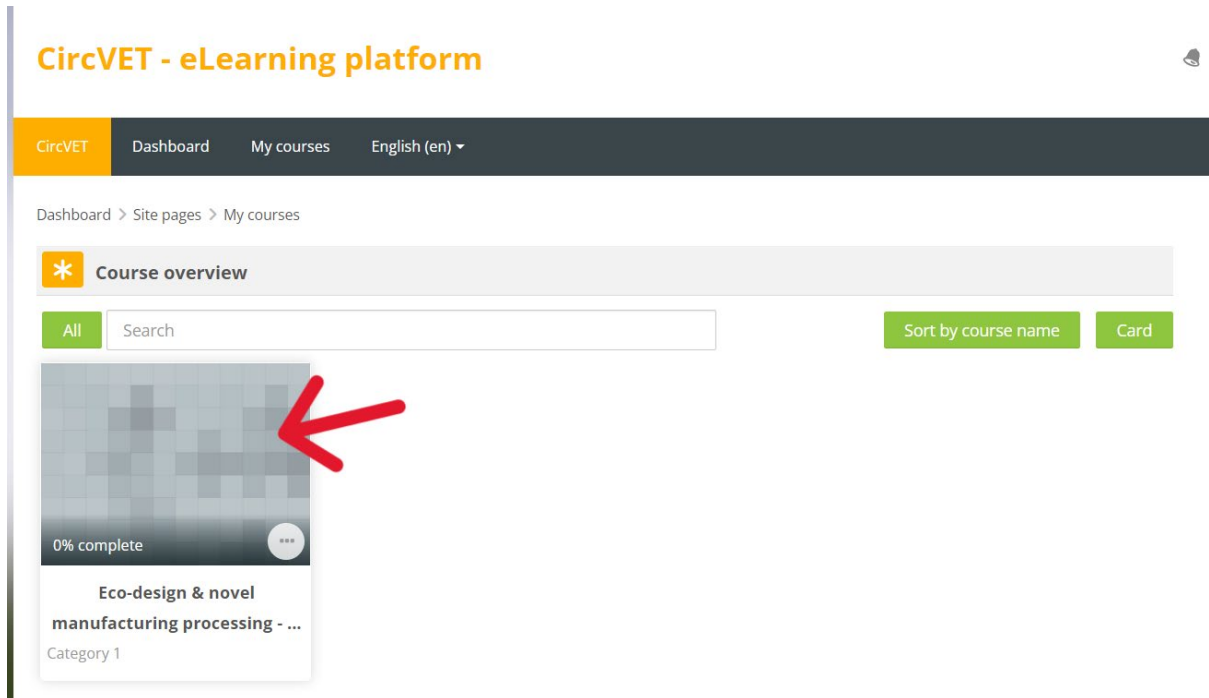


Figure 6. “My courses” section

When you have accessed your course, you can click on “Turn editing on” to be able to directly make the desired changes on the course (Figure 7).

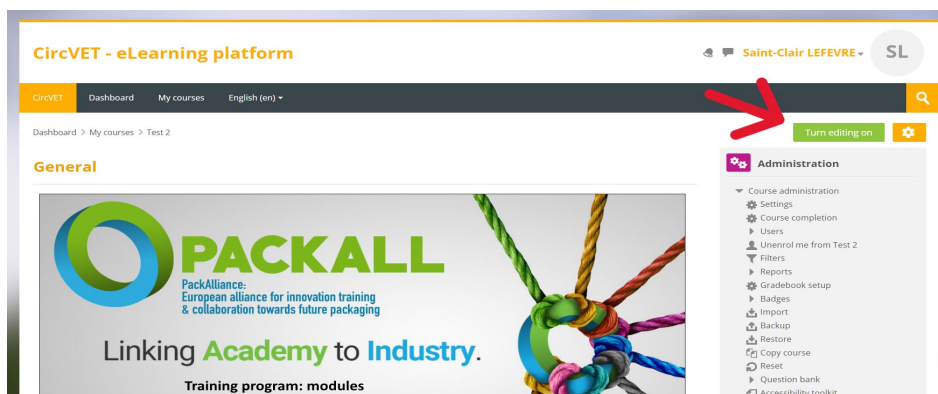


Figure 7. Course editing

Once the editing mode is on, you can “Add the activities or resources” that you want in your course (Figure 8), such as a downloadable file, assignments or quizzes, forums or assignments drop boxes. If you want to add text, you can select the “Label” resource that will enable you to add text in the course.

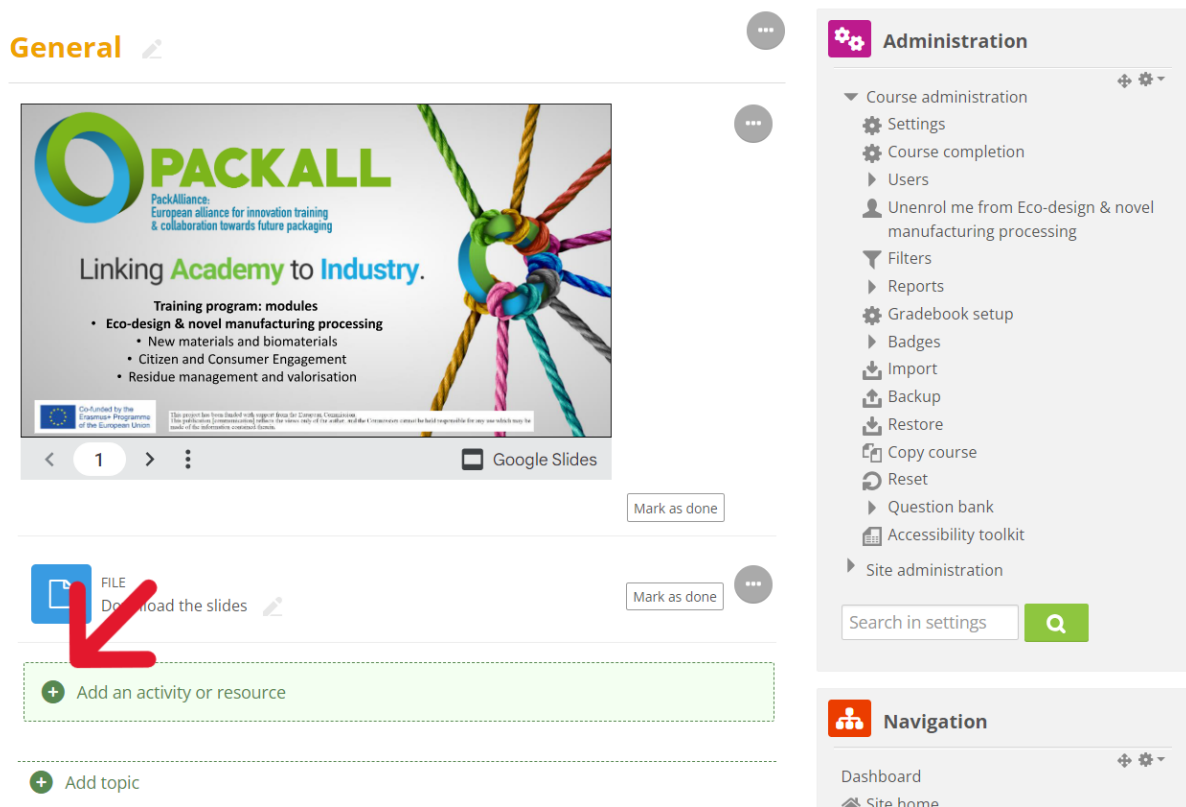


Figure 8. Add an activity or resource

There is a big selection of activities or resources that you can add in your course (Figure 9).

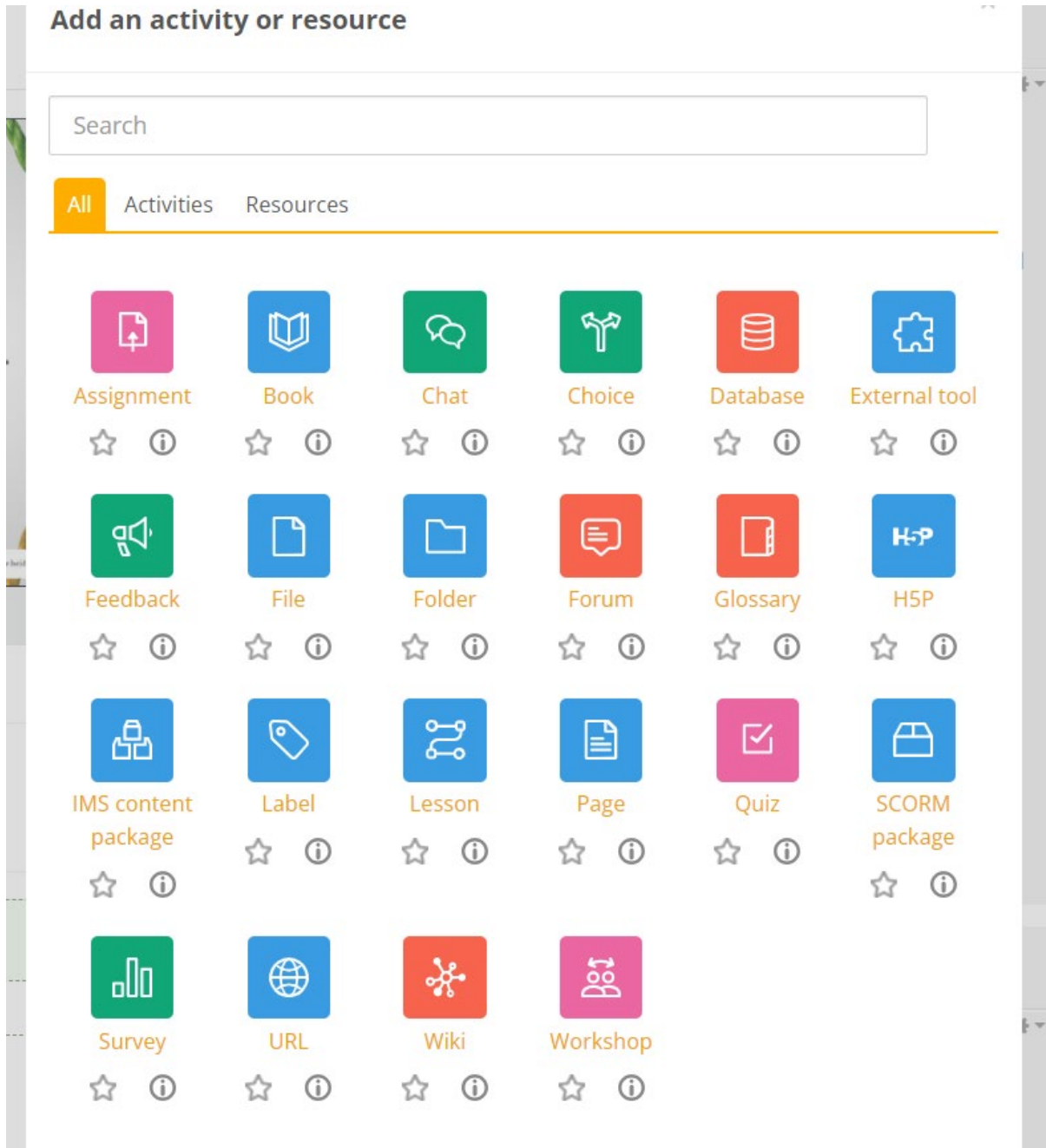


Figure 9. Activities and resources available

If you want to embed slides directly into your course, such as in the demonstration, you can send us the slides and we will take care of it.

You also have the possibility to edit the course settings (Figure 10) to change the title, add a description or an image representing the course, or play with other different features.

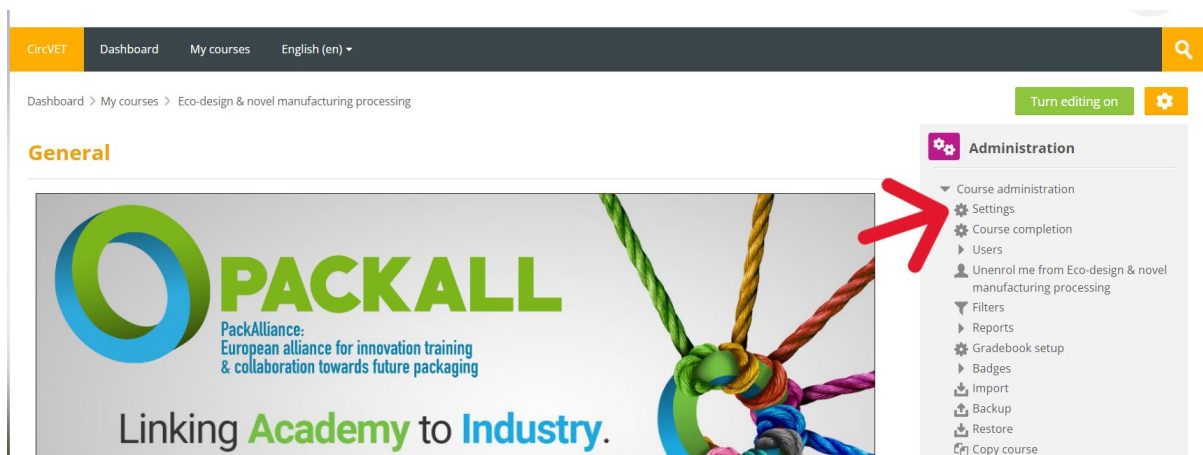


Figure 10. Course settings

In the Administration section, you also have the possibility to follow up with the progression of your students by accessing to the Reports of the module (Figure 11). These will give you information about the different usages of the platform the students have done. It takes into account all the activities the students are doing while being on the platform, from the time spent on a specific page, to the number of clicks on buttons, as well as which pages or activities has been accessed.

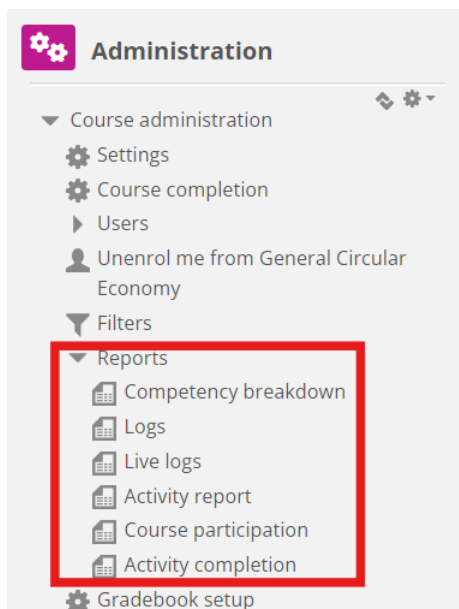


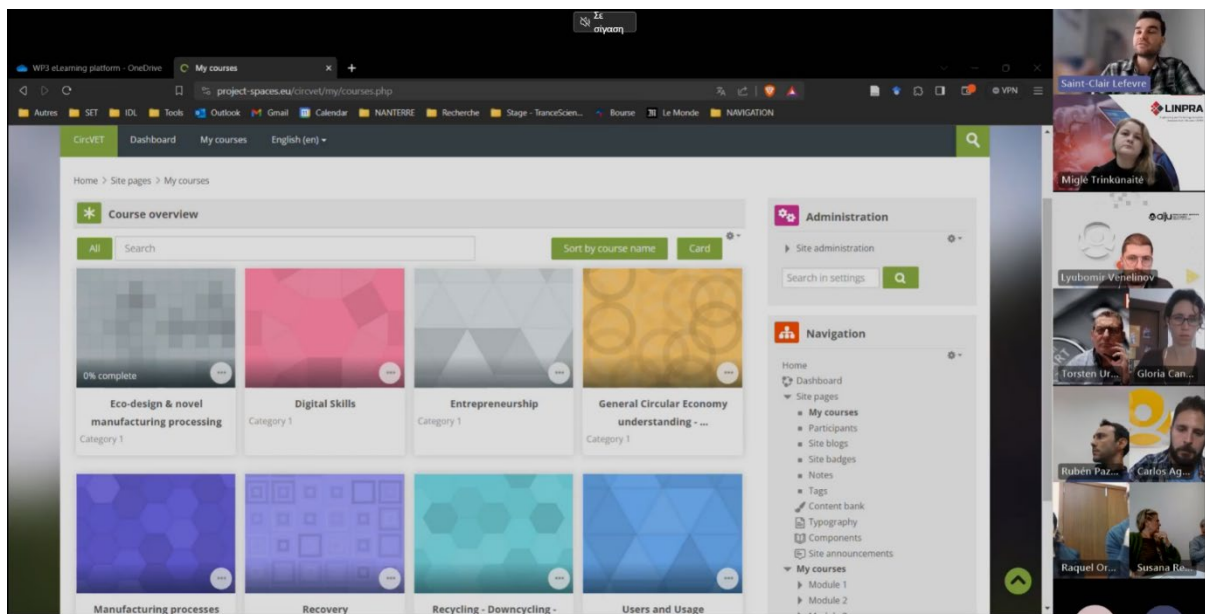
Figure 11. Reports

If you need any assistance of any sorts during your navigation through the eLearning platform. Don't hesitate to let the IDL know about it, we will be happy to support and help you along the way.

4 Online training session

Apart from the creation of the different manuals, a training session was conducted in order to introduce course partners to the use of the learning platform.

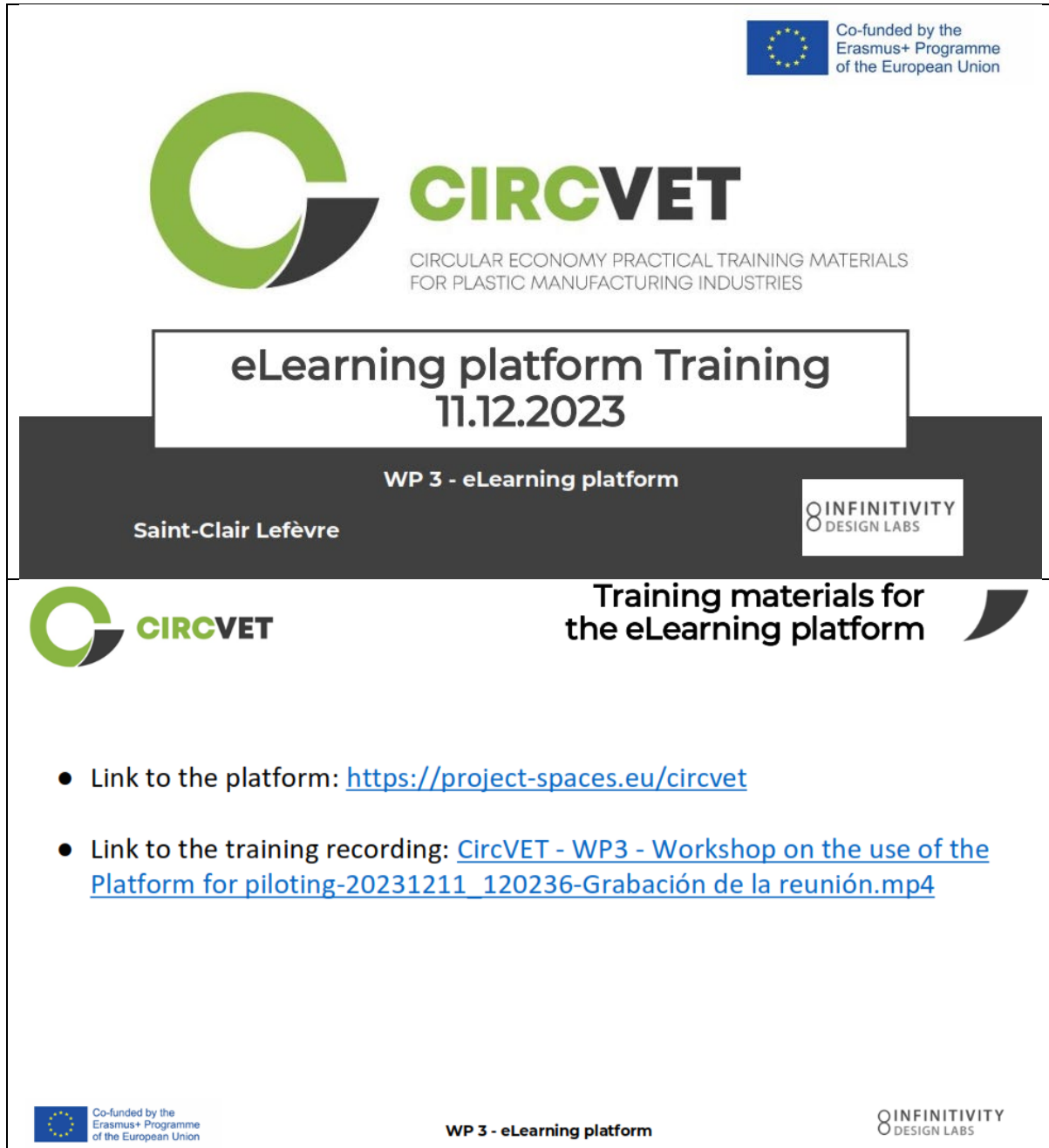
The training session material is available through the attached slide deck (Annex I - Only in English).



5 Annex I - Slide deck of online session

Dedicated video recording of session: [Link to recording](#)


Slide deck



The slide deck consists of two slides. The top slide features the CIRC VET logo and the text 'CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES'. It also includes the European Union flag and the text 'Co-funded by the Erasmus+ Programme of the European Union'. The main title is 'eLearning platform Training 11.12.2023', with the subtitle 'WP 3 - eLearning platform'. The presenter's name 'Saint-Clair Lefèvre' and the 'INFINITIVITY DESIGN LABS' logo are also present.

The bottom slide features the CIRC VET logo and the title 'Training materials for the eLearning platform'. It contains two bullet points with links to the platform and a training recording. The slide also includes the European Union flag, the text 'Co-funded by the Erasmus+ Programme of the European Union', the subtitle 'WP 3 - eLearning platform', and the 'INFINITIVITY DESIGN LABS' logo.

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**CIRC VET**

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre


**INFINITIVITY**
DESIGN LABS**CIRC VET**

**Training materials for
the eLearning platform**

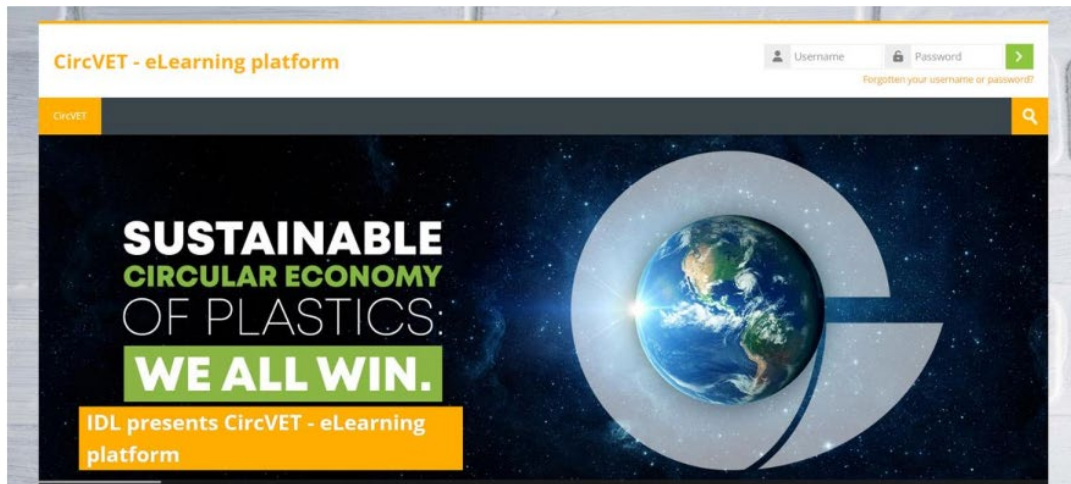
- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

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Frontpage of the platform




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Dashboard

Dashboard Reset page to default Stop customising this page

Timeline Filter

No activities require action

Calendar New event

All courses

← June July 2023 August →

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration Site administration

Search in settings

Navigation Dashboard


- Site home
- Site pages
- My courses
- Systemic Strategies

Recently accessed Items No recent items


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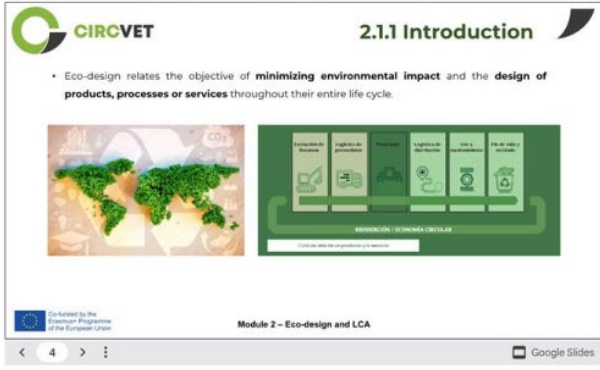


Example of one Topic of a course

I-VET-Higher Education


Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector





The slide content includes: 'Eco-design relates the objective of minimizing environmental impact and the design of products, processes or services throughout their entire life cycle.' It features a world map and a circular diagram with icons for 'Production of materials', 'Design for production', 'Production of products', 'Use of products', and 'End of life'. The diagram is labeled 'MINIMIZING ENVIRONMENTAL IMPACT' and 'CIRCULAR ECONOMY'.

Mark as done


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WP 3 - eLearning platform





Course display

CircVET - eLearning platform

CircVET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


+ Add an activity or resource

+ Add topic


Topic 1


QUIZ Quiz 1 - Systemic Strategies

Mark as done


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WP 3 - eLearning platform





The screenshot displays the CIRC VET eLearning platform interface. At the top left is the CIRC VET logo. The main heading is "Levels restrictions through group selection". Below this is a navigation bar with "CIRC VET", "Dashboard", "My courses", and "English (en)". The breadcrumb trail shows "Home > My courses > Module 3". The "Level selection" section contains a "GROUP SELF-SELECTION" card with a "Level selection" dropdown and a "Mark as done" button. Below this is a dropdown menu for "I-VET-Higher Education" with a warning icon and the text "You are not authorized to access this content". The "Topic 1 - Digital Skills" section is visible, featuring a banner with the European Union flag and the text "Co-funded by the Erasmus+ Programme of the European Union". The page footer includes the CIRC VET logo, the text "What we need your help with", and logos for the European Union and INFINITIVITY DESIGN LABS.

Levels restrictions through group selection

CIRC VET

Dashboard My courses English (en)

Home > My courses > Module 3

Level selection

GROUP SELF-SELECTION
Level selection Mark as done

Please select the level you want to access to.

I-VET-Higher Education

You are not authorized to access this content

Topic 1 - Digital Skills

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WP 3 - eLearning platform


CIRC VET

What we need your help with

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WP 3 - eLearning platform

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What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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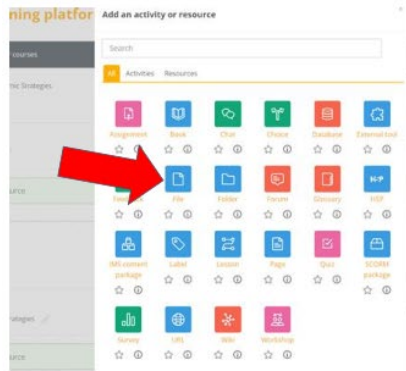




What we need your help with

Upload pdfs or word files on your course if necessary


Videos can be added via URL or file in the "Label" Activity




Adding a new Label

General


Label text:





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WP 3 - eLearning platform





What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- **Link to the template:**
[Questionnaire_Template.docx](#)
- **Link to the explanatory video**

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1:

A005 This is the correct answer for question 02 of topic 1.

A006 This is a wrong answer for question 02 of topic 1.

A007 This is a mistaken answer for question 02 of topic 1.

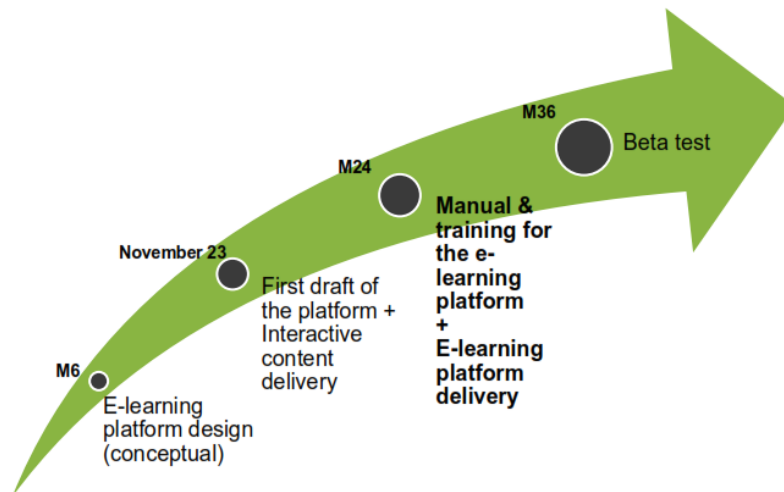
A008 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



PROJECT INFO

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Action Type	ERASMUS Lump Sum Grants
Project Title	CIRC VET – Circular Economy Practical Training Materials for Plastics Manufacturing Industries
Project starting date	01-09-2022
Project end date	31-08-2025
Project duration	3 years

This project has received funding from the European Union

PROJECT CONSORTIUM


The information and views set out in this report are those of the authors and do not necessarily reflect the official opinion of the European Union. Neither the European Union institutions and bodies nor any person action on their behalf may be held responsible for the use which may be made of the information contained therein.



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – Manuale della piattaforma E-Learning

–

Linee guida per l'insegnante



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V0.1	06/09/2023	Saint-Clair Lefèvre	Draft
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Reviewed	YES - NO		
Dissemination Level	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Restricted to other program participants (including Commission Services and project reviewers) <input type="checkbox"/> CO - Confidential, only for members of the consortium (including EACEA and Commission Services and project reviewers)		

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TABLE OF CONTENTS

1. Introduzione	5
2. Glossario dei termini, abbreviazioni e acronimi.....	5
3. Linee guida della piattaforma eLearning	11
3.1 Crea il tuo account.....	11
3.2 Login	13
5 Allegato I - Slide della sessione online.....	20
Diapositiva	20

1. Introduzione

La piattaforma eLearning CircVET mira a definire un insieme di conoscenze e competenze da fornire ai discenti dei diversi gruppi target. Questo documento si propone come manuale per navigare nell'infrastruttura della piattaforma e guidare l'utente ad aggiungere nuovi contenuti ai corsi. Il documento presenta diversi passaggi per farlo.

2. Glossario dei termini, abbreviazioni e acronimi

Partner short name	
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P12-VPM	Partner 12 – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lithuania)

Metodi di valutazione

L'intera gamma di prove/esami scritti, orali e pratici, progetti, performance, presentazioni e portfolio che vengono utilizzati per valutare i progressi del discente e accertare il raggiungimento dei risultati di apprendimento di una componente educativa (unità/modulo).

Criteri di valutazione

Descrizioni di ciò che ci si aspetta che lo studente faccia e a quale livello, al fine di dimostrare il raggiungimento di un risultato di apprendimento.

I metodi e i criteri di valutazione di una componente educativa devono essere appropriati e coerenti con i risultati di apprendimento definiti e con le attività di apprendimento svolte.

Competenza

Il Quadro europeo delle qualifiche (EQF) definisce la competenza come la capacità di utilizzare conoscenze, abilità e capacità personali, sociali e/o metodologiche, in situazioni di lavoro o di studio e nello sviluppo professionale e personale. Nel contesto dell'EQF la competenza è descritta in termini di responsabilità e autonomia. Promuovere le

competenze è l'obiettivo di tutti i programmi educativi. Le competenze sono sviluppate in tutte le unità del corso e valutate in diverse fasi del programma. Alcune competenze sono legate all'area tematica (specifiche di un settore di studio), altre sono generiche (comuni a qualsiasi corso di laurea). Di norma, lo sviluppo delle competenze procede in modo integrato e ciclico nel corso di un programma.

Unità del corso

Un'esperienza di apprendimento autonoma e formalmente strutturata. Dovrebbe avere un insieme coerente ed esplicito di risultati di apprendimento, attività di apprendimento definite coerenti con il tempo assegnato all'interno del curriculum e criteri di valutazione appropriati.

Crediti (ECTS)

I crediti ECTS esprimono il volume di apprendimento basato sui risultati di apprendimento definiti e sul carico di lavoro associato. 60 crediti ECTS sono assegnati ai risultati dell'apprendimento e al carico di lavoro associato di un anno accademico a tempo pieno o equivalente, che normalmente comprende diverse componenti didattiche a cui vengono assegnati crediti (basati sui risultati dell'apprendimento e sul carico di lavoro). I crediti ECTS sono generalmente espressi in numeri interi.

Sistema europeo di accumulazione e trasferimento dei crediti (ECTS)

Un sistema di accumulo e trasferimento dei crediti incentrato sul discente, basato sul principio della trasparenza dei processi di apprendimento, insegnamento e valutazione. Il suo obiettivo è quello di facilitare la pianificazione, l'erogazione e la valutazione dei programmi di studio e la mobilità degli studenti, riconoscendo i risultati e le qualifiche dell'apprendimento e i periodi di apprendimento.

Sistema europeo di crediti per l'istruzione e la formazione professionale (ECVET) The II sistema ECVET mira a consentire il trasferimento, il riconoscimento e l'accumulo dei

risultati dell'apprendimento per ottenere una qualifica. Si tratta di un sistema decentrato che si basa sulla partecipazione volontaria degli Stati membri e delle parti interessate alla formazione professionale, nel rispetto delle legislazioni e dei regolamenti nazionali.

Fornisce un quadro metodologico per descrivere le qualifiche in termini di risultati dell'apprendimento utilizzando le unità, consentendo l'assegnazione di punti trasferibili per gli Stati membri con quadri di istruzione e qualifiche diversi. ECVET si basa su accordi tra i partner in merito alla trasparenza delle qualifiche e alla fiducia reciproca delle parti interessate (ECVET, 2010).

Quadro europeo delle qualifiche per l'apprendimento permanente (EQF)

Il Quadro europeo delle qualifiche per l'apprendimento permanente è un quadro di riferimento comune europeo che consente ai Paesi dell'Unione europea di collegare tra loro i propri sistemi di qualificazione. È stato adottato dal Parlamento europeo e dal Consiglio il 23 aprile 2008. L'EQF utilizza otto livelli di riferimento basati su risultati di apprendimento definiti in termini di conoscenze, abilità e competenze.

Sposta l'attenzione dagli input (durata dell'esperienza di apprendimento, tipo di istituzione) a ciò che una persona in possesso di una determinata qualifica sa e può fare. Rende le qualifiche più leggibili e comprensibili nei diversi Paesi e sistemi dell'Unione Europea.

Risultato dell'apprendimento

Dichiarazioni di ciò che un discente sa, capisce e può fare al termine di un processo di apprendimento. Il raggiungimento dei risultati di apprendimento deve essere valutato attraverso procedure basate su criteri chiari e trasparenti. I risultati dell'apprendimento sono attribuiti alle singole componenti educative e ai programmi nel loro complesso. Sono anche utilizzati nei quadri delle qualifiche europei e nazionali per descrivere il livello della singola qualifica.

Carico di lavoro

Una stima del tempo di cui l'individuo ha tipicamente bisogno per completare tutte le attività di apprendimento come lezioni, seminari, progetti, lavoro pratico, tirocini e studio individuale necessari per raggiungere i risultati di apprendimento definiti in ambienti di apprendimento formali. La corrispondenza del carico di lavoro a tempo pieno di un anno accademico a 60 crediti è spesso formalizzata da disposizioni di legge nazionali. Nella maggior parte dei casi, il carico di lavoro varia da 1.500 a 1.800 ore per un anno accademico, il che significa che un credito corrisponde a 25-30 ore di lavoro. Si deve riconoscere che questo rappresenta il carico di lavoro tipico e che per i singoli studenti il tempo effettivo per raggiungere i risultati di apprendimento varierà.

Tirocinio

Un periodo pianificato di esperienza al di fuori dell'istituto (ad esempio, in un luogo di lavoro) per aiutare gli studenti a sviluppare particolari abilità, conoscenze o comprensione nell'ambito del loro programma.

Quadro nazionale delle qualifiche (QNQ)

Uno strumento per la classificazione delle qualifiche secondo una serie di criteri per determinati livelli di apprendimento raggiunti, che mira a integrare e coordinare i sottosistemi nazionali delle qualifiche e a migliorare la trasparenza, l'accesso, la progressione e la qualità delle qualifiche in relazione al mercato del lavoro e alla società civile (Raccomandazione del Consiglio 2012/C 398/01).

I quadri nazionali delle qualifiche comprendono tutte le qualifiche dell'istruzione - o tutte le qualifiche dell'istruzione superiore, a seconda della politica del Paese interessato - in un sistema educativo. Mostrano cosa ci si aspetta che gli studenti sappiano, comprendano e siano in grado di fare in base a una determinata qualifica (risultati dell'apprendimento) e come si articolano le qualifiche all'interno di un sistema, cioè come gli studenti possono passare da una qualifica all'altra in un sistema educativo.

I quadri nazionali delle qualifiche sono sviluppati dalle autorità pubbliche competenti del paese interessato, in collaborazione con un'ampia gamma di soggetti interessati, tra cui gli istituti di istruzione superiore, gli studenti, il personale e i datori di lavoro.

Programma (educativo)

Un insieme di componenti educative - basate su risultati di apprendimento - che sono riconosciute per il rilascio di una qualifica.

Qualifica

Qualsiasi laurea, diploma o altro certificato rilasciato da un'autorità competente che attesti il completamento di un programma di studi riconosciuto.

Apprendimento centrato sullo studente

Un approccio all'apprendimento caratterizzato da metodi innovativi di insegnamento che mirano a promuovere l'apprendimento in comunicazione con insegnanti e studenti e che prende sul serio gli studenti come partecipanti attivi al loro stesso apprendimento, promuovendo competenze trasferibili come la risoluzione di problemi, il pensiero critico e riflessivo (ESU, 2010).

Sistema di gestione dell'apprendimento

Un sistema di gestione dell'apprendimento (LMS) è un'applicazione software per l'amministrazione, la documentazione, il monitoraggio, la reportistica, l'automazione e l'erogazione di corsi di istruzione, programmi di formazione, materiali o programmi di apprendimento e sviluppo.

3. Linee guida della piattaforma eLearning

3.1 Crea il tuo account

Cliccate sul seguente link per creare il vostro account:

<https://project-spaces.eu/circvet/login/>

Cliccate quindi su "Crea nuovo account", come mostrato nella Figura 1a.

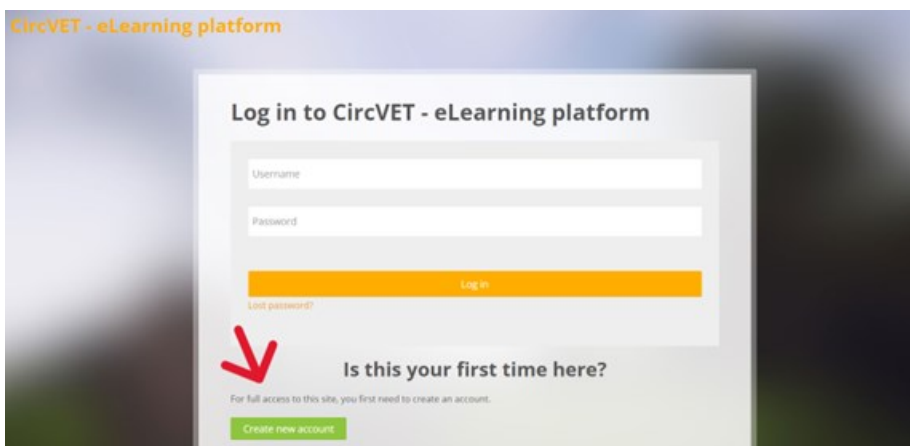


Figura 1a. Pagina di creazione di un nuovo account

È anche possibile creare direttamente un account facendo clic su "Crea nuovo account" nell'angolo in alto dello schermo, una volta entrati nella piattaforma (Figura 1b).

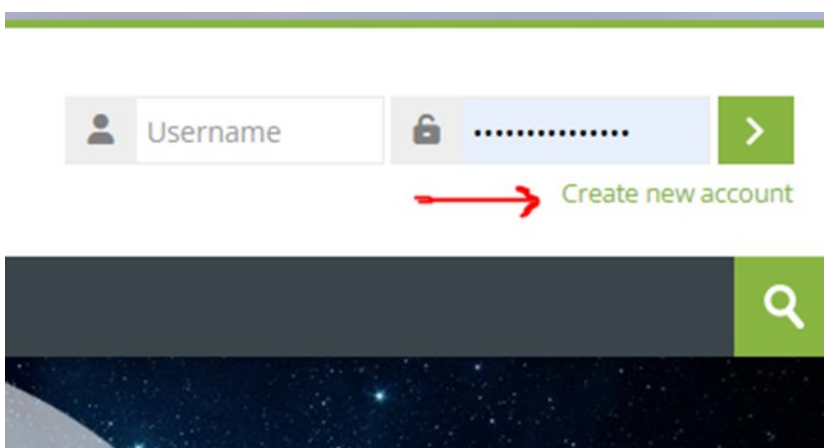


Figure 1b. "Create new account" button

You will reach the page to enter your information and create your account (Figure 2 & 3) and click on “Create my new account” to finalize the process.

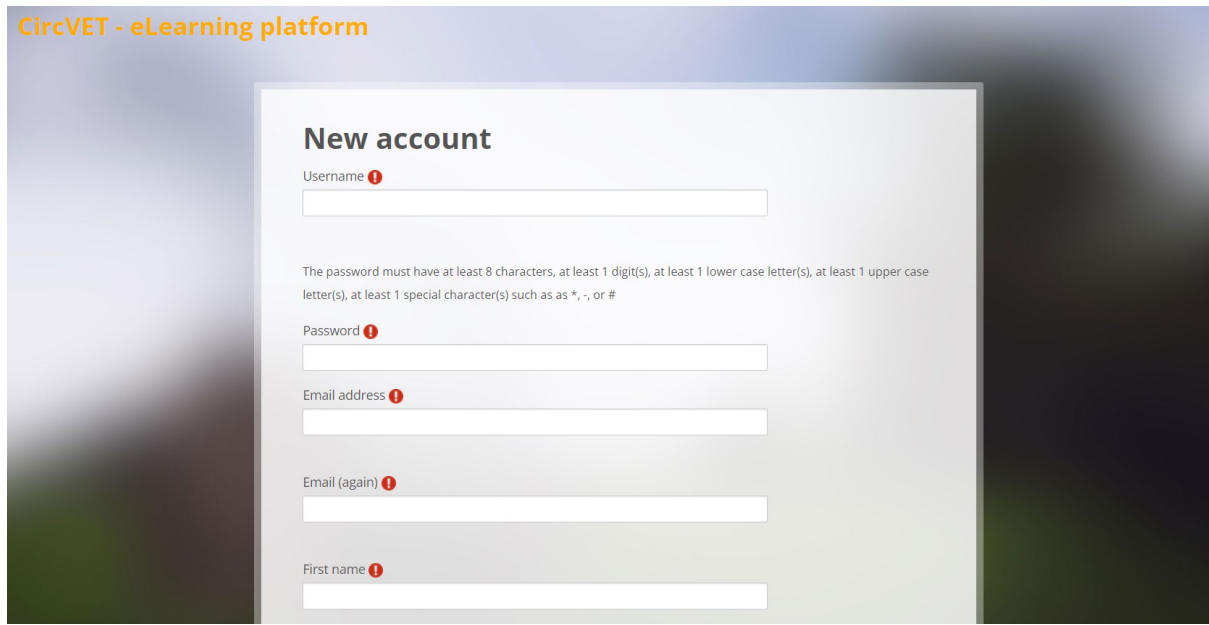


Figura 2. Pagina di creazione dell'account (1)

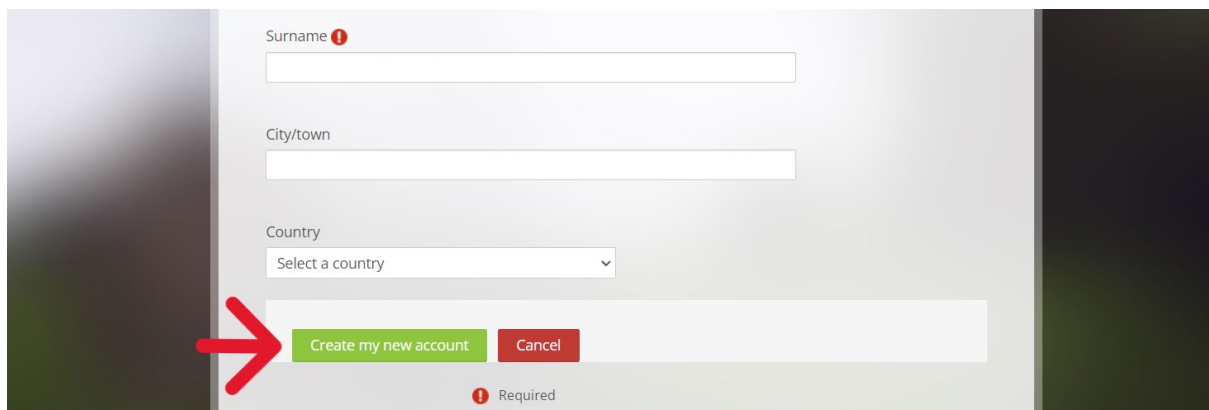


Figura 3. Pagina di creazione dell'account (2)

Riceverete un'e-mail di conferma della vostra registrazione. Quindi è possibile effettuare il login alla piattaforma eLearning CircVET seguendo il passo successivo.

3.2 Login

Per accedere all'account della piattaforma eLearning CircVET seguire questo link: <https://project-spaces.eu/circvet/>. Inserite quindi il nome utente e la password utilizzati durante la creazione dell'account nelle caselle delle credenziali nell'angolo superiore destro del sito (Figura 4).



Figura 4. Login

Si accede alla Dashboard della piattaforma. Potete cliccare su "I miei corsi" (Figura 5) per accedere ai corsi di cui siete responsabili e per modificarli.

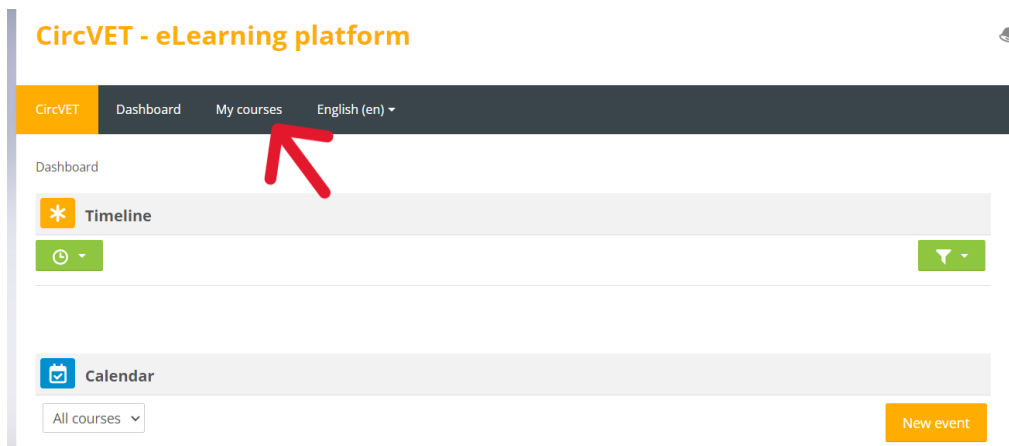


Figure 5. Dashboard

3.3 Editing del Corso

Una volta entrati nella sezione "I miei corsi", potete cliccare sul corso che volete modificare per accedervi (Figura 6).

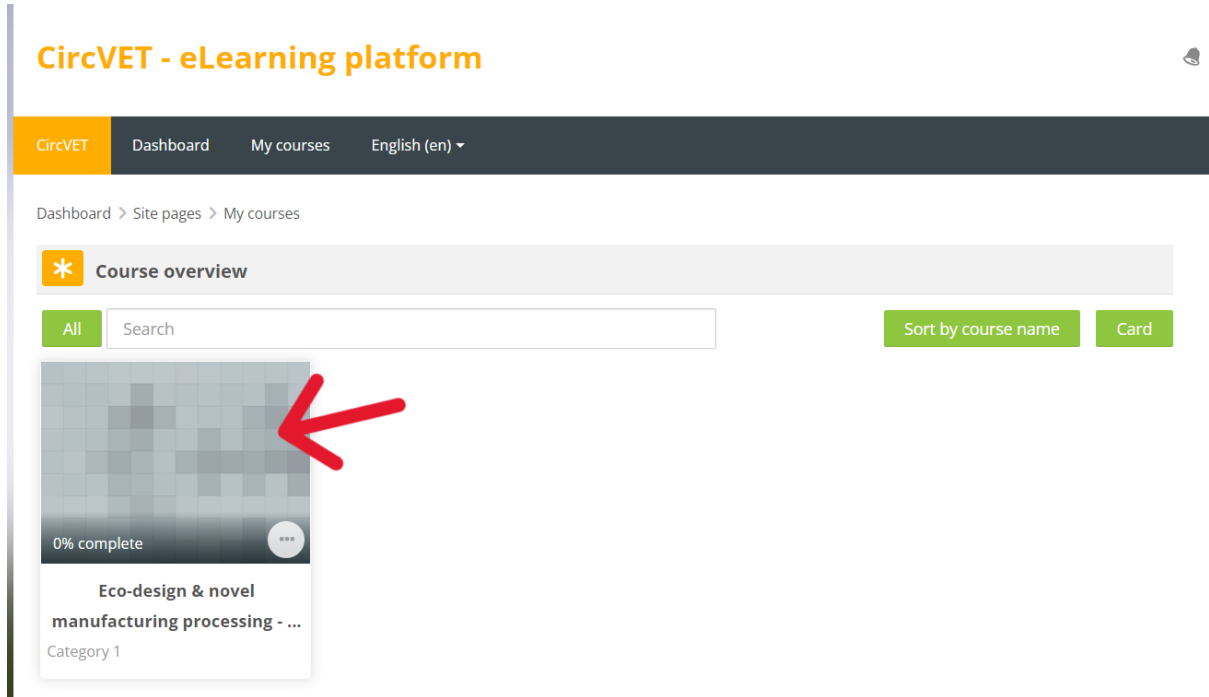


Figura 6. "Sezione "I miei corsi"

Una volta acceduto al corso, si può cliccare su "Attiva modifica" per poter apportare direttamente le modifiche desiderate al corso (Figura 7).

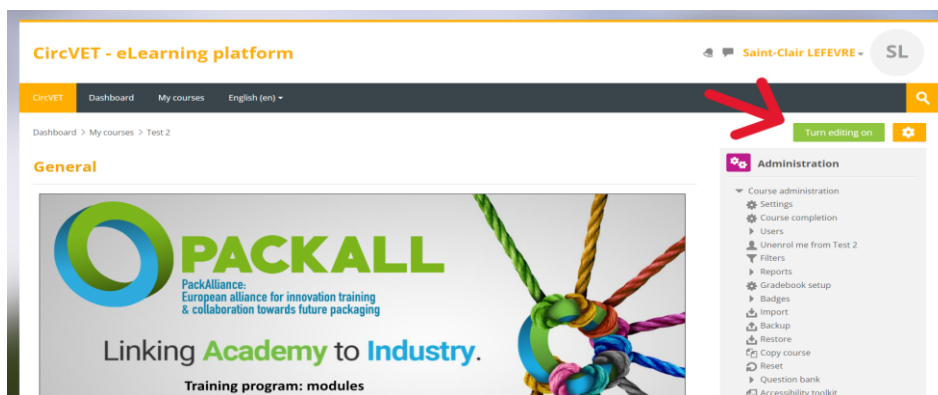
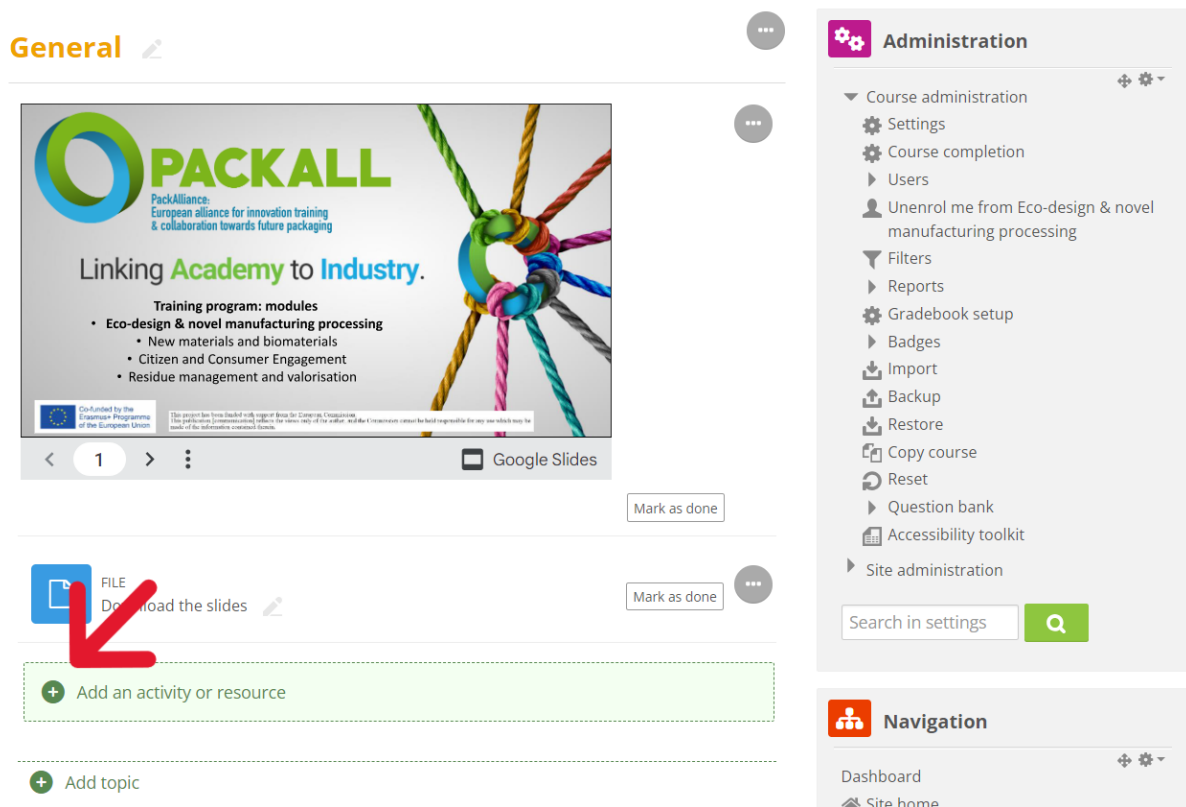


Figura 7. Modifica del corso

Una volta attivata la modalità di modifica, è possibile "Aggiungere le attività o le risorse" che si desidera nel corso (Figura 8), come ad esempio un file scaricabile, compiti o quiz,

forum o caselle di assegnazione. Se si desidera aggiungere del testo, è possibile selezionare la risorsa "Etichetta", che consente di aggiungere del testo nel corso.



The screenshot displays a course management interface. On the left, a slide titled "PACKALL" is shown, featuring the text "Linking Academy to Industry." and a list of training program modules: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button with a red arrow pointing to it, and a "Mark as done" button. A green dashed box highlights the "Add an activity or resource" button, and another "Mark as done" button is located to its right. Below this, there is an "Add topic" button. On the right side, the "Administration" sidebar is visible, containing options like "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". Below the sidebar is a search bar labeled "Search in settings". At the bottom of the sidebar, the "Navigation" section includes "Dashboard" and "Site home".

Figura 8. Aggiungere un'attività o una risorsa

C'è un'ampia scelta di attività o risorse che potete aggiungere al vostro corso (Figura 9).

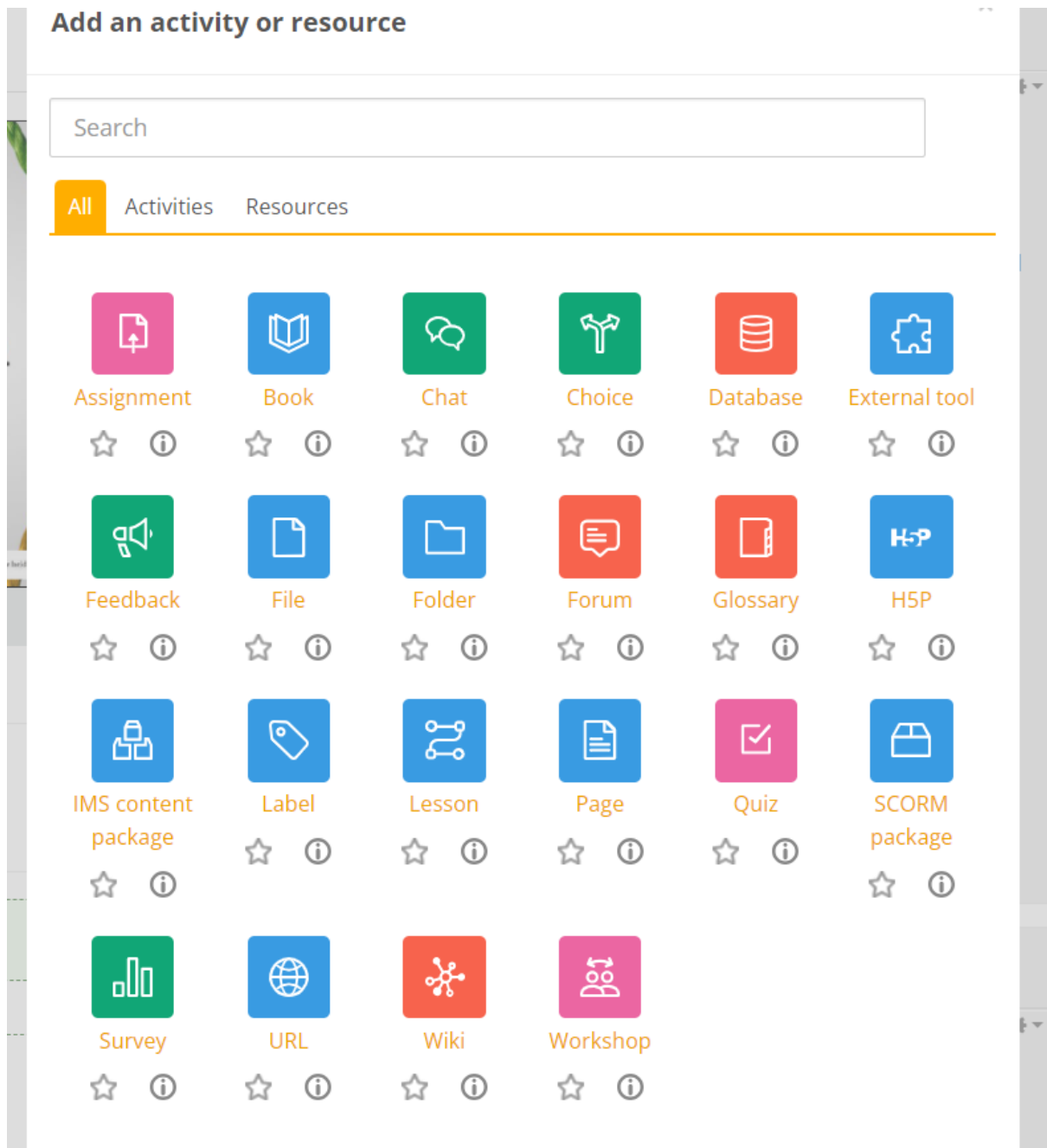


Figura 9. Attività e risorse disponibili Se volete incorporare le diapositive direttamente nel vostro corso, come nella dimostrazione, potete inviarci le diapositive e noi ce ne occuperemo.

È inoltre possibile modificare le impostazioni del corso (Figura 10) per cambiare il titolo, aggiungere una descrizione o un'immagine che rappresenti il corso, o giocare con altre caratteristiche diverse.

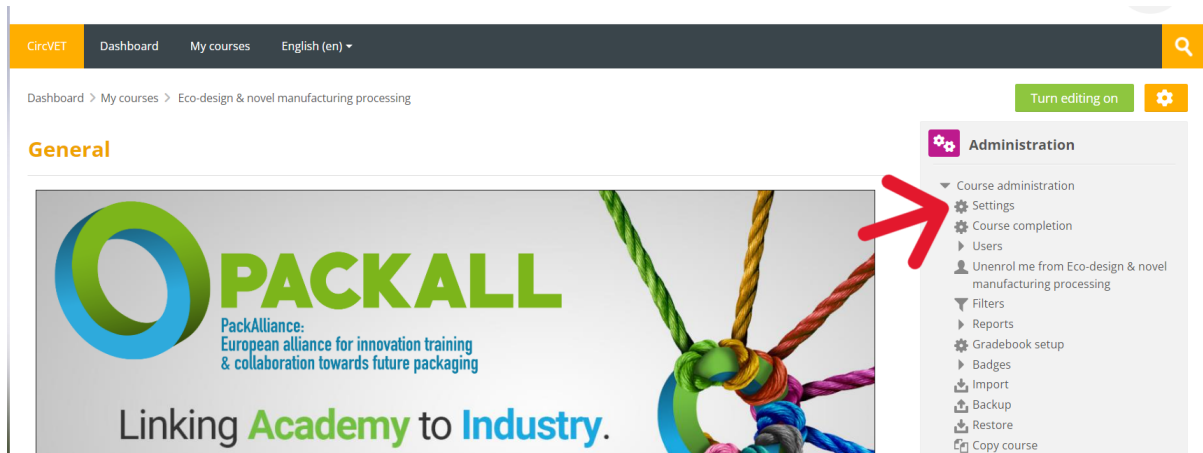


Figura 10. Impostazioni del corso

Nella sezione Amministrazione, avete anche la possibilità di seguire i progressi dei vostri studenti accedendo ai Report del modulo (Figura 11). Questi vi daranno informazioni sui diversi utilizzi della piattaforma da parte degli studenti. Il modulo tiene conto di tutte le attività svolte dagli studenti sulla piattaforma, dal tempo trascorso su una pagina specifica, al numero di clic sui pulsanti, fino alle pagine o alle attività a cui si è acceduto.

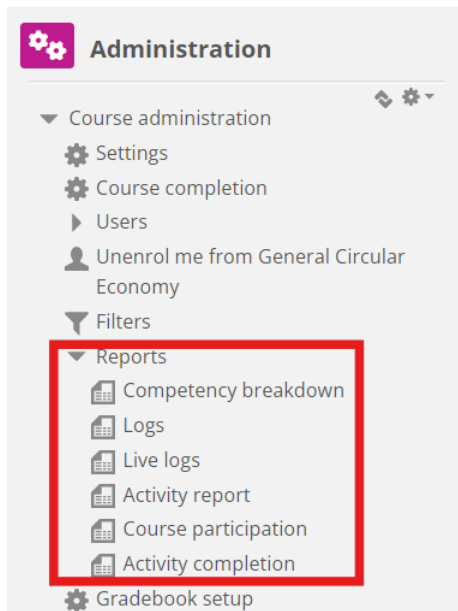


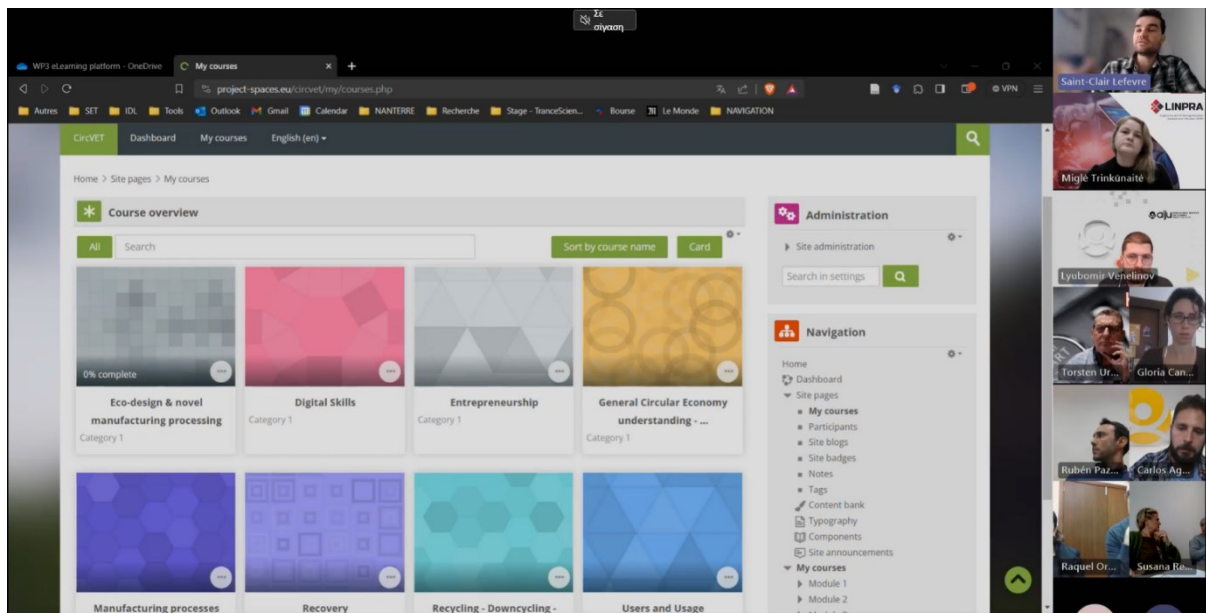
Figura 11. Rapporti

Se avete bisogno di assistenza di qualsiasi tipo durante la vostra navigazione nella piattaforma eLearning. Non esitate a comunicarlo all'IDL, saremo lieti di sostenervi e aiutarvi lungo il percorso.

4 Sessione di formazione online

Oltre alla creazione dei diversi manuali, è stata condotta una sessione di formazione per introdurre i partner all'uso della piattaforma di apprendimento.

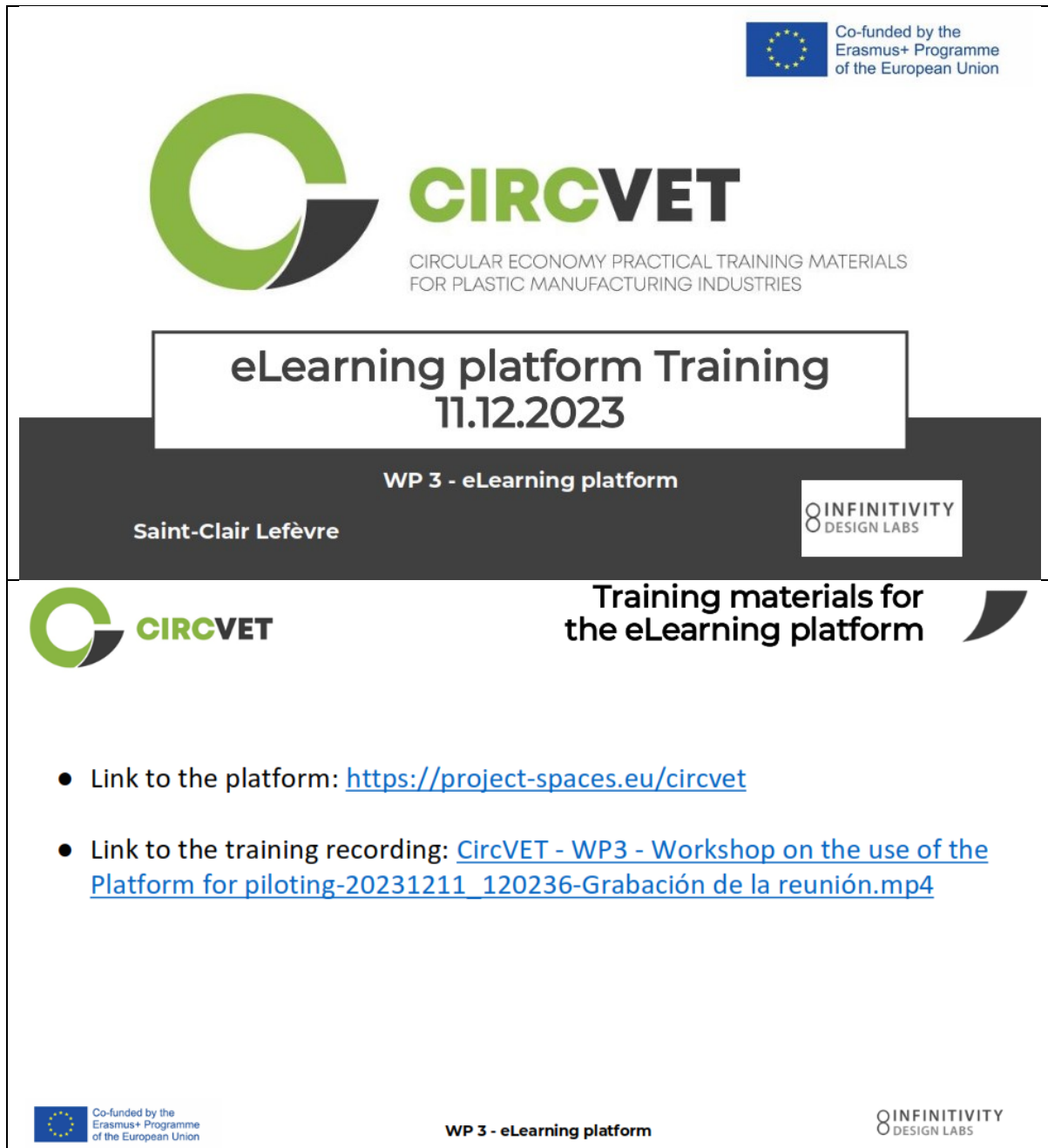
Il materiale della sessione di formazione è disponibile nel fascicolo allegato (Allegato I - Solo in inglese).



5 Allegato I - Slide della sessione online

Registrazione video dedicata della sessione: [Link alla registrazione](#)

Diapositiva



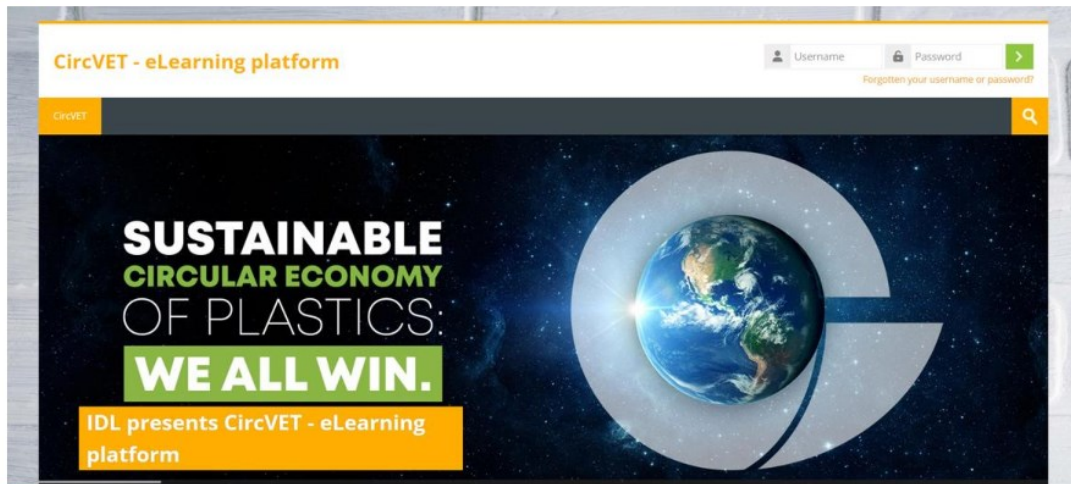
The slide is divided into two main sections. The top section features the CIRC VET logo and the text 'CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES'. It also includes the European Union logo and the text 'Co-funded by the Erasmus+ Programme of the European Union'. A central white box contains the text 'eLearning platform Training 11.12.2023'. Below this, a dark grey bar contains 'WP 3 - eLearning platform', 'Saint-Clair Lefèvre', and the 'INFINITIVITY DESIGN LABS' logo.

The bottom section features the CIRC VET logo and the text 'Training materials for the eLearning platform'. It contains a bulleted list of links:

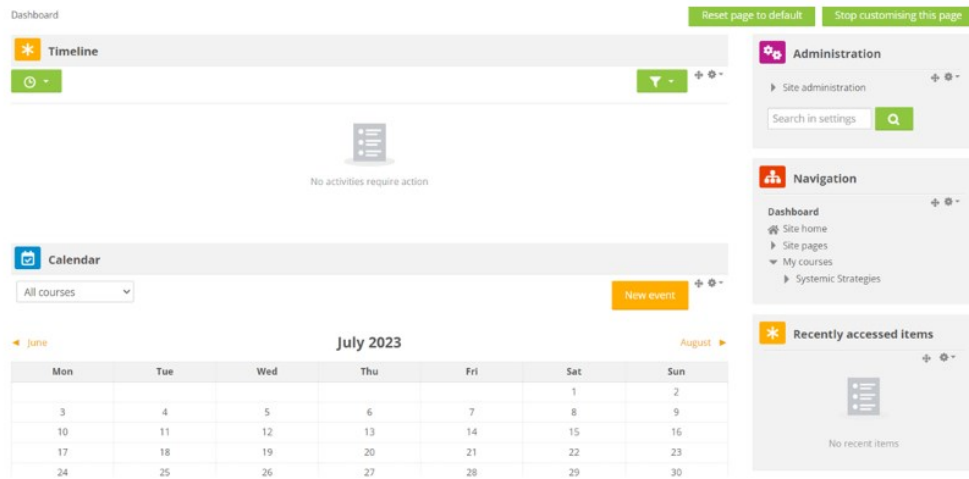
- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

At the bottom of the slide, there are logos for the European Union, 'WP 3 - eLearning platform', and 'INFINITIVITY DESIGN LABS'.

Frontpage of the platform



Dashboard



Dashboard

Reset page to default Stop customising this page

Timeline

No activities require action

Calendar

All courses

New event

July 2023

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings

Navigation

Dashboard

Site home


Site pages

My courses

Systemic Strategies

Recently accessed items

No recent items

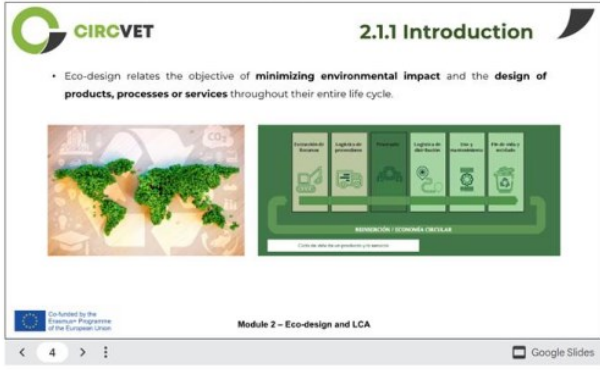


Example of one Topic of a course


I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector





[Mark as done](#)



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WP 3 - eLearning platform





Course display

CircNET - eLearning platform

CircNET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


+ Add an activity or resource

+ Add topic

Topic 1


QUIZ Quiz 1 - Systemic Strategies


[Mark as done](#)



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WP 3 - eLearning platform





Levels restrictions through group selection

CIRC VET

CIRC VET Dashboard My courses English (en) ▾

Home > My courses > Module 3

Level selection

GROUP SELF-SELECTION
Level selection Mark as done

Please select the level you want to access to.

I-VET-Higher Education

Topic 1 - Digital Skills

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WP 3 - eLearning platform


INFINITIVITY DESIGN LABS

What we need your help with

Co-funded by the Erasmus+ Programme of the European Union







WP 3 - eLearning platform

INFINITIVITY DESIGN LABS







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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WP 3 - eLearning platform

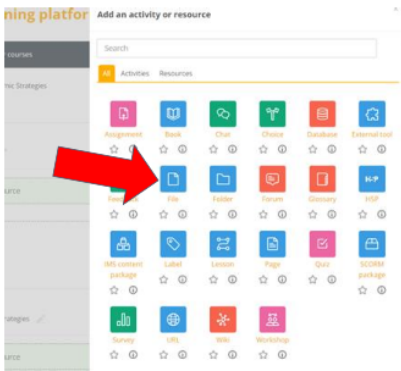


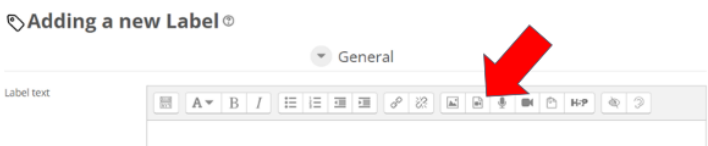



What we need your help with

Upload pdfs or word files on your course if necessary

Videos can be added via URL or file in the "Label" Activity








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WP 3 - eLearning platform





What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- **Link to the template:**
[Questionnaire_Template.docx](#)
- **Link to the explanatory video**

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1:

A001 This is the correct answer for question 02 of topic 1.

A002 This is a wrong answer for question 02 of topic 1.

A003 This is a mistaken answer for question 02 of topic 1.

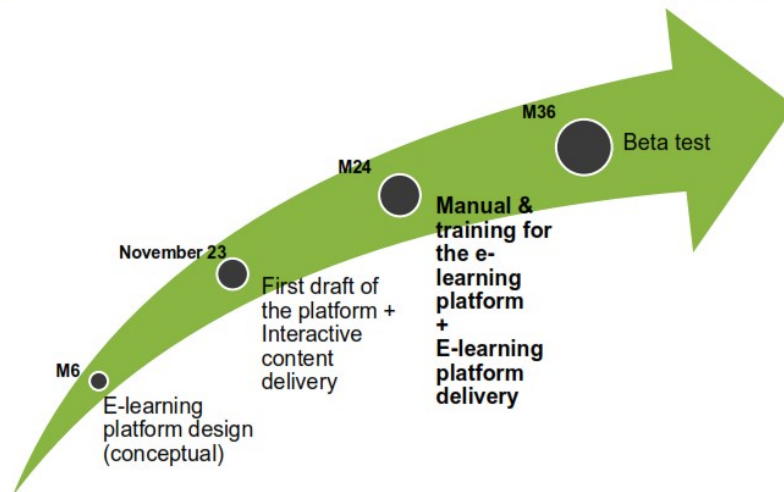
A004 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



INFORMAZIONI SUL PROGETTO

Grant Agreement	Project: 101055916 — CIRCVET — ERASMUS-EDU-2021-PI-ALL-INNO
Programme	Erasmus+
Key Action	EACEA.A – Erasmus+, EU Solidarity Corps A.2 – Skills and Innovation
Action Type	ERASMUS Lump Sum Grants
Project Title	CIRCVET – Circular Economy Practical Training Materials for Plastics Manufacturing Industries
Project starting date	01-09-2022
Project end date	31-08-2025
Project duration	3 years

Questo progetto è stato finanziato dall'Unione Europea

CONSORZIO DI PROGETTO



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a - E-Learning-Plattform Handbuch

-

Leitfaden für Lehrkräfte



Co-funded by the
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CIRC VET - Praktische Schulungsmaterialien zur
Kreislaufwirtschaft für die
Kunststoffverarbeitende Industrie

Status des Dokuments			
Version	Datum	Autor	Beschreibung
V0.1	06/09/2023	Saint-Clair Lefèvre	Entwurf
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Intern Überarbeitete Fassung
V1.0	15/07/2024	Saint-Clair Lefèvre	Erste Fassung
V1.1	26/07/2024	Saint-Clair Lefèvre	Erste überarbeitete Fassung
V2.0	31/07/2024	Saint-Clair Lefèvre	Endgültige Fassung
Überprüft	JA - NEIN		
Verbreitungsg rad	<input checked="" type="checkbox"/> PU - Öffentlich PP - Beschränkt auf andere Programmteilnehmer (einschließlich Kommissionsdienststellen und Projektprüfer) CO - Vertraulich, nur für Mitglieder des Konsortiums (einschließlich EACEA und Kommissionsdienststellen sowie Projektprüfer)		

Zitiert als: D3.3a - Handbuch zur eLearning-Plattform - Leitfaden für Lehrkräfte
 Wenn der Beitrag öffentlich ist, können Sie ihn von der CIRCVET-Projektwebsite abrufen.

INHALTSVERZEICHNIS

1. Einführung.....	4
2. Glossar der Begriffe, Abkürzungen und Akronyme.....	4
3. Leitlinien für eLearning-Plattformen.....	11
3.1 Erstellen Sie Ihr Konto.....	11
3.2 Anmeldung.....	13
3.3 Kursbearbeitung.....	14
4 Online-Schulung.....	19
5 Anhang I - Foliendatei der Online-Sitzung.....	20
Foliensatz.....	20

1. Einführung

Die CircVET eLearning-Plattform zielt darauf ab, eine Reihe von Kenntnissen und Fähigkeiten zu definieren, die den Lernenden der verschiedenen Zielgruppen vermittelt werden sollen. Dieses Dokument soll als Handbuch dienen, um durch die Infrastruktur der Lernplattform zu navigieren und den Benutzer beim Hinzufügen neuer Inhalte zu den Kursen anzuleiten. Das Dokument zeigt verschiedene Schritte auf, um dies zu tun.

2. Glossar der Begriffe, Abkürzungen und Akronyme

Kurzname des Partners	
P1-AIJU	Partner 1 - ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Spanien)
P2-CENTIMFE	Partner 2 - CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS - CENTIMFE (Portugal)
P3-KIMW-Q	Partner 3 - Gemeinnützige KIMW-Qualifizierungs GmbH (Deutschland)
P4-POLYMERIS	Partner 4 - POLYMERIS (Frankreich)
P5-PROPLAST	Partner 5 - Consorzio per la promozione della cultura plastica - PROPLAST (Italien)
P6-LINPRA	Partner 6 - LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Litauen)

P7-ULPGC	Partner 7 - Universidad de las Palmas de Gran Canaria (Spanien)
P8-IDL	Partner 8 - Infinitivity Design Labs (Frankreich)
P9-APRC	Partner 9 - ALYTAUS PROFESINIO RENGIMO CENTRAS (Litauen)
P10-UNITR	Partner 10 - Università degli Studi di Trento (Italien)
P11-HIT	Partner 11 - HUB INNOVAZIONE TRENTO - Fondazione (Italien)
P12-VPM	Partner 12 - VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Litauen)

Bewertungsmethoden

Das gesamte Spektrum schriftlicher, mündlicher und praktischer Tests/Prüfungen, Projekte, Leistungen, Präsentationen und Portfolios, die zur Bewertung der Fortschritte des Lernenden und zur Feststellung des Erreichens der Lernergebnisse einer Bildungskomponente (Einheit/Modul) verwendet werden.

Bewertungskriterien

Beschreibung dessen, was vom Lernenden erwartet wird und auf welchem Niveau, um das Erreichen eines Lernergebnisses nachzuweisen.

Die Bewertungsmethoden und -kriterien für eine Bildungskomponente müssen angemessen sein und mit den für sie definierten Lernergebnissen und den durchgeführten Lernaktivitäten übereinstimmen.

Kompetenz

Der Europäische Qualifikationsrahmen (EQR) definiert Kompetenz als die Fähigkeit, Kenntnisse, Fertigkeiten und persönliche, soziale und/oder methodische Fähigkeiten in Arbeits- oder Studiensituationen sowie in der beruflichen und persönlichen Entwicklung zu nutzen. Im Kontext des EQR wird Kompetenz im Sinne von Verantwortung und Selbstständigkeit beschrieben. Die Förderung von Kompetenzen ist das Ziel aller Bildungsprogramme. Kompetenzen werden in allen Lerneinheiten entwickelt und in verschiedenen Phasen eines Programms bewertet. Einige Kompetenzen sind fachbezogen (spezifisch für ein Studienfach), andere sind übergreifend (für alle Studiengänge gemeinsam). Normalerweise verläuft die Kompetenzentwicklung in einem Studiengang auf integrierte und zyklische Weise.

Kurseinheit

Eine in sich geschlossene, formal strukturierte Lerneinheit. Sie sollte eine kohärente und eindeutige Reihe von Lernergebnissen, definierte Lernaktivitäten enthalten, die mit der im Lehrplan vorgesehenen Zeit übereinstimmen, und geeignete Bewertungskriterien enthalten.

Kreditpunkte (ECTS)

ECTS-Kreditpunkte drücken den Umfang des Lernens auf der Grundlage der definierten Lernergebnisse und des damit verbundenen Arbeitsaufwands aus. 60 ECTS-Credits werden den Lernergebnissen und dem damit verbundenen Arbeitspensum eines akademischen Vollzeitjahres oder eines entsprechenden Äquivalents zugewiesen, das in der Regel mehrere Bildungskomponenten umfasst. ECTS-Credits werden im Allgemeinen in ganzen Zahlen ausgedrückt.

Europäisches System zur Übertragung und Akkumulierung von Studienleistungen (ECTS)

Ein auf den Lernenden ausgerichtetes System zur Akkumulierung und Übertragung von

Studienleistungen, das auf dem Grundsatz der Transparenz von Lern-, Lehr- und Bewertungsprozessen beruht. Sein Ziel ist es, die Planung, Durchführung und Bewertung von Studiengängen und die Mobilität der Studierenden durch die Anerkennung von Lernleistungen, Qualifikationen und Lernzeiten zu erleichtern.

Europäisches Leistungspunktesystem für die Berufsbildung (ECVET)

Das ECVET-System soll die Übertragung, Anerkennung und Akkumulierung von Lernergebnissen zum Erwerb einer Qualifikation ermöglichen. Es ist ein dezentralisiertes System, das sich auf die freiwillige Beteiligung der Mitgliedstaaten und der Akteure der Berufsbildung stützt und die nationalen Gesetze und Vorschriften respektiert. Es bietet einen methodischen Rahmen für die Beschreibung von Qualifikationen in Form von Lernergebnissen unter Verwendung von Einheiten und ermöglicht die Zuweisung von übertragbaren Punkten für Mitgliedstaaten mit unterschiedlichen Bildungs- und Qualifikationsrahmen. ECVET stützt sich auf Partnervereinbarungen über die Transparenz von Qualifikationen und das gegenseitige Vertrauen der Beteiligten (ECVET, 2010).

Europäischer Qualifikationsrahmen für lebenslanges Lernen (EQR)

Der Europäische Qualifikationsrahmen für lebenslanges Lernen ist ein gemeinsamer europäischer Referenzrahmen, der es den Ländern der Europäischen Union ermöglicht, ihre Qualifikationssysteme miteinander zu verknüpfen. Er wurde vom Europäischen Parlament und vom Rat am 23. April 2008 angenommen. Der EQR verwendet acht Referenzniveaus auf der Grundlage von Lernergebnissen, die in Form von Wissen, Fertigkeiten und Kompetenzen definiert sind.

Er verlagert den Schwerpunkt vom Input (Dauer einer Lernerfahrung, Art der Einrichtung) auf das, was eine Person mit einer bestimmten Qualifikation weiß und kann. Er macht Qualifikationen in den verschiedenen Ländern und Systemen der Europäischen Union lesbarer und verständlicher.

Lernergebnis

Aussagen darüber, was ein Lernender nach Abschluss eines Lernprozesses weiß, versteht und tun kann. Das Erreichen von Lernergebnissen muss durch Verfahren bewertet werden, die auf klaren und transparenten Kriterien beruhen. Lernergebnisse werden einzelnen Bildungskomponenten und Programmen als Ganzes zugeordnet. Sie werden auch in europäischen und nationalen Qualifikationsrahmen verwendet, um das Niveau der einzelnen Qualifikationen zu beschreiben.

Arbeitspensum

Eine Schätzung der Zeit, die der Einzelne typischerweise benötigt, um alle Lernaktivitäten wie Vorlesungen, Seminare, Projekte, praktische Arbeiten, Praktika und individuelles Lernen zu absolvieren, die erforderlich sind, um die festgelegten Lernergebnisse in formalen Lernumgebungen zu erreichen. Die Entsprechung des Vollzeit-Arbeitspensums eines akademischen Jahres zu 60 Credits ist häufig durch nationale Rechtsvorschriften formalisiert. In den meisten Fällen liegt das Arbeitspensum zwischen 1.500 und 1.800 Stunden für ein akademisches Jahr, was bedeutet, dass ein Credit 25 bis 30 Arbeitsstunden entspricht. Es sollte berücksichtigt werden, dass dies die typische Arbeitsbelastung darstellt und dass die tatsächliche Zeit für das Erreichen der Lernergebnisse bei den einzelnen Studierenden unterschiedlich ist.

Praktikum

Ein geplanter Erfahrungszeitraum außerhalb der Hochschule (z. B. an einem Arbeitsplatz), der den Studierenden helfen soll, bestimmte Fähigkeiten, Kenntnisse oder Verständnis im Rahmen ihres Programms zu entwickeln.

Nationaler Qualifikationsrahmen (NQR)

Ein Instrument zur Klassifizierung von Qualifikationen anhand einer Reihe von Kriterien

für bestimmte erreichte Lernniveaus, das darauf abzielt, die nationalen Teilsysteme für Qualifikationen zu integrieren und zu koordinieren und die Transparenz, den Zugang, die Progression und die Qualität von Qualifikationen in Bezug auf den Arbeitsmarkt und die Zivilgesellschaft zu verbessern (Empfehlung des Rates 2012/C 398/01).

Nationale Qualifikationsrahmen umfassen alle Bildungsabschlüsse - oder alle Hochschulabschlüsse, je nach Politik des betreffenden Landes - in einem Bildungssystem. Sie zeigen, was Lernende auf der Grundlage einer bestimmten Qualifikation wissen, verstehen und können sollten (Lernergebnisse) und wie Qualifikationen innerhalb eines Systems miteinander verknüpft sind, d. h. wie Lernende zwischen Qualifikationen in einem Bildungssystem wechseln können.

Nationale Qualifikationsrahmen werden von den zuständigen Behörden des jeweiligen Landes in Zusammenarbeit mit einem breiten Spektrum von Interessengruppen - darunter Hochschuleinrichtungen, Studierende, Personal und Arbeitgeber - entwickelt.

Programm (Bildung)

Eine Reihe von Bildungskomponenten - basierend auf Lernergebnissen -, die für die Vergabe einer Qualifikation anerkannt werden.

Qualifikation

Jeder von einer zuständigen Behörde ausgestellte Abschluss, jedes Diplom oder sonstiges Zeugnis, das den erfolgreichen Abschluss eines anerkannten Studiengangs bescheinigt.

Schülerzentriertes Lernen

Ein Lernansatz, der durch innovative Lehrmethoden gekennzeichnet ist, die darauf abzielen, das Lernen in Kommunikation mit Lehrern und Schülern zu fördern, und der die Schüler als aktive Teilnehmer an ihrem eigenen Lernen ernst nimmt und übertragbare

Fähigkeiten wie Problemlösung, kritisches und reflektierendes Denken fördert (ESU, 2010).

Lernmanagementsystem

Ein Lernmanagementsystem (LMS) ist eine Softwareanwendung für die Verwaltung, Dokumentation, Nachverfolgung, Berichterstattung, Automatisierung und Bereitstellung von Bildungskursen, Schulungsprogrammen, Materialien oder Lern- und Entwicklungsprogrammen.

3. Leitlinien für eLearning-Plattformen

3.1 Erstellen Sie Ihr Konto

Klicken Sie auf den folgenden Link, um Ihr Konto zu erstellen:

<https://project-spaces.eu/circvet/login/>

Klicken Sie dann auf "Neues Konto erstellen", wie in Abbildung 1a unten dargestellt.

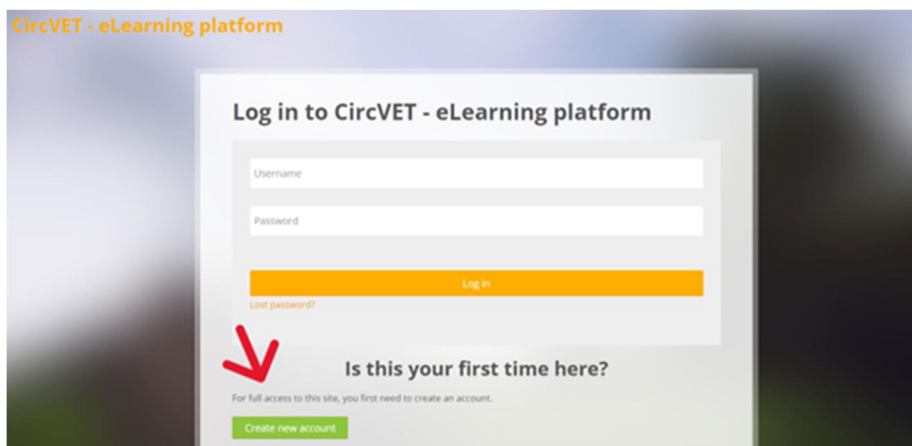


Abbildung 1a. Seite "Neues Konto erstellen"

Sie können auch direkt ein Konto erstellen, indem Sie auf "Neues Konto erstellen" in der rechten Ecke des Bildschirms klicken, sobald Sie die Plattform betreten (Abbildung 1b).

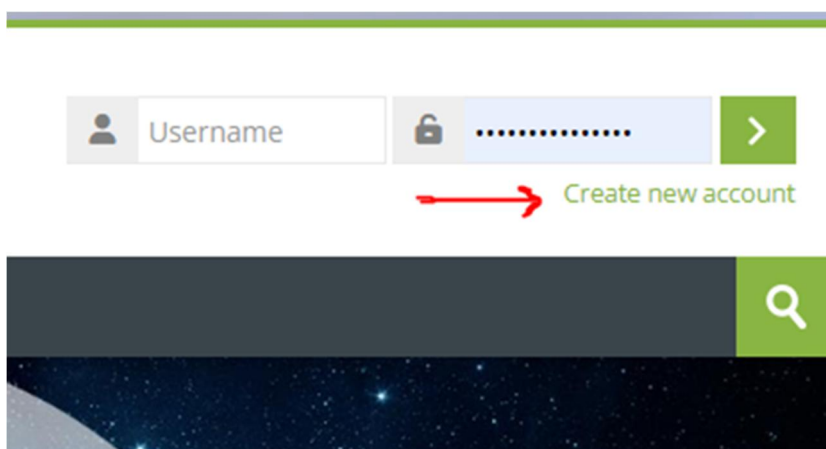


Abbildung 1b. Schaltfläche "Neues Konto erstellen".

Sie gelangen auf die Seite zur Eingabe Ihrer Daten und zur Erstellung Ihres Kontos (Abbildung 2 und 3) und klicken auf "Mein neues Konto erstellen", um den Vorgang abzuschließen.

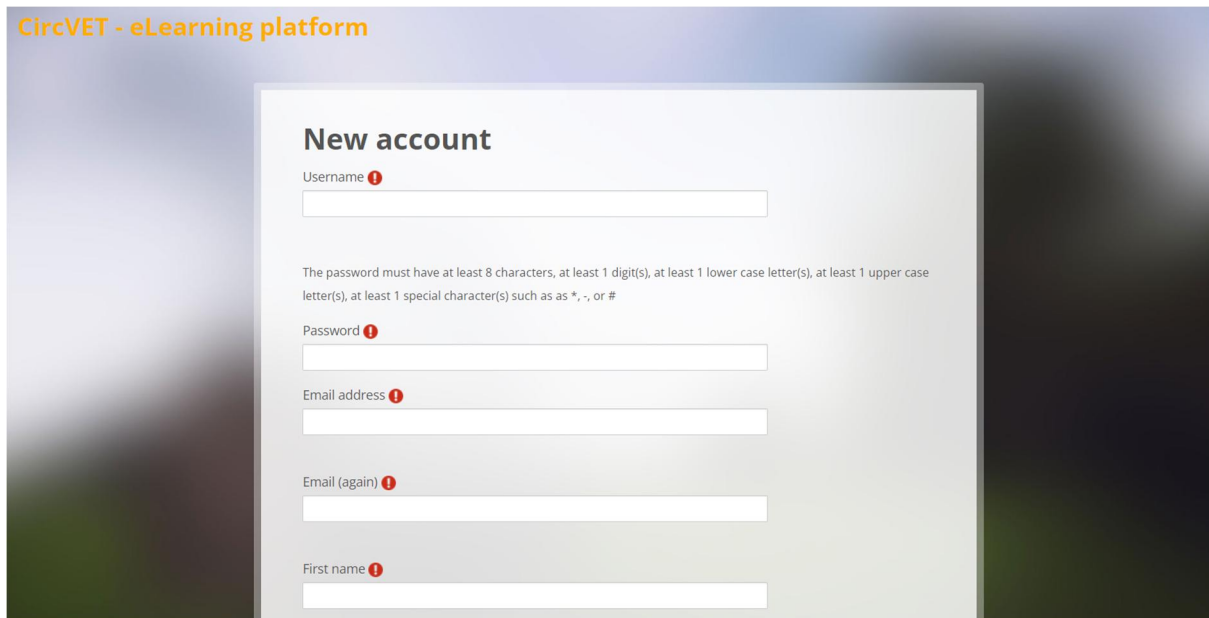


Abbildung 2. Seite zur Erstellung eines Kontos (1)

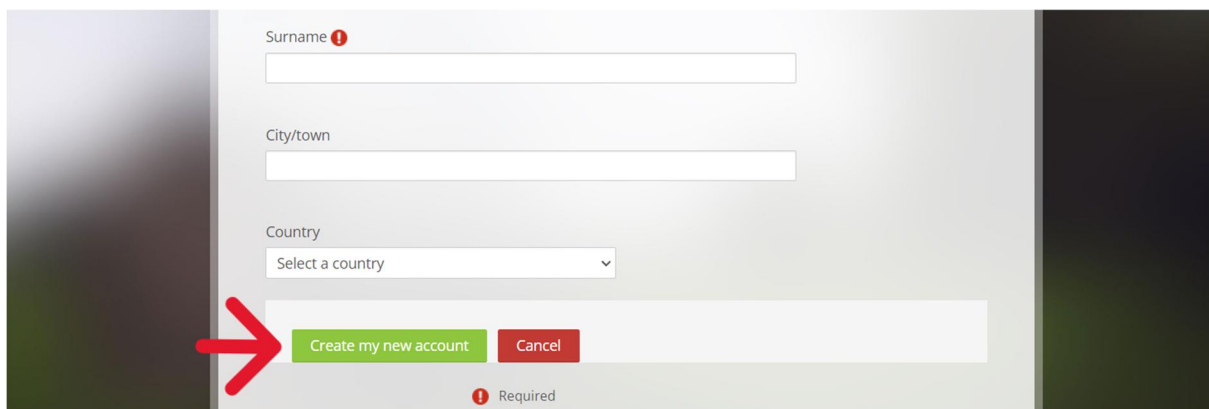


Abbildung 3. Seite zur Erstellung eines Kontos (2)

Sie erhalten eine E-Mail zur Bestätigung Ihrer Anmeldung. Danach können Sie sich auf der CircVET eLearning-Plattform anmelden, indem Sie dem nächsten Schritt folgen.

3.2 Anmeldung

Um sich in das Konto der CircVET eLearning-Plattform einzuloggen, folgen Sie diesem Link: <https://project-spaces.eu/circvet/> Geben Sie dann Ihren Benutzernamen und Ihr Passwort, das Sie bei der Erstellung Ihres Kontos verwendet haben, in die Anmeldefelder in der oberen rechten Ecke der Website ein (Abbildung 4).



Abbildung 4. Anmeldung

Sie gelangen auf das Dashboard der Plattform. Sie können auf "Meine Kurse" (Abbildung 5) klicken, um auf die Kurse zuzugreifen, für die Sie verantwortlich sind, um sie zu bearbeiten.

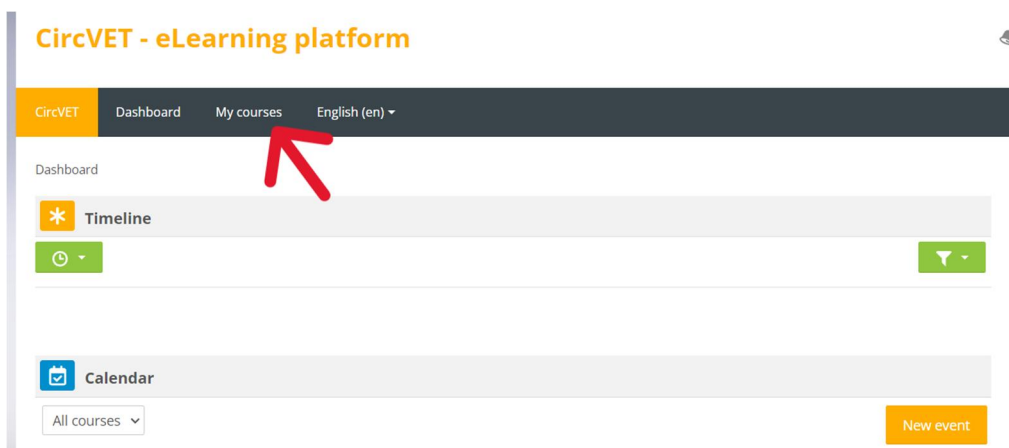


Abbildung 5. Dashboard

3.3 Kursbearbeitung

Wenn Sie sich im Bereich "Meine Kurse" befinden, können Sie auf den Kurs klicken, den Sie bearbeiten möchten, um ihn zu öffnen (Abbildung 6).

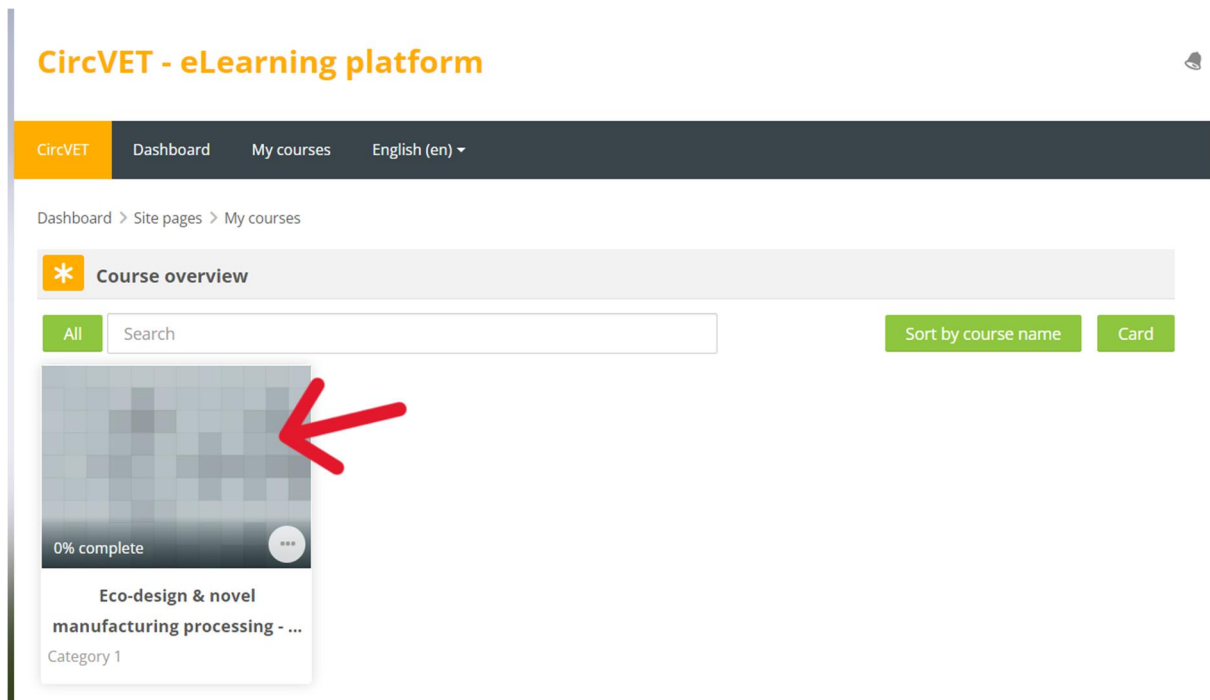


Abbildung 6. Abschnitt "Meine Kurse"

Wenn Sie auf Ihren Kurs zugegriffen haben, können Sie auf "Bearbeitung einschalten" klicken, um direkt die gewünschten Änderungen am Kurs vornehmen zu können (Abbildung 7).

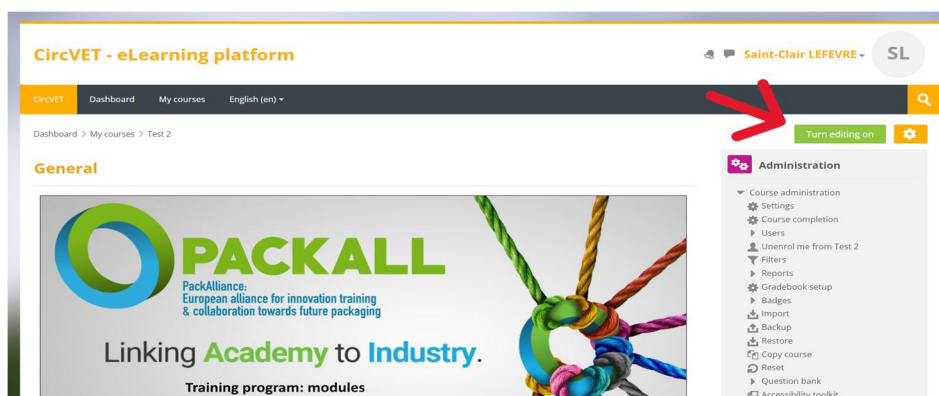
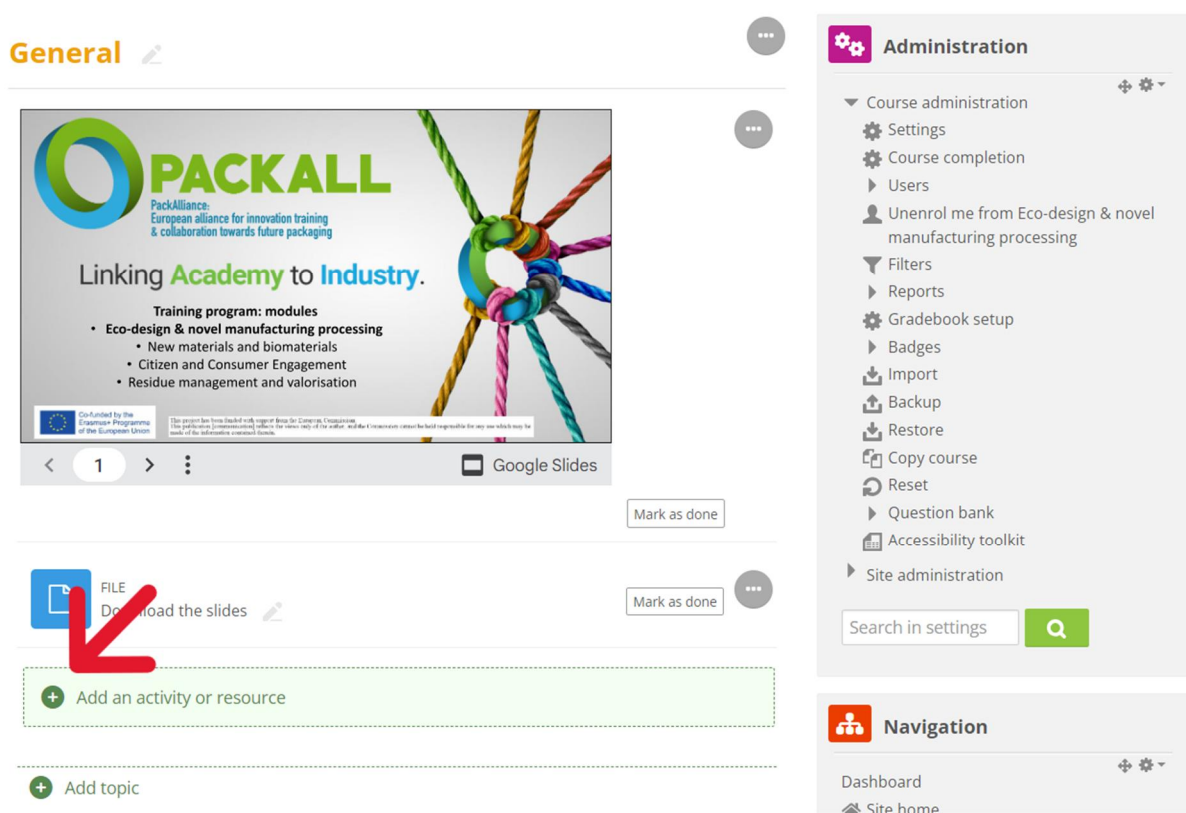


Abbildung 7. Kursbearbeitung

Sobald der Bearbeitungsmodus aktiviert ist, können Sie "Aktivitäten oder Ressourcen hinzufügen", die Sie in Ihrem Kurs haben möchten (Abbildung 8), z. B. eine herunterladbare Datei, Aufgaben oder Quiz, Foren oder Dropboxen für Aufgaben. Wenn Sie Text hinzufügen möchten, können Sie die Ressource "Label" auswählen, mit der Sie Text in den Kurs einfügen können.



The screenshot shows a course editor interface. On the left, there is a slide titled "PACKALL" with the subtitle "Linking Academy to Industry." The slide content includes "Training program: modules" and a list of topics: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button and a "Mark as done" button. A red arrow points to a green dashed box containing a plus sign and the text "Add an activity or resource". Below this box is another button labeled "Add topic". On the right side, there is a sidebar with two main sections: "Administration" and "Navigation". The "Administration" section includes options like "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". The "Navigation" section includes "Dashboard" and "Site home".

Abbildung 8. Hinzufügen einer Aktivität oder Ressource

Es gibt eine große Auswahl an Aktivitäten oder Ressourcen, die Sie Ihrem Kurs hinzufügen können (Abbildung 9).

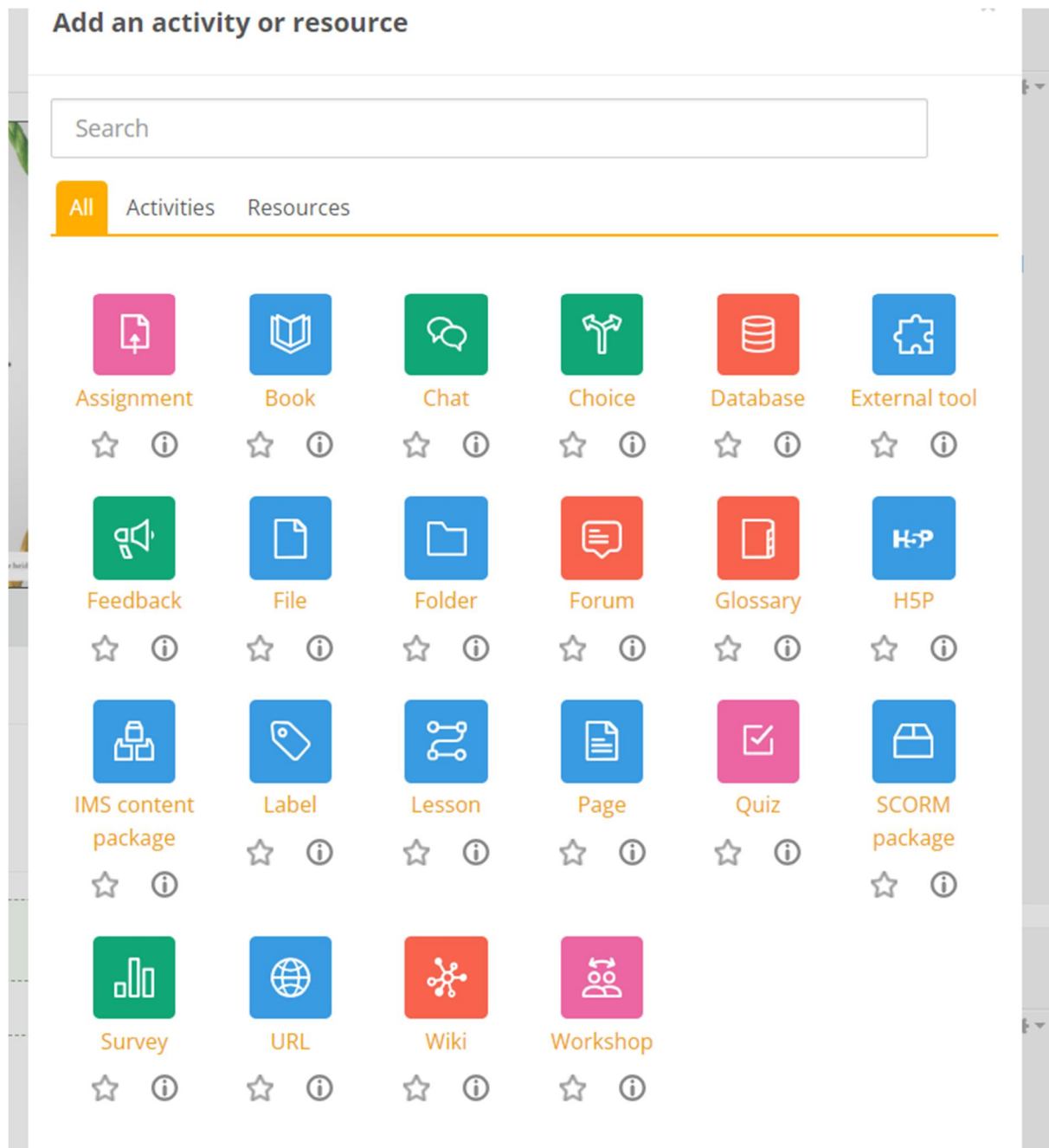


Abbildung 9. Aktivitäten und verfügbare Ressourcen

Wenn Sie Folien direkt in Ihren Kurs einbinden möchten, wie z. B. in die Demonstration, können Sie uns die Folien schicken und wir kümmern uns darum.

Sie haben auch die Möglichkeit, die Kurseinstellungen zu bearbeiten (Abbildung 10), um den Titel zu ändern, eine Beschreibung oder ein Bild hinzuzufügen, oder mit anderen Funktionen experimentieren.

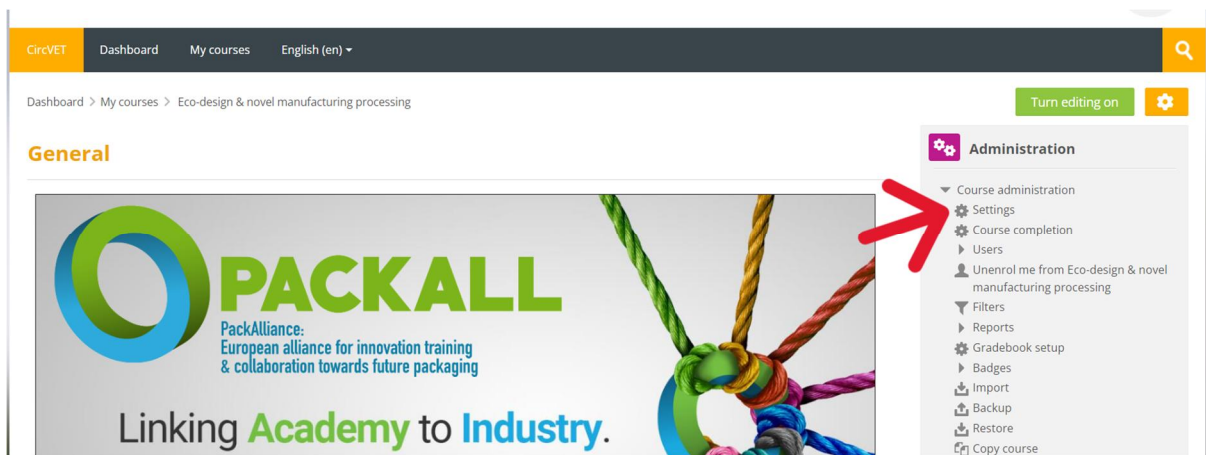


Abbildung 10. Kurseinstellungen

Im Verwaltungsbereich haben Sie auch die Möglichkeit, die Fortschritte Ihrer Schüler zu verfolgen, indem Sie auf die Berichte des Moduls zugreifen (Abbildung 11). Diese geben Ihnen Informationen über die verschiedenen Nutzungen der Plattform durch die Schüler. Dabei werden alle Aktivitäten der SchülerInnen auf der Plattform berücksichtigt: von der Zeit, die sie auf einer bestimmten Seite verbracht haben, über die Anzahl der Klicks auf Schaltflächen bis hin zu den Seiten oder Aktivitäten, auf die sie zugegriffen haben.

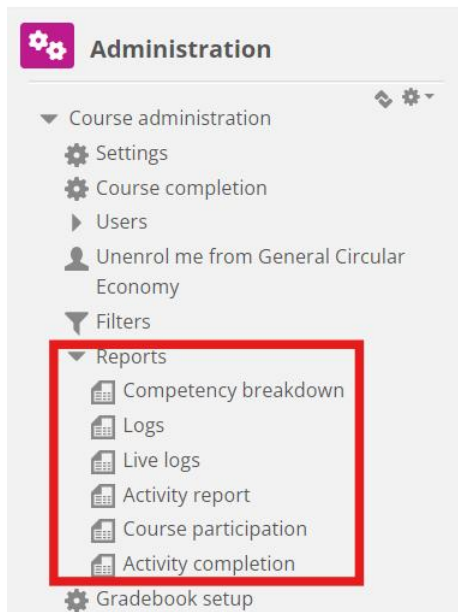


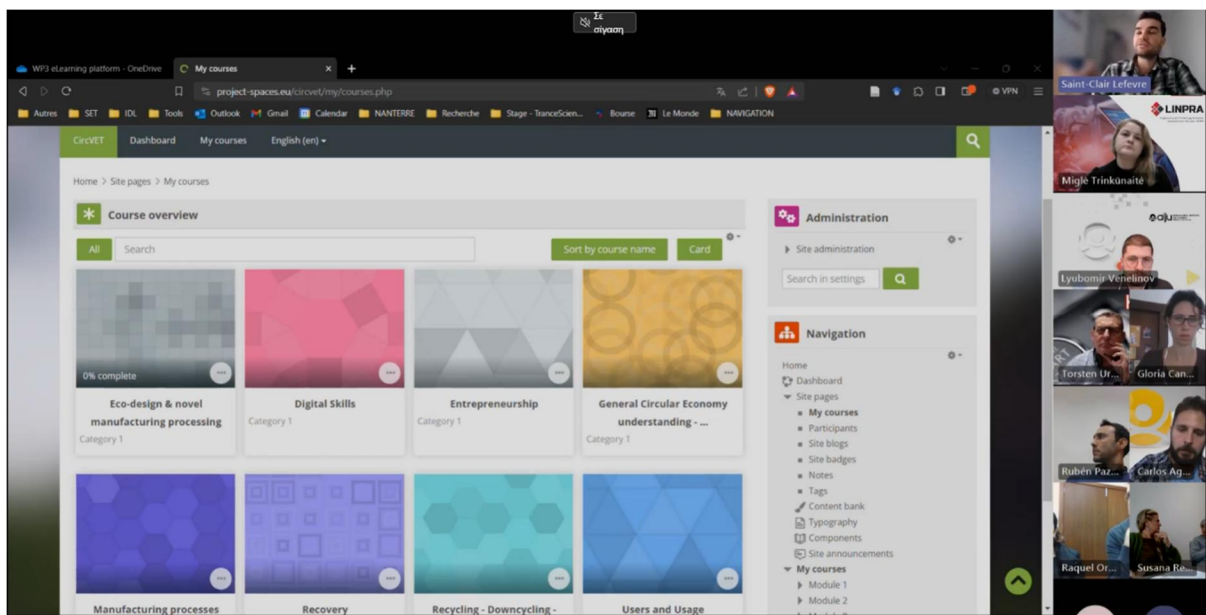
Abbildung 11. Berichte

Wenn Sie während Ihrer Navigation durch die eLearning-Plattform Hilfe benötigen, zögern Sie nicht, dies dem IDL mitzuteilen, wir unterstützen Sie gerne und helfen Ihnen auf Ihrem Weg.

4 Online-Schulung

Neben der Erstellung der verschiedenen Handbücher wurde auch eine Schulung durchgeführt, um die Partner in die Nutzung der Lernplattform einzuführen.

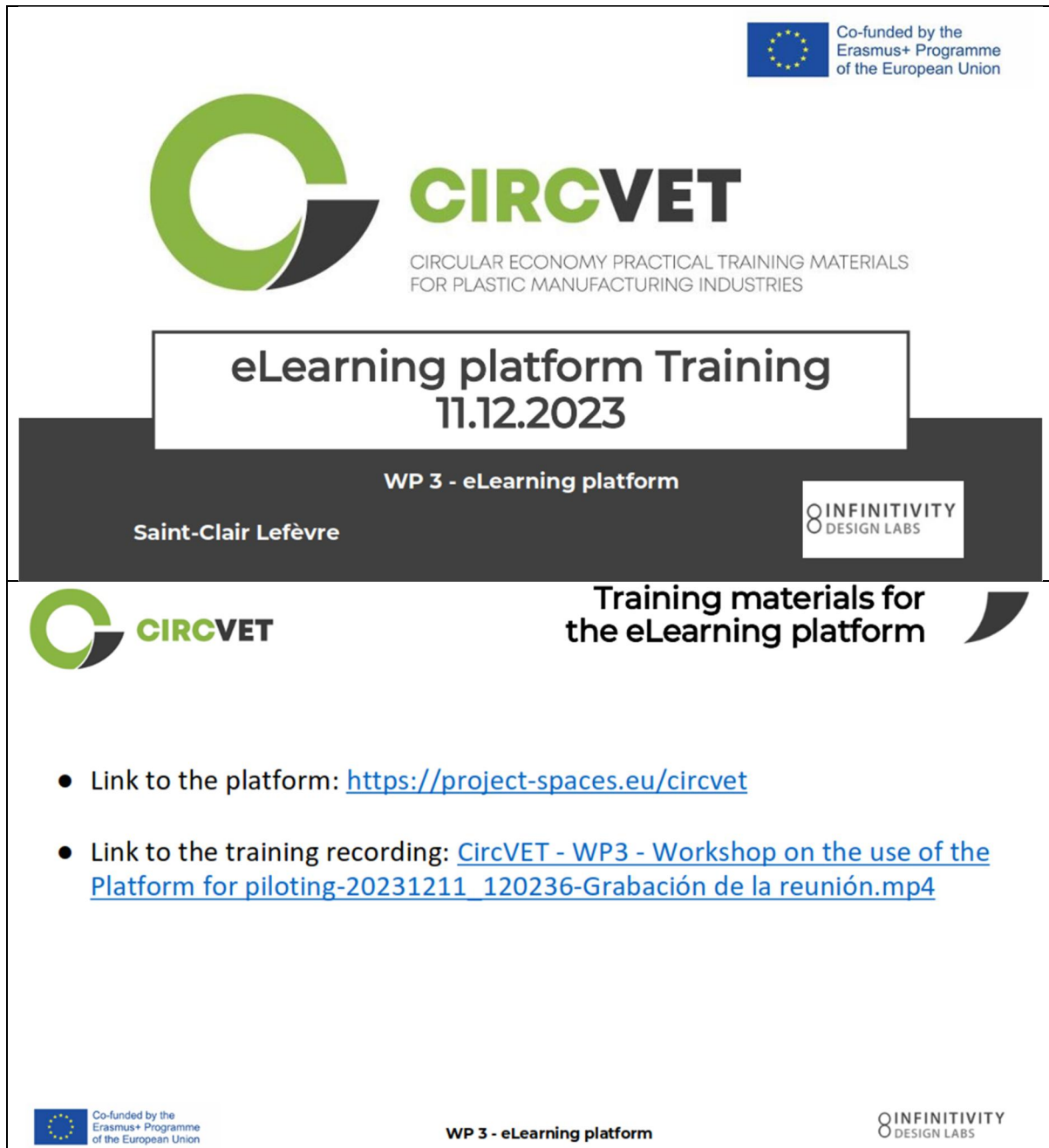
Die Schulungsunterlagen sind über das beigefügte Foliendokument (Anhang I - nur auf Englisch) verfügbar.



5 Anhang I - Foliendatei der Online-Sitzung


Dedizierte Videoaufzeichnung der Sitzung: [Link zur Aufzeichnung](#)

Foliensatz



The slide content is presented in two main sections. The top section features the CIRC VET logo and the Erasmus+ logo, with the text 'Co-funded by the Erasmus+ Programme of the European Union'. Below this, the main title 'eLearning platform Training 11.12.2023' is displayed in a white box. Underneath, a dark grey bar contains the text 'WP 3 - eLearning platform' and the name 'Saint-Clair Lefèvre'. The bottom section of the slide features the CIRC VET logo and the title 'Training materials for the eLearning platform'. It contains a bulleted list of two links: one to the platform and one to a training recording. At the bottom of the slide, there are logos for the Erasmus+ programme, the text 'WP 3 - eLearning platform', and the INFINITIVITY DESIGN LABS logo.

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CIRC VET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre

INFINITIVITY
DESIGN LABS




**Training materials for
the eLearning platform**

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

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Frontpage of the platform

CircVET - eLearning platform


CircVET

Forgotten your username or password?





SUSTAINABLE
CIRCULAR ECONOMY
OF PLASTICS:
WE ALL WIN.

IDL presents CircVET - eLearning platform



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Dashboard


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Example of one Topic of a course

I-VET-Higher Education



Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector




2.1.1 Introduction

Eco-design relates the objective of **minimizing environmental impact** and the **design of products, processes or services** throughout their entire life cycle.


Module 2 – Eco-design and LCA


Google Slides



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WP 3 - eLearning platform





Course display

CircVET - eLearning platform

CircVET
Dashboard
My courses

Dashboard > My courses > Systemic Strategies

General


FORUM Announcements

+ Add an activity or resource

+ Add topic


Topic 1


QUIZ Quiz 1 - Systemic Strategies



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 **CIRCVET**

Levels restrictions through group selection



CIRCVET Dashboard My courses English (en) ▾

Home > My courses > Module 3

Level selection

GROUP SELF-SELECTION
Level selection Mark as done

Please select the level you want to access to.

I-VET-Higher Education

Topic 1 - Digital Skills

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 **CIRCVET**

What we need your help with

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What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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WP 3 - eLearning platform

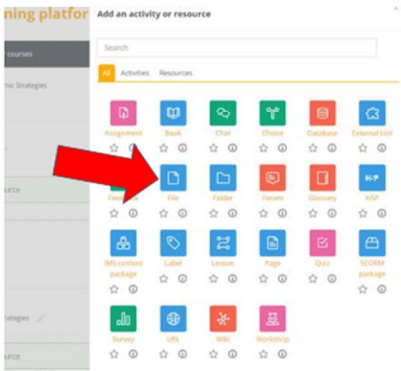




What we need your help with

Upload pdfs or word files on your course if necessary


Videos can be added via URL or file in the "Label" Activity




Adding a new Label

General


Label text





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WP 3 - eLearning platform



What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1.

A01 This is the correct answer for question 01 of topic 1.

A02 This is a wrong answer for question 01 of topic 1.

A03 This is a mistaken answer for question 01 of topic 1.

A04 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1.

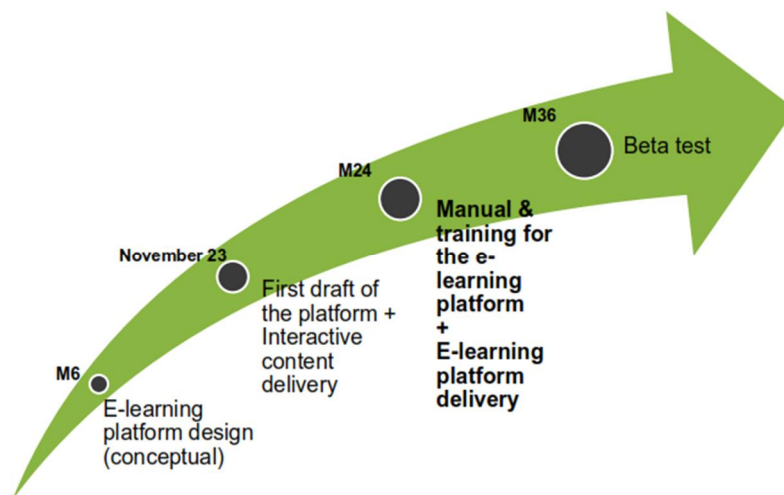
A05 This is the correct answer for question 02 of topic 1.

A06 This is a wrong answer for question 02 of topic 1.

A07 This is a mistaken answer for question 02 of topic 1.

A08 This is an incorrect answer for question 02 of topic 1.

Next steps



PROJEKT-INFO

Finanzhilfevereinbarung	Projekt: 101055916 - CIRC VET - ERASMUS-EDU-2021-PI-ALL-INNO
Programm	Erasmus+
Schlüsselaktion	EACEA.A - Erasmus+, EU-Solidaritätskorps A.2 - Qualifikationen und Innovation
Aktion Typ	ERASMUS-Pauschalstipendien
Titel des Projekts	CIRC VET - Praktische Schulungsmaterialien zur Kreislaufwirtschaft für die kunststoffverarbeitende Industrie
Datum des Projektbeginns	01-09-2022
Datum des Projektende	31-08-2025
Dauer des Projekts	3 Jahre

Dieses Projekt wurde von der Europäischen Union finanziert

PROJEKTKONSORTIUM



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – Manual de la plataforma E-Learning

–

Directrices para profesores



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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Document status			
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V1.1	26/07/2024	Saint-Clair Lefèvre	First version revised
V2.0	31/07/2024	Saint-Clair Lefèvre	Final version
Reviewed	YES - NO		
Dissemination Level	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Restricted to other program participants (including Commission Services and project reviewers) <input type="checkbox"/> CO - Confidential, only for members of the consortium (including EACEA and Commission Services and project reviewers)		

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 Si el entregable es público, puedes recuperarlo desde la web del Proyecto CIRCNET.

TABLA DE CONTENIDOS

1. Introducción	5
2. Glosario de términos, abreviaciones y acrónimos	5
3. Directrices de la plataforma eLearning	11
3.1 Crea tu propia cuenta	11
3.2 Login	13
3.3 Edición de cursos	14
4 Sesión de formación online	18
5 Anexo I – Presentación de diapositivas de la sesión online	19
Presentación de diapositivas	19

1. Introducción

La plataforma de aprendizaje CircVET tiene como objetivo definir un conjunto de conocimientos y habilidades que se proporcionarán a los alumnos de los diferentes grupos destinatarios. Este documento pretende utilizarse como manual para navegar por la infraestructura de la plataforma de aprendizaje y guiar al usuario para agregar nuevos contenidos a los cursos. El documento presenta diferentes pasos para hacerlo.

2. Glosario de términos, abreviaciones y acrónimos

Partner short name	
P1-AIJU	Partner 1 – ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Spain)
P2-CENTIMFE	Partner 2 – CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS – CENTIMFE (Portugal)
P3-KIMW-Q	Partner 3 – Gemeinnützige KIMW-Quaòifizierungs GmbH (Germany)
P4-POLYMERIS	Partner 4 – POLYMERIS (France)
P5-PROPLAST	Partner 5 – Consorzio per la promozione della cultura plastica – PROPLAST (Italy)
P6-LINPRA	Partner 6 – LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Lithuania)
P7-ULPGC	Partner 7 – Universidad de las Palmas de Gran Canaria (Spain)

P8-IDL	Partner 8 – Infinity Design Labs (France)
P9-APRC	Partner 9 – ALYTAUS PROFESINIO RENGIMO CENTRAS (Lithuania)
P10-UNITR	Partner 10 – Università degli Studi di Trento (Italy)
P11-HIT	Partner 11 – HUB INNOVAZIONE TRENINO – Fondazione (Italy)
P12-VPM	Partner 12 – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lithuania)

Métodos de evaluación

Toda la gama de pruebas/exámenes escritos, orales y prácticos, proyectos, actuaciones, presentaciones y portafolios que se utilizan para evaluar el progreso del alumno y determinar el logro de los resultados de aprendizaje de un componente educativo (unidad/módulo).

Criterio de evaluación

Descripciones de lo que se espera que haga el alumno y en qué nivel, para demostrar la consecución de un resultado de aprendizaje. Los métodos y criterios de evaluación de un componente educativo deben ser apropiados y coherentes con los resultados de aprendizaje que se han definido para él y con las actividades de aprendizaje que se han llevado a cabo.

Competencia

El Marco Europeo de Calificaciones (EQF) define la competencia como la capacidad de utilizar conocimientos, habilidades y capacidades personales, sociales y/o metodológicas en situaciones de trabajo o estudio y en el desarrollo profesional y personal. En el contexto del EQF, la competencia se describe en términos de responsabilidad y autonomía. El

desarrollo de competencias es el objetivo de todos los programas educativos. Las competencias se desarrollan en todas las unidades curriculares y se evalúan en diferentes etapas del programa. Algunas competencias están relacionadas con el área temática (específicas de un campo de estudio), otras son genéricas (comunes a cualquier carrera). Normalmente, el desarrollo de competencias se produce de forma integrada y cíclica a lo largo de un programa.

Unidad del curso

Una experiencia de aprendizaje autónoma y formalmente estructurada. Debe tener un conjunto coherente y explícito de resultados de aprendizaje, actividades de aprendizaje definidas y coherentes con el tiempo asignado dentro del currículo y criterios de evaluación adecuados.

Crédito (ECTS)

Los créditos ECTS expresan el volumen de aprendizaje basado en los resultados de aprendizaje definidos y su carga de trabajo asociada. Se asignan 60 créditos ECTS a los resultados de aprendizaje y la carga de trabajo asociada de un año académico a tiempo completo o su equivalente, que normalmente comprende varios componentes educativos a los que se asignan créditos (basados en los resultados de aprendizaje y la carga de trabajo). Los créditos ECTS generalmente se expresan en números enteros.

Sistema Europeo de acumulación y transferencia de crédito (ECTS)

Un sistema de acumulación y transferencia de créditos centrado en el alumno, basado en el principio de transparencia de los procesos de aprendizaje, enseñanza y evaluación. Su objetivo es facilitar la planificación, impartición y evaluación de los programas de estudio y la movilidad de los estudiantes mediante el reconocimiento de los logros y calificaciones y de los períodos de aprendizaje.

Sistema Europeo de créditos para la Educación y Formación Profesional (ECVET)

El sistema ECVET tiene como objetivo permitir la transferencia, el reconocimiento y la

acumulación de resultados de aprendizaje para obtener una calificación. Es un sistema descentralizado que se basa en la participación voluntaria de los Estados miembros y las partes interesadas en la formación profesional, respetando las legislaciones y normativas nacionales. Proporciona un marco metodológico para describir las calificaciones en términos de resultados de aprendizaje utilizando unidades, lo que permite la asignación de puntos transferibles para los Estados miembros con diferentes marcos educativos y de calificación. ECVET se basa en acuerdos con los socios en materia de transparencia de las calificaciones y confianza mutua entre las partes interesadas. (ECVET, 2010).

Marco Europeo de Cualificaciones para el Aprendizaje Permanente (EQF)

The El Marco Europeo de Calificaciones para el Aprendizaje Permanente es un marco de referencia europeo común que permite a los países de la Unión Europea vincular sus sistemas de calificación entre sí. Fue adoptado por el Parlamento Europeo y el Consejo el 23 de abril de 2008. El EQF utiliza ocho niveles de referencia basados en resultados de aprendizaje definidos en términos de conocimientos, habilidades y competencias.

El foco se desplaza desde los datos de entrada (duración de una experiencia de aprendizaje, tipo de institución) a lo que sabe y puede hacer una persona que posee una calificación en particular. Hace que las calificaciones sean más legibles y comprensibles en diferentes países y sistemas de la Unión Europea.

Resultado del aprendizaje

Declaraciones de lo que un alumno sabe, entiende y puede hacer al finalizar un proceso de aprendizaje. La consecución de los resultados de aprendizaje debe evaluarse mediante procedimientos basados en criterios claros y transparentes. Los resultados del aprendizaje se atribuyen a los componentes educativos individuales y a los programas en su conjunto. También se utilizan en los marcos de calificaciones europeos y nacionales para describir el nivel de la calificación individual.

Carga de trabajo

Una estimación del tiempo que el individuo normalmente necesita para completar todas las actividades de aprendizaje, como conferencias, seminarios, proyectos, trabajos prácticos, prácticas laborales y estudios individuales necesarios para lograr los resultados de aprendizaje definidos en entornos de aprendizaje formales. La correspondencia entre la carga de trabajo a tiempo completo de un año académico y 60 créditos suele estar formalizada por disposiciones legales nacionales. En la mayoría de los casos, la carga de trabajo oscila entre 1.500 y 1.800 horas por año académico, lo que significa que un crédito corresponde a entre 25 y 30 horas de trabajo. Debe reconocerse que esto representa la carga de trabajo típica y que, para cada estudiante, el tiempo real para alcanzar los resultados de aprendizaje variará.

Prácticas laborales

Un período planificado de experiencia fuera de la institución (por ejemplo, en un lugar de trabajo) para ayudar a los estudiantes a desarrollar habilidades, conocimientos o comprensión particulares como parte de su programa.

Marco Nacional de Cualificaciones (NQF)

Un instrumento para la clasificación de las calificaciones según un conjunto de criterios para niveles específicos de aprendizaje alcanzados, cuyo objetivo es integrar y coordinar los subsistemas nacionales de calificaciones y mejorar la transparencia, el acceso, la progresión y la calidad de las calificaciones en relación con el mercado de trabajo y la sociedad civil (Recomendación del Consejo 2012/C 398/01).

Los marcos nacionales de calificaciones abarcan todas las calificaciones educativas (o todas las calificaciones de educación superior, según la política del país en cuestión) de un sistema educativo. Muestran lo que se espera que los alumnos sepan, comprendan y puedan hacer en función de una calificación determinada (resultados de aprendizaje), así

como la forma en que se articulan las calificaciones dentro de un sistema, es decir, cómo los alumnos pueden pasar de una calificación a otra en un sistema educativo.

Los marcos nacionales de calificaciones son desarrollados por las autoridades públicas competentes del país en cuestión, en cooperación con una amplia gama de partes interesadas, incluidas instituciones de educación superior, estudiantes, personal y empleadores.

Programa (educativo)

Un conjunto de componentes educativos, basados en resultados de aprendizaje, que se reconocen para la concesión de una cualificación.

Calificación

Cualquier título, diploma u otro certificado expedido por una autoridad competente que acredite la finalización con éxito de un programa de estudios reconocido.

Aprendizaje centrado en el estudiante

Un enfoque de aprendizaje caracterizado por métodos de enseñanza innovadores que tienen como objetivo promover el aprendizaje en comunicación con profesores y estudiantes y que toma a los estudiantes en serio como participantes activos en su propio aprendizaje, fomentando habilidades transferibles como la resolución de problemas, el pensamiento crítico y reflexivo. (ESU, 2010).

Sistema de Gestión del Aprendizaje

Un sistema de gestión de aprendizaje (LMS) es una aplicación de software para la administración, documentación, seguimiento, informes, automatización y entrega de cursos educativos, programas de capacitación, materiales o programas de aprendizaje y desarrollo.

3. Directrices de la plataforma eLearning

3.1 Crea tu propia cuenta

Haz click en el siguiente link para crear tu cuenta:

<https://project-spaces.eu/circnet/login/>

Ahora haz click en “Create new account” como se muestra en la Figura 1a abajo.

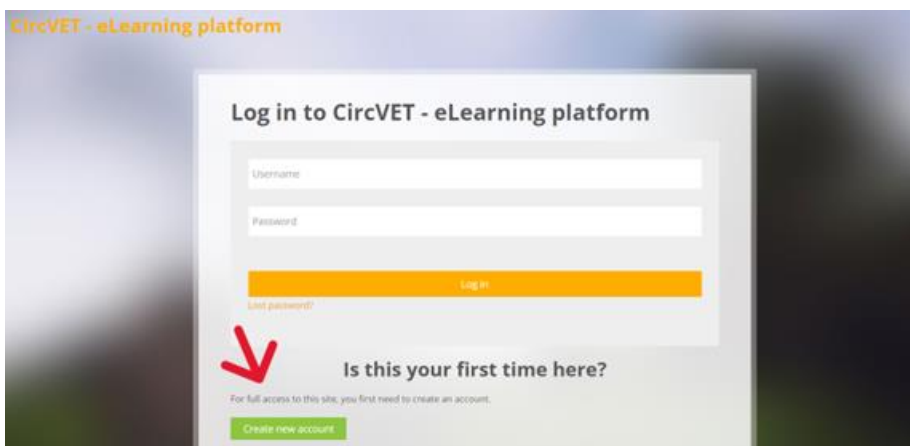


Figura 1a. Página de creación de una cuenta nueva

También puedes crear una cuenta directamente haciendo click en “Create new account” en la esquina superior derecha de la pantalla, una vez entres en la plataforma (Figura 1b).

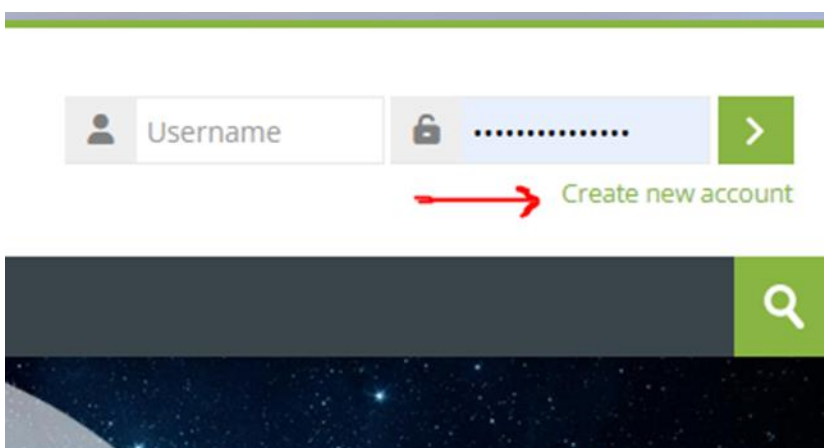


Figura 1b. Botón “Crear nueva cuenta”

Alcanzarás la página para introducir tu información y crear tu cuenta (Figura 2 & 3) y, por último, hacer click en “Create my new account” para finalizar el proceso.

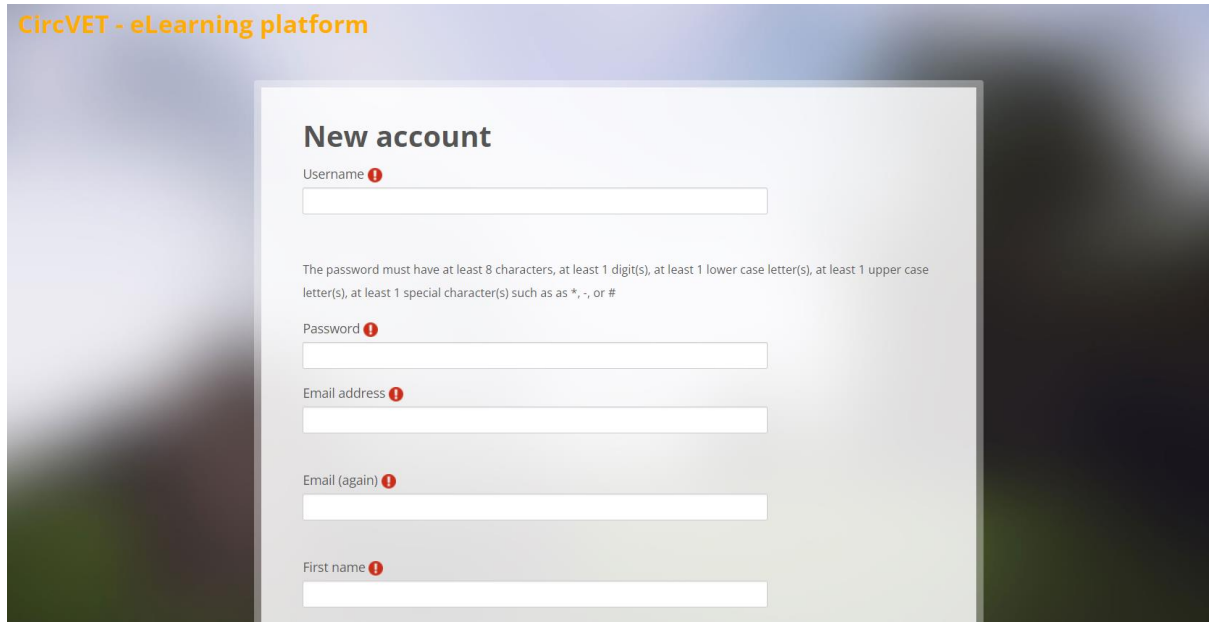


Figura 2. Página de creación de cuenta (1)

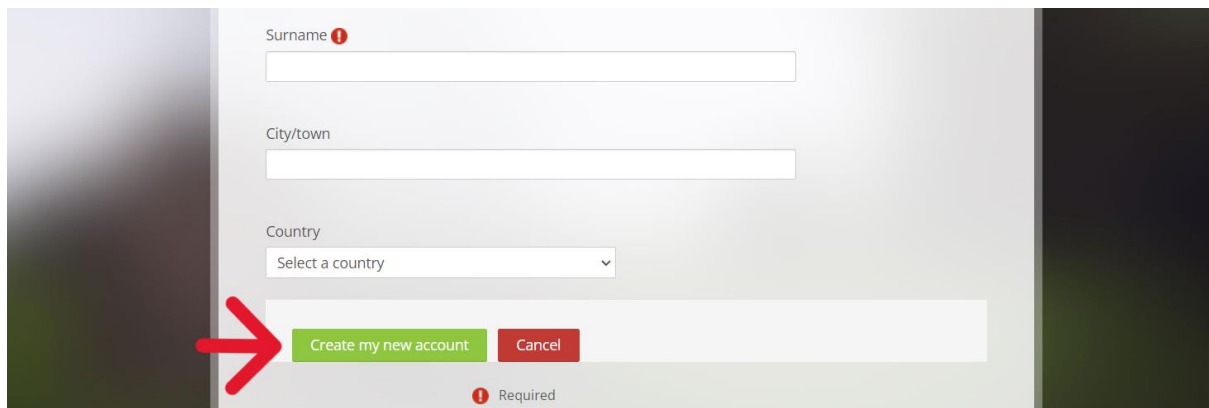


Figura 3. Página de creación de cuenta (2)

Recibirás un email para confirmar tu registro. Entonces podrás acceder a la plataforma CircVET con el siguiente paso.

3.2 Login

Para acceder a tu cuenta de la plataforma CircVET, haz click en el siguiente link:

<https://project-spaces.eu/circvet/>. Ahora introduce el nombre de usuario y la contraseña utilizada durante la creación de la cuenta en las casillas de la esquina superior derecha de la web (Figura 4).



Figura 4. Login

Alcanzarás el panel de la plataforma y podrás hacer click en “My courses” (Figure 5) para acceder a los cursos en los que serás responsable para editarlos.

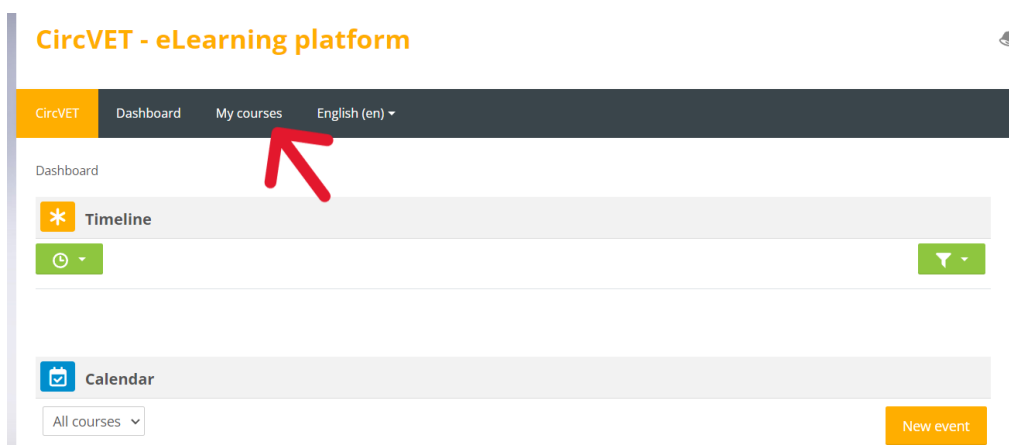


Figura 5. Dashboard

3.3 Edición de cursos

Una vez estés en la sección “My courses”, podrás hacer click en el curso que quieras editar para acceder a él (Figura 6).

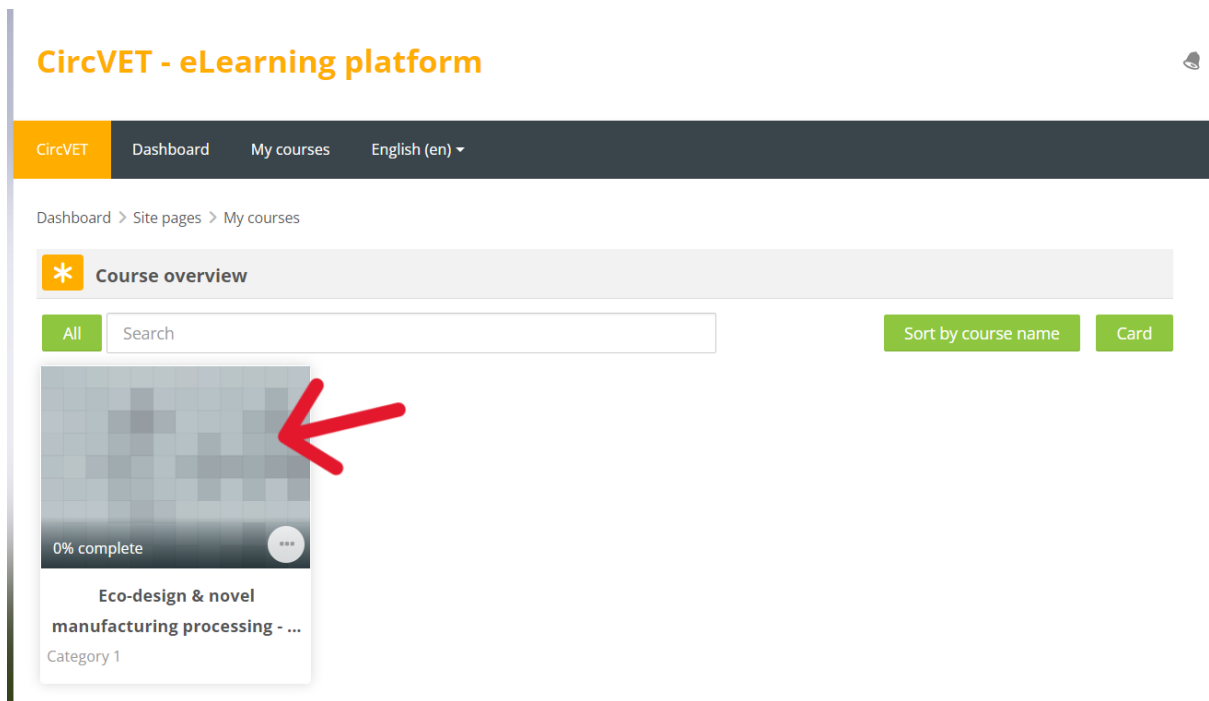


Figura 6. Sección “My courses”

Cuando hayas accedido al curso, podrás hacer click en “Turn editing on” para realizar los cambios deseados (Figura 7).

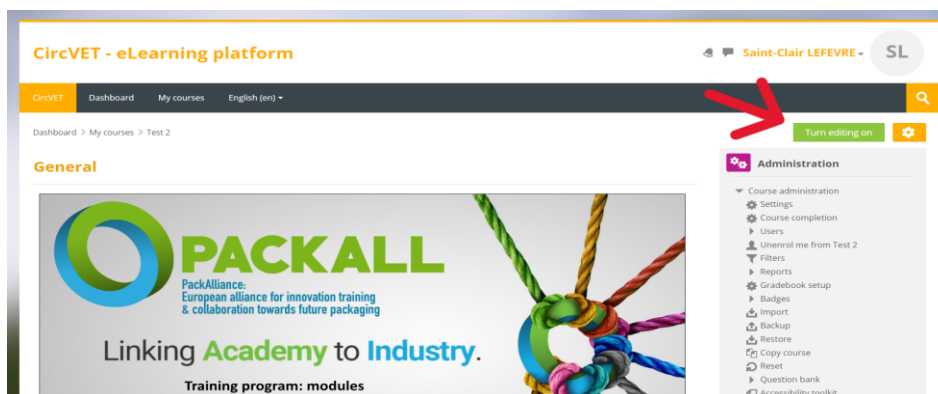
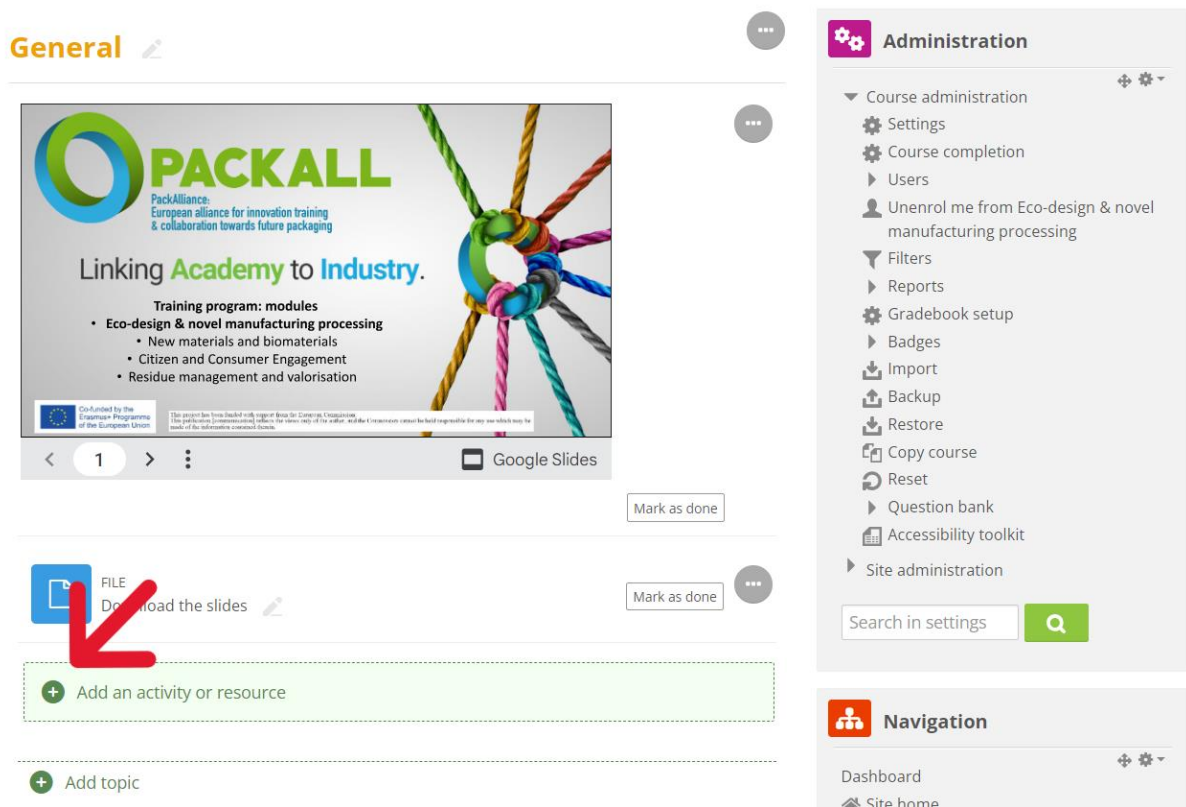


Figura 7. Edición del Curso

Una vez activado el modo de edición, puedes “Agregar las actividades o recursos” que desees en tu curso (Figura 8), como un archivo descargable, tareas o cuestionarios, foros o buzones desplegables de tareas. Si deseas agregar texto, puedes seleccionar el recurso “Etiqueta” que te permitirá agregar texto en el curso.



The screenshot displays the course editor interface. On the left, a slide titled "PACKALL" is shown, featuring the text "Linking Academy to Industry." and a list of training program modules: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button and a "Mark as done" button. A red arrow points to the "Add an activity or resource" button, which is highlighted in green. Below this button, there is an "Add topic" button. On the right, the "Administration" sidebar is visible, containing options such as "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". Below the sidebar, there is a "Search in settings" input field and a "Navigation" sidebar with options for "Dashboard" and "Site home".

Figura 8. Añadir una actividad o recurso

Hay una amplia selección de actividades y recursos que es posible añadir (Figura 9).

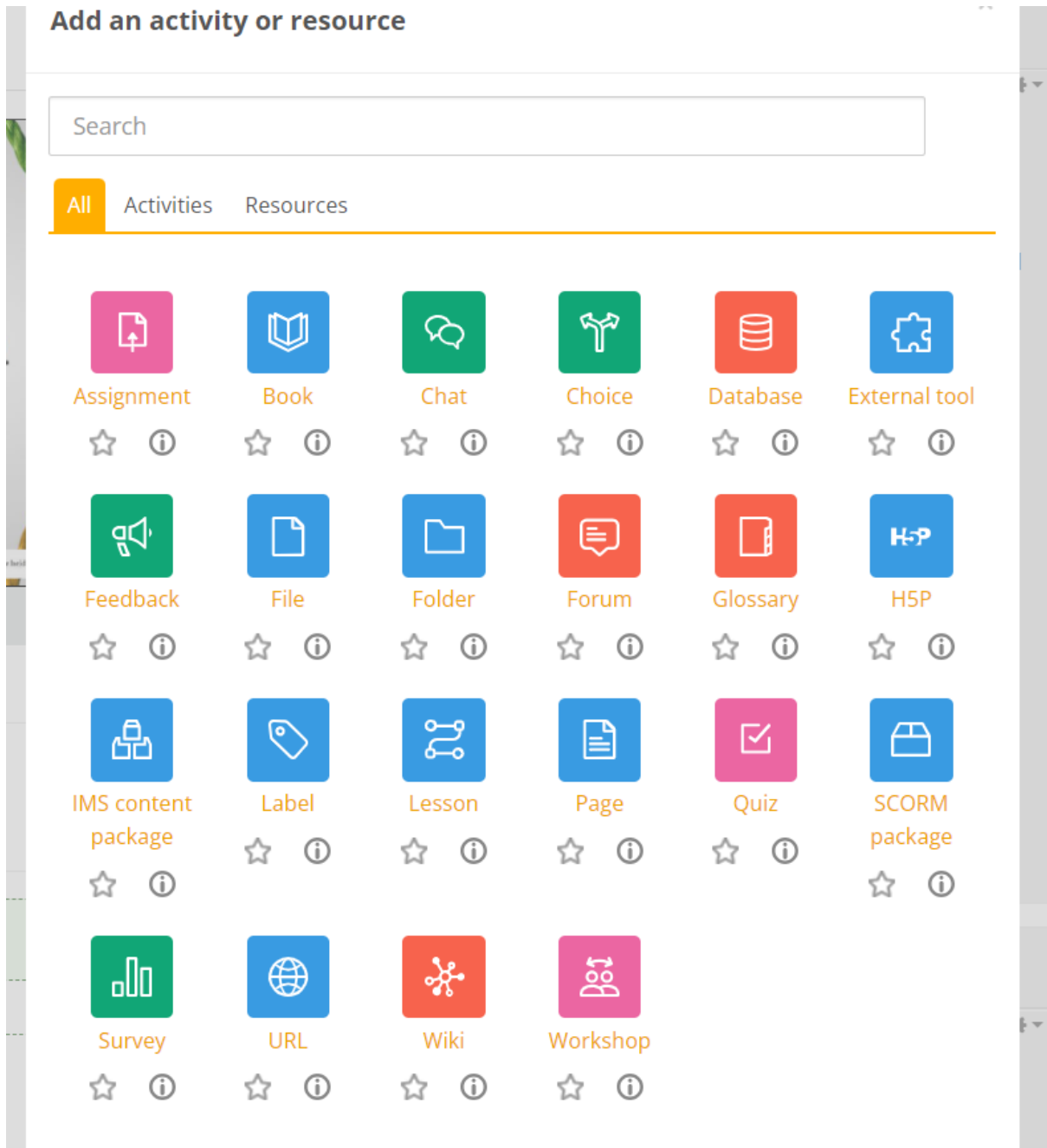


Figura 9. Actividades y recursos disponibles

Si desea incrustar diapositivas directamente en su curso, como en la demostración, puede enviarnos las diapositivas y nos encargaremos de ello.

También tienes la posibilidad de editar la configuración del curso (Figura 10) para cambiar el título, añadir una descripción o una imagen que represente el curso, o jugar con otras funcionalidades diferentes.

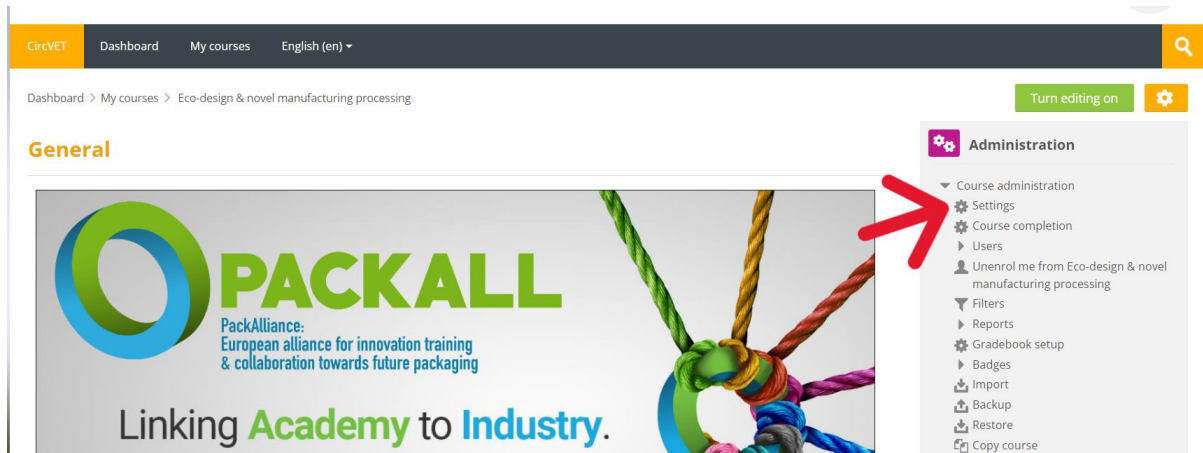


Figura 10. Configuración del curso

En la sección de Administración, también tienes la posibilidad de hacer un seguimiento de la evolución de tus alumnos accediendo a los Informes del módulo (Figura 11). Estos te darán información sobre los diferentes usos que han hecho los alumnos de la plataforma. Se tienen en cuenta todas las actividades que realizan los alumnos mientras están en la plataforma, desde el tiempo que pasan en una página concreta, hasta el número de clics en botones, así como a qué páginas o actividades han accedido.

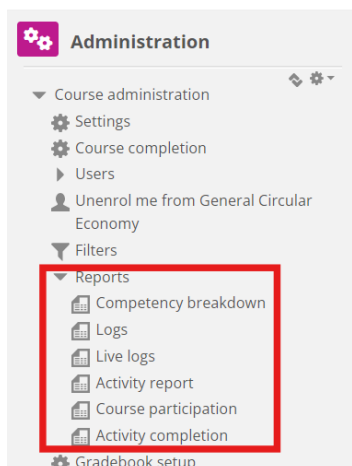


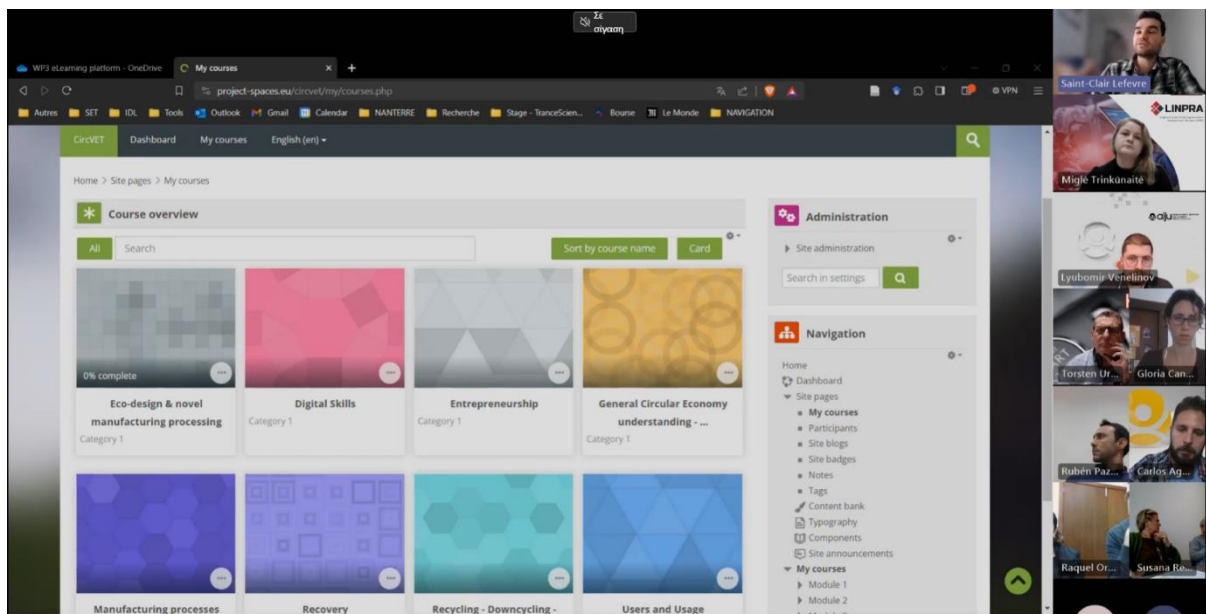
Figura 11. Reports

Si necesita ayuda de cualquier tipo durante su navegación por la plataforma de aprendizaje electrónico, no dude en comunicárselo al IDL. Estaremos encantados de ayudarle y apoyarle en todo momento.

4 Sesión de formación online

Además de la creación de los diferentes manuales, se llevó a cabo una sesión de capacitación para familiarizar a los socios con el uso de la plataforma de aprendizaje.


El material de la sesión de capacitación está disponible en el paquete de diapositivas adjunto (Anexo I – Solo en inglés).



5 Anexo I – Presentación de diapositivas de la sesión online

Grabación de video dedicada a la sesión: [Link to recording](#)

Presentación de diapositivas



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CIRC VET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

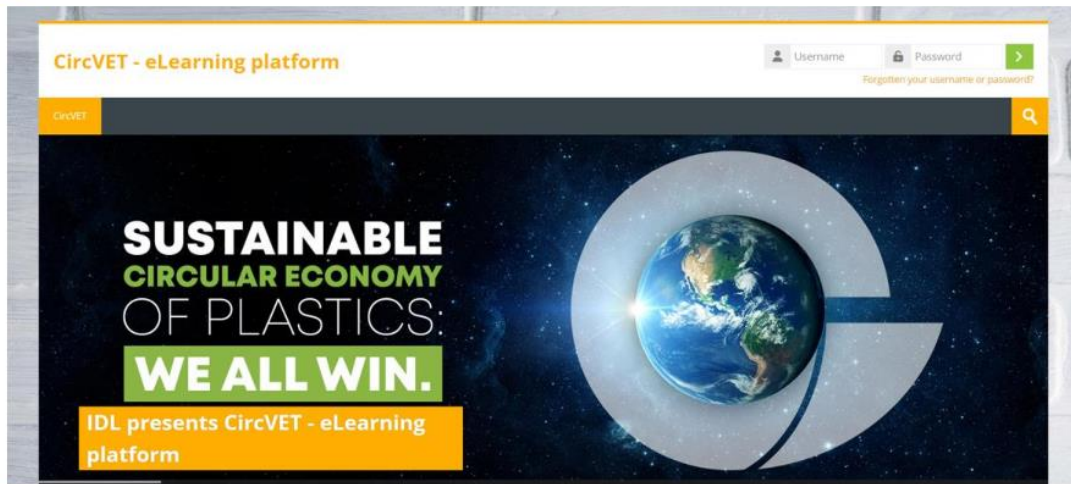
Saint-Clair Lefèvre



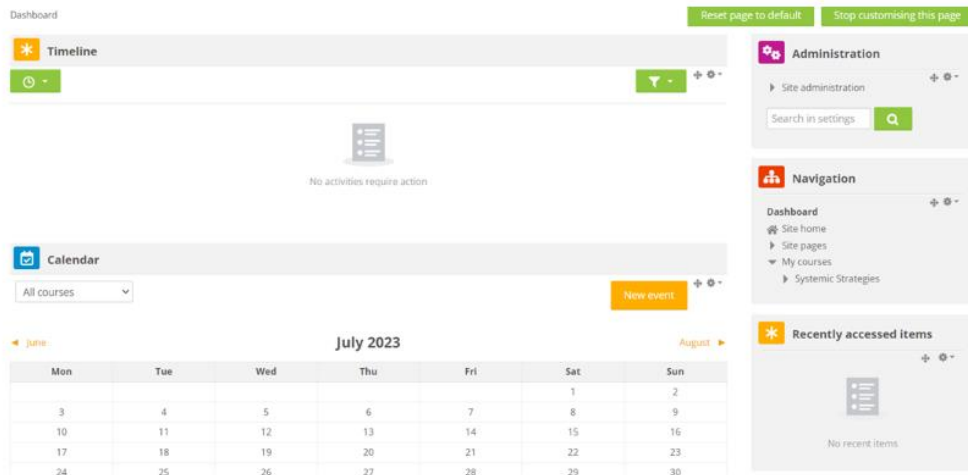
Training materials for the eLearning platform

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

Frontpage of the platform



Dashboard



Reset page to default Stop customising this page

Timeline

No activities require action

Calendar

All courses

New event

July 2023						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings


Navigation

Dashboard

- Site home
- Site pages
- My courses
- Systemic Strategies

Recently accessed items

No recent items




Example of one Topic of a course


I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector





Mark as done



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WP 3 - eLearning platform





Course display

CircVET - eLearning platform

CircVET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


Add an activity or resource

Add topic

Topic 1


QUIZ Quiz 1 - Systemic Strategies

Mark as done



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WP 3 - eLearning platform











The screenshot displays the CIRC VET eLearning platform interface. At the top left is the CIRC VET logo. The main header reads "Levels restrictions through group selection". Below the header is a navigation bar with "CIRC VET", "Dashboard", "My courses", and "English (en)". The breadcrumb trail shows "Home > My courses > Module 3". The "Level selection" section contains a "GROUP SELF-SELECTION" card with a "Level selection" sub-card and a "Mark as done" button. Below this is a dropdown menu for "I-VET-Higher Education" with a warning icon and the text "You are not authorized to access this content". The "Topic 1 - Digital Skills" section is visible. The page is co-funded by the Erasmus+ Programme of the European Union, as indicated by logos on the left and right. The footer includes the text "WP 3 - eLearning platform" and the INFINITIVITY DESIGN LABS logo.

What we need your help with







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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WP 3 - eLearning platform

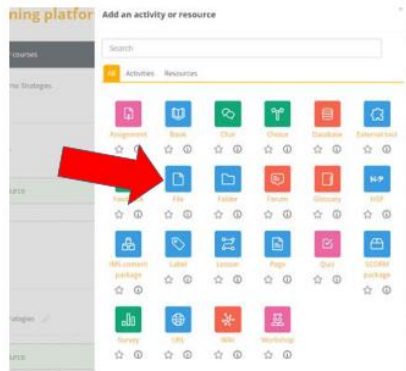




What we need your help with

Upload pdfs or word files on your course if necessary


Videos can be added via URL or file in the "Label" Activity




Adding a new Label

General


Label text





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What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1:

A005 This is the correct answer for question 02 of topic 1.

A006 This is a wrong answer for question 02 of topic 1.

A007 This is a mistaken answer for question 02 of topic 1.

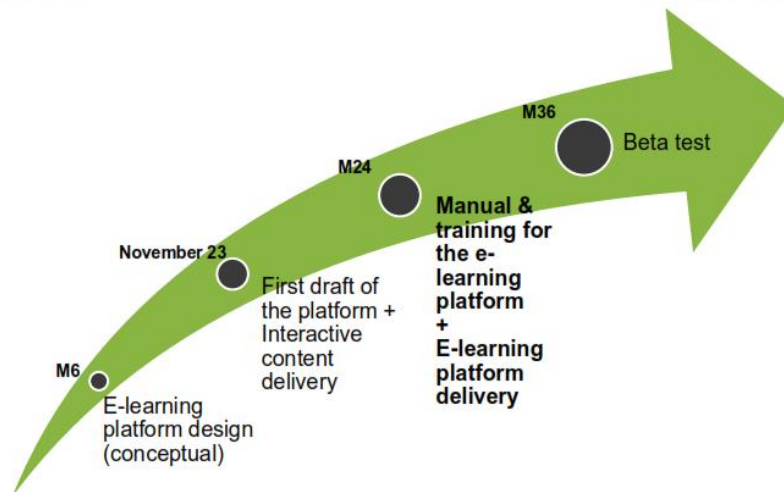
A008 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



PROJECT INFO

Grant Agreement	Project: 101055916 — CIRCVET — ERASMUS-EDU-2021-PI-ALL-INNO
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Project end date	31-08-2025
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CONSORCIO DEL PROYECTO



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – Manuel de la plateforme d'apprentissage en ligne – Guide pour l'enseignant



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CIRC VET – Matériel de formation pratique à
l'économie circulaire pour les industries de la
plasturgie

Statut du document			
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V0.1	06/09/2023	Saint-Clair Lefèvre	Brouillon
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Version interne révisée
V1.0	15/07/2024	Saint-Clair Lefèvre	Première version
V1.1	26/07/2024	Saint-Clair Lefèvre	Première version révisée
V2.0	31/07/2024	Saint-Clair Lefèvre	Version finale
Revu	OUI - NON		
Niveau de diffusion	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Limité aux autres participants au programme (y compris les services de la Commission et les examinateurs de projet) <input type="checkbox"/> CO - Confidentiel, uniquement pour les membres du consortium (y compris l'EACEA et les services de la Commission et les examinateurs de projets)		

Citer comme suit : D3.3a - Manuel de la plateforme d'apprentissage en ligne - Guide pour l'enseignant

Si le Livrable est Public, vous le récupérez sur le site du Projet CIRCVET.

TABLE DES MATIÈRES

1. Introduction.....	5
2. Glossaire de termes, d'abréviations et d'acronymes	5
3. Lignes directrices de la plateforme d'apprentissage en ligne	12
3.1 Créez votre compte.....	12
3.2 Connexion.....	14
3.3 Édition du cours	15
4 Séance de formation en ligne.....	21
5 Annexe I - Diaporama de la session en ligne.....	22
Diaporama	22

1. Introduction

La plateforme d'apprentissage en ligne CircVET vise à définir un ensemble de connaissances et de compétences à fournir aux apprenants des différents groupes cibles. Ce document vise à être utilisé comme un manuel pour naviguer dans l'infrastructure de la plateforme d'apprentissage et guider l'utilisateur dans l'ajout de nouveaux contenus aux cours. Le document présente différentes étapes pour y parvenir.

2. Glossaire de termes, d'abréviations et d'acronymes

Nom abrégé du partenaire	
P1-AIJU	Partenaire 1 - RELATED TOY INDUSTRY RESEARCH ASSOCIATION (Espagne)
P2-CENTIMFE	Partenaire 2 - CENTRE TECHNOLOGIQUE POUR L'INDUSTRIE DES MOULES, DES OUTILS SPÉCIAUX ET DES PLASTIQUES - CENTIMFE (Portugal)
P3-KIMW-Q	Partenaire 3 - Gemeinnützige KIMW-Quaòifikationungs GmbH (Allemagne)
P4-POLYMÈRE	Partenaire 4 - POLYMERIS (France)
P5-PROPLAST	Partenaire 5 - Consortium pour la promotion de la culture plastique - PROPLAST (Italie)
P6-LINPRA	Partenaire 6 - ASSOCIATION LITUANIENNE DES INDUSTRIES INZINÉREINES LINPRA (Lituanie)

P7-ULPGC	Partenaire 7 - Universidad de las Palmas de Gran Canaria (Espagne)
P8-IDL	Partenaire 8 - Infinitivity Design Labs (France)
P9-APRC	Partenaire 9 - CENTRE DE FORMATION PROFESSIONNELLE ALYTUS (Lituanie)
P10-UNITR	Partenaire 10 - Université de Trente (Italie)
P11-HIT	Partenaire 11 - TRENINO INNOVATION HUB - Fondation (Italie)
P12-VPM	Partenaire 12 - CENTRE DE FORMATION PROFESSIONNELLE DE VISAGINAS TECHNOLOGY AND BUSINESS (Lituanie)

Méthodes d'évaluation :

Ensemble des tests/examens écrits, oraux et pratiques, des projets, des performances, des présentations et des portfolios qui permettent d'évaluer les progrès de l'apprenant et de déterminer l'atteinte des acquis d'apprentissage d'un volet éducatif (unité/module).

Critères d'évaluation :

Descriptions de ce que l'apprenant est censé faire et à quel niveau, afin de démontrer l'atteinte d'un résultat d'apprentissage. Les méthodes et les critères d'évaluation d'un volet éducatif doivent être appropriés et cohérents avec les résultats d'apprentissage qui ont été définis pour celui-ci et avec les activités d'apprentissage qui ont été menées.

Compétence :

Le cadre européen des certifications (CEC) définit la compétence comme l'aptitude à utiliser des connaissances, des aptitudes et des aptitudes personnelles, sociales et/ou méthodologiques, dans des situations de travail ou d'études et dans le cadre du développement professionnel et personnel. Dans le contexte du CEC, la compétence est décrite en termes de responsabilité et d'autonomie. La promotion des compétences est l'objet de tous les programmes éducatifs. Les compétences sont développées dans toutes les unités de cours et évaluées à différentes étapes d'un programme. Certaines compétences sont liées à une discipline (spécifiques à un domaine d'études), d'autres sont génériques (communes à tout cursus). Il est normal que le développement des compétences se déroule de manière intégrée et cyclique tout au long d'un programme.

Unité de cours :

Une expérience d'apprentissage autonome et formellement structurée. Il doit comporter un ensemble cohérent et explicite d'objectifs d'apprentissage, des activités d'apprentissage définies et cohérentes avec le temps alloué dans le cadre du programme d'études et des critères d'évaluation appropriés.

Crédit (ECTS) :

Les crédits ECTS expriment le volume d'apprentissage sur la base des acquis d'apprentissage définis et de la charge de travail qui leur est associée. 60 crédits ECTS sont attribués aux objectifs d'apprentissage et à la charge de travail associée d'une année académique à temps plein ou équivalente, qui comprend normalement plusieurs composantes éducatives auxquelles des crédits (en fonction des acquis d'apprentissage et de la charge de travail) sont attribués. Les crédits ECTS sont généralement exprimés en nombres entiers.

Système européen de transfert et d'accumulation de crédits (ECTS) :

Système d'accumulation et de transfert de crédits centré sur l'apprenant, fondé sur le principe de la transparence des processus d'apprentissage, d'enseignement et d'évaluation. Son objectif est de faciliter la planification, la mise en œuvre et l'évaluation des programmes d'études et de la mobilité des étudiants en reconnaissant les acquis et les qualifications d'apprentissage et les périodes d'apprentissage.

Système européen de crédits pour l'enseignement et la formation professionnels (ECVET) :

Le système ECVET vise à permettre le transfert, la reconnaissance et l'accumulation des acquis d'apprentissage en vue de l'obtention d'une qualification. Il s'agit d'un système décentralisé reposant sur la participation bénévole des États membres et des acteurs de la formation professionnelle, dans le respect des législations et réglementations nationales. Il fournit un cadre méthodologique pour décrire les qualifications en termes d'acquis d'apprentissage à l'aide d'unités, permettant l'attribution de points transférables aux États membres ayant des cadres d'éducation et de certification différents. ECVET est fondé sur des accords de partenariat en matière de transparence des qualifications et de confiance mutuelle entre les parties prenantes (ECVET, 2010).

Cadre européen des certifications pour l'éducation et la formation tout au long de la vie (CEC) :

Le Cadre européen des certifications pour l'éducation et la formation tout au long de la vie est un cadre de référence européen commun qui permet aux pays de l'Union européenne de relier leurs systèmes de certification les uns aux autres. Il a été adopté par le Parlement européen et le Conseil le 23 avril 2008. Le CEC utilise huit niveaux de référence basés sur des acquis d'apprentissage définis en termes de connaissances, d'aptitudes et de compétences.

Il déplace l'attention de l'entrée (durée d'une expérience d'apprentissage, type d'établissement) vers ce qu'une personne détenant une qualification particulière sait et peut faire. Il rend les qualifications plus lisibles et plus compréhensibles dans les différents pays et systèmes de l'Union européenne.

Résultat d'apprentissage :

Énoncés de ce qu'un apprenant sait, comprend et peut faire à la fin d'un processus d'apprentissage. L'atteinte des résultats d'apprentissage doit être évaluée au moyen de procédures fondées sur des critères clairs et transparents. Les résultats d'apprentissage sont attribués à des composantes éducatives individuelles et à des programmes dans leur ensemble. Ils sont également utilisés dans les cadres européens et nationaux de certification pour décrire le niveau de qualification individuelle.

Charge de travail :

Estimation du temps dont la personne a généralement besoin pour mener à bien toutes les activités d'apprentissage telles que les conférences, les séminaires, les projets, les travaux pratiques, les stages et les études individuelles nécessaires pour atteindre les résultats d'apprentissage définis dans des environnements d'apprentissage formels. La correspondance entre la charge de travail à temps plein d'une année académique et 60 crédits est souvent formalisée par des dispositions juridiques nationales. Dans la plupart des cas, la charge de travail varie de 1 500 à 1 800 heures pour une année universitaire, ce qui signifie qu'un crédit correspond à 25 à 30 heures de travail. Il faut reconnaître qu'il s'agit d'une charge de travail typique et que, pour chaque élève, le temps réel nécessaire pour atteindre les résultats d'apprentissage variera.

Stage en entreprise :

Période d'expérience prévue en dehors de l'établissement (par exemple, sur un lieu de travail) pour aider les étudiants à développer des compétences, des connaissances ou une compréhension particulières dans le cadre de leur programme.

Cadre national des certifications (CNC)

Instrument de classification des qualifications en fonction d'un ensemble de critères pour des niveaux d'apprentissage spécifiés atteints, qui vise à intégrer et à coordonner les sous-systèmes nationaux de certifications et à améliorer la transparence, l'accès, la progression et la qualité des qualifications par rapport au marché du travail et à la société civile (recommandation 2012/C 398/01 du Conseil).

Les cadres nationaux de certification englobent toutes les qualifications de l'éducation - ou toutes les qualifications de l'enseignement supérieur, selon la politique du pays concerné - dans un système éducatif. Ils montrent ce que l'on peut attendre des apprenants qu'ils sachent, comprennent et sont capables de faire sur la base d'une qualification donnée (résultats d'apprentissage), ainsi que la manière dont les qualifications au sein d'un système s'articulent, c'est-à-dire comment les apprenants peuvent passer d'une qualification à l'autre dans un système éducatif.

Les cadres nationaux de certifications sont élaborés par les autorités publiques compétentes du pays concerné, en coopération avec un large éventail de parties prenantes, notamment les établissements d'enseignement supérieur, les étudiants, le personnel et les employeurs.

Programme (éducatif) :

Ensemble de composantes éducatives - basées sur les résultats d'apprentissage - qui sont reconnues pour l'obtention d'une qualification.

Qualification :

Tout grade, diplôme ou autre certificat délivré par une autorité compétente attestant la réussite d'un programme d'études reconnu.

Apprentissage centré sur l'élève :

Approche d'apprentissage caractérisée par des méthodes d'enseignement innovantes qui visent à promouvoir l'apprentissage en communication avec les enseignants et les élèves et qui prennent les élèves au sérieux en tant que participants actifs dans leur propre apprentissage, en favorisant des compétences transférables telles que la résolution de problèmes, la pensée critique et réflexive (ESU, 2010).

Système de gestion de l'apprentissage :

Un système de gestion de l'apprentissage (LMS) est une application logicielle pour l'administration, la documentation, le suivi, la création de rapports, l'automatisation et la prestation de cours éducatifs, de programmes de formation, de supports ou de programmes d'apprentissage et de développement.

3. Lignes directrices de la plateforme d'apprentissage en ligne

3.1 Créez votre compte

Cliquez sur le lien suivant pour créer votre compte :

<https://project-spaces.eu/circvet/login/>

Cliquez ensuite sur « Créer un nouveau compte » comme illustré à la figure 1a ci-dessous.

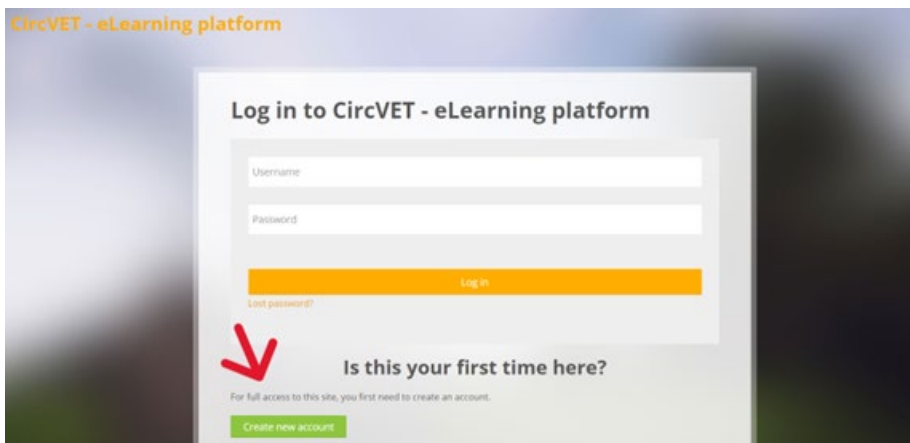


Figure 1a. Page Créer un compte

Vous pouvez également créer directement un compte en cliquant sur « Créer un nouveau compte » dans le coin supérieur de l'écran, une fois que vous êtes entré sur la plateforme (Figure 1b).

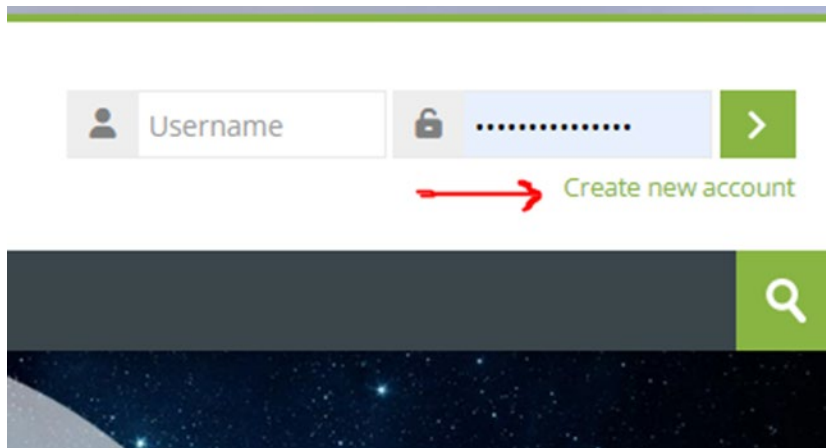


Figure 1b. Bouton « Créer un nouveau compte »

Vous accédez à la page pour entrer vos informations et créer votre compte (Figure 2 et 3) et cliquer sur « Créer mon nouveau compte » pour finaliser le processus.

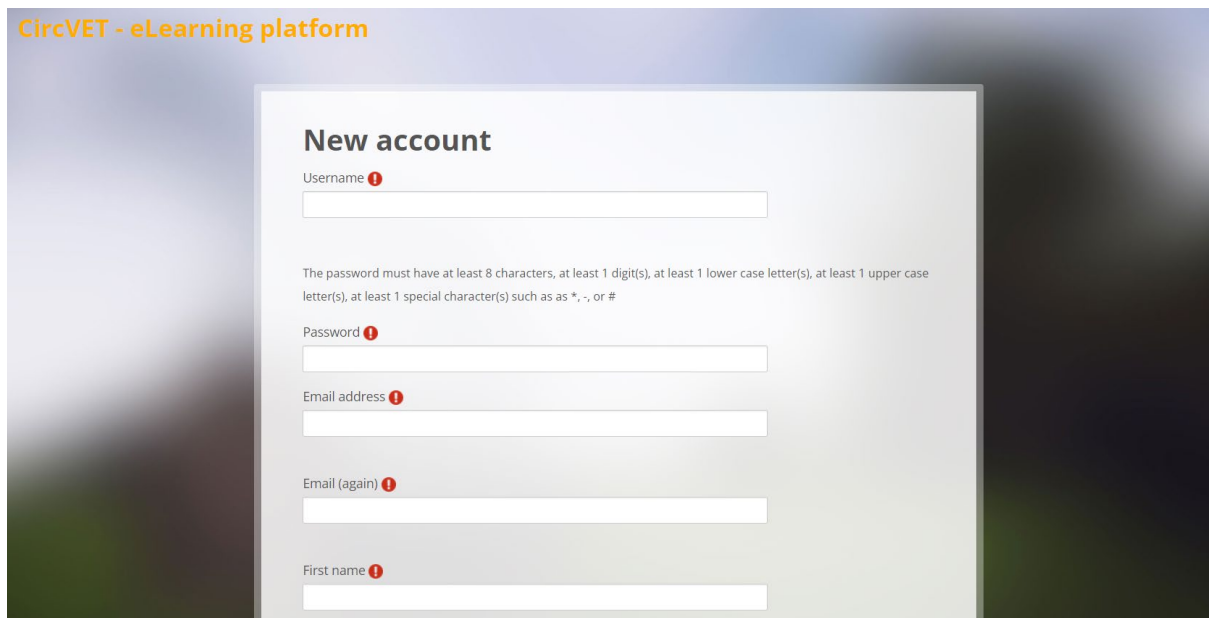
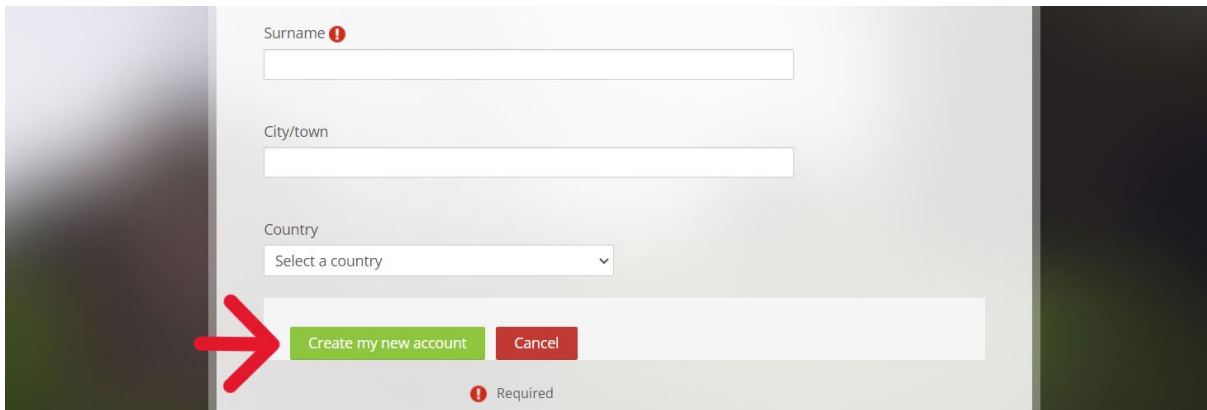


Figure 2. Page de création de compte (1)



Surname !

City/town

Country

Select a country v

! Required

Figure 3. Page de création de compte (2)

Vous recevrez un e-mail pour confirmer votre inscription. Ensuite, vous pouvez vous connecter à la plateforme d'apprentissage en ligne CircVET en suivant l'étape suivante.

3.2 Connexion

Pour vous connecter au compte de la plateforme d'apprentissage en ligne CircVET, suivez ce lien : <https://project-spaces.eu/circvet/>. Entrez ensuite votre nom d'utilisateur et votre mot de passe utilisés lors de la création de votre compte dans les zones d'identification dans le coin supérieur droit du site Web (Figure 4).

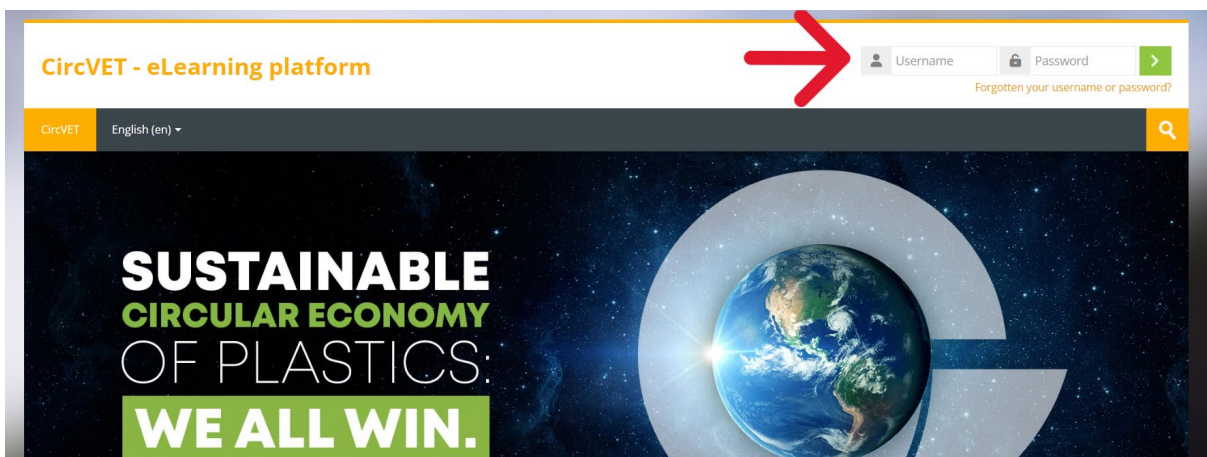


Figure 4. Connectez-vous

Vous accédez au tableau de bord de la plateforme. Vous pouvez cliquer sur « Mes cours » (Figure 5) pour accéder aux cours dont vous avez la responsabilité, pour les modifier.

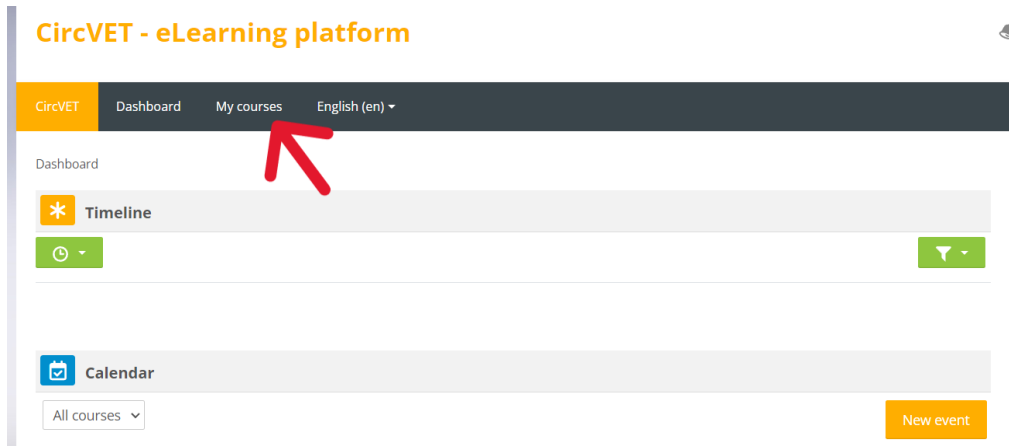


Figure 5. Tableau de bord

3.3 Édition du cours

Une fois que vous êtes dans la section « Mes cours », vous pouvez cliquer sur le cours que vous souhaitez modifier pour y accéder (Figure 6).

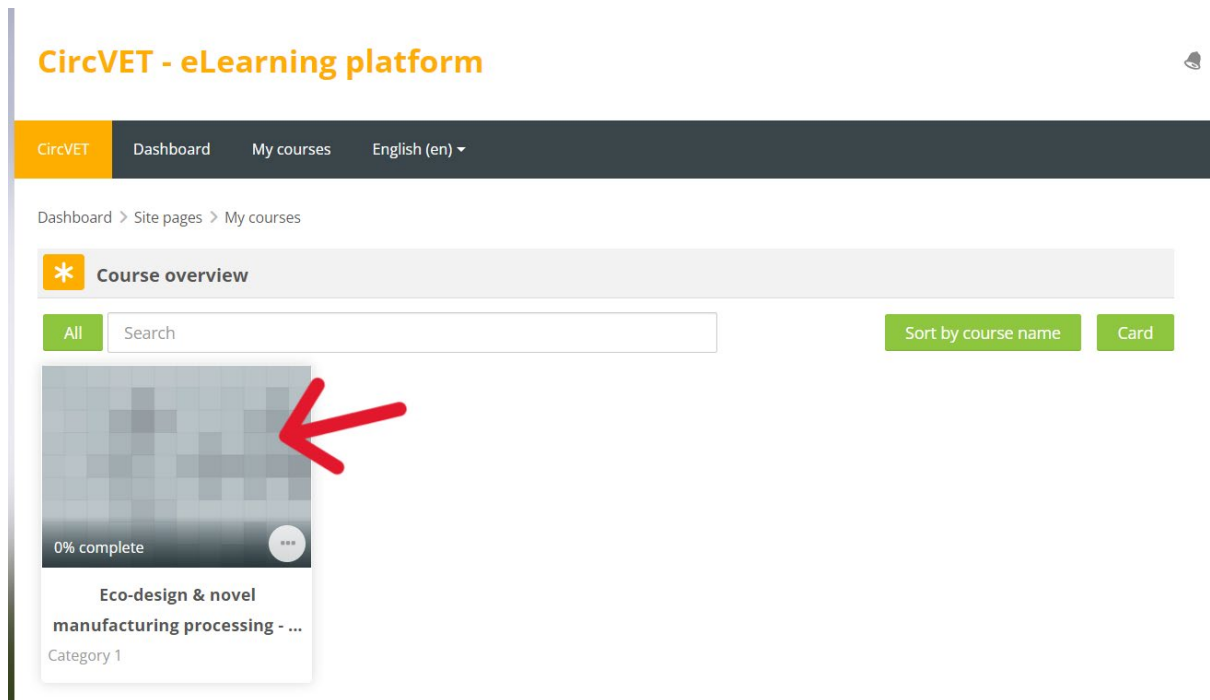


Figure 6. Section « Mes cours »

Lorsque vous avez accédé à votre cours, vous pouvez cliquer sur « Activer l'édition » pour pouvoir effectuer directement les modifications souhaitées sur le cours (Figure 7).

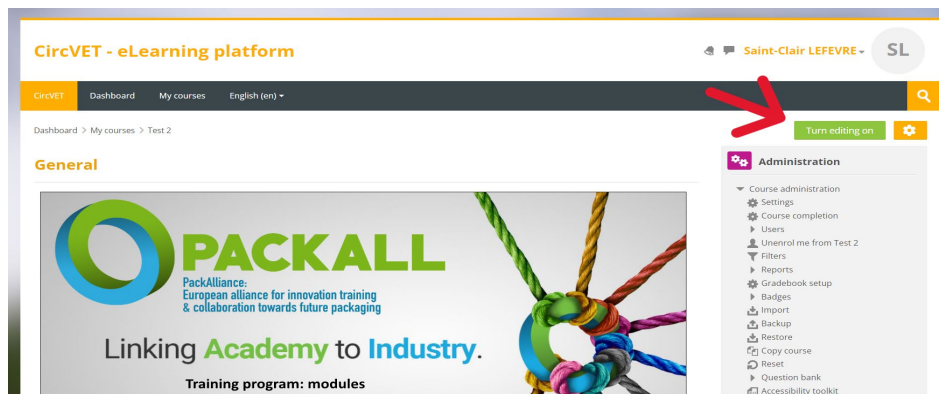
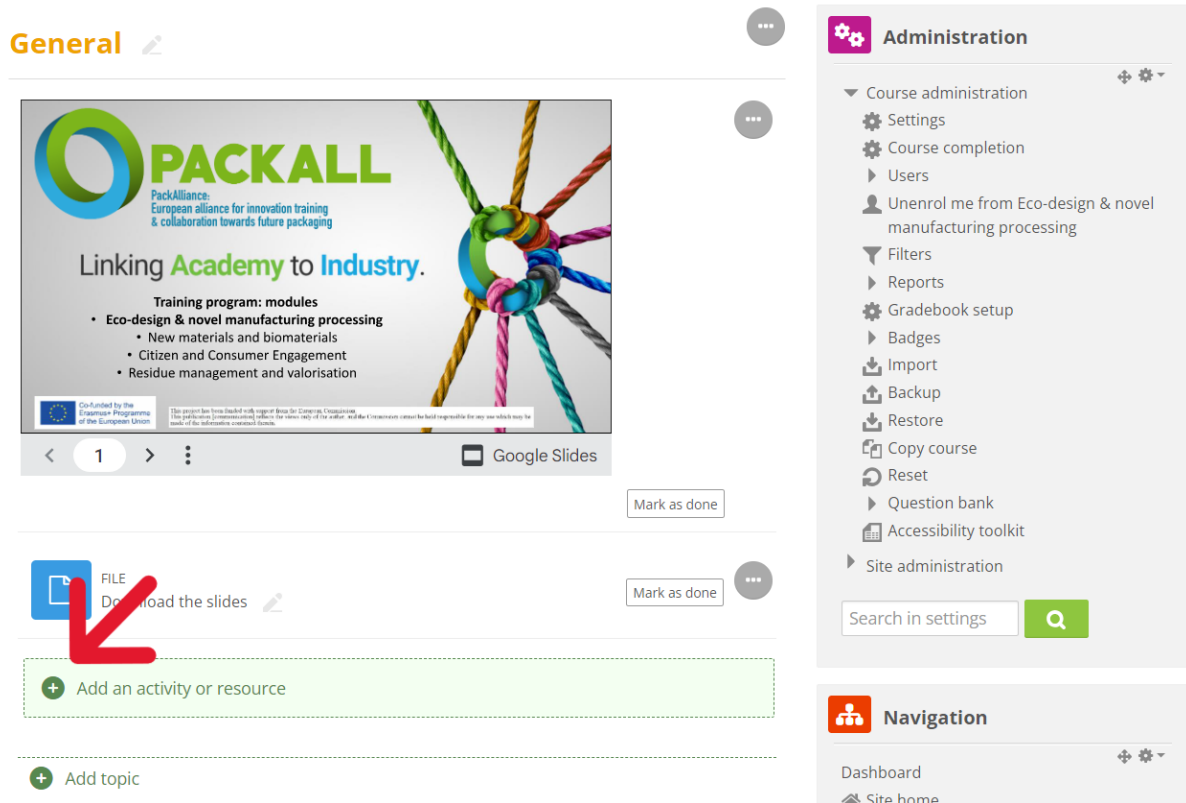


Figure 7. Édition de cours

Une fois le mode d'édition activé, vous pouvez « Ajouter les activités ou les ressources » que vous souhaitez inclure dans votre cours (Figure 8), telles qu'un fichier téléchargeable, des devoirs ou des quiz, des forums ou des boîtes déroulantes de devoirs. Si vous

souhaitez ajouter du texte, vous pouvez sélectionner la ressource « Étiquette » qui vous permettra d'ajouter du texte dans le cours.



The screenshot displays a course editor interface. On the left, a slide titled "PACKALL" is shown, featuring the logo and text: "Linking Academy to Industry. Training program: modules • Eco-design & novel manufacturing processing • New materials and biomaterials • Citizen and Consumer Engagement • Residue management and valorisation". Below the slide, there is a "Download the slides" button with a red arrow pointing to it, and a green dashed box containing a "+ Add an activity or resource" button. Below this, there is a "+ Add topic" button. On the right, a sidebar contains two main sections: "Administration" and "Navigation". The "Administration" section includes options like "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". The "Navigation" section includes "Dashboard" and "Site home".

Figure 8. Ajouter une activité ou une ressource

Il existe une grande sélection d'activités ou de ressources que vous pouvez ajouter à votre cours (Figure 9).

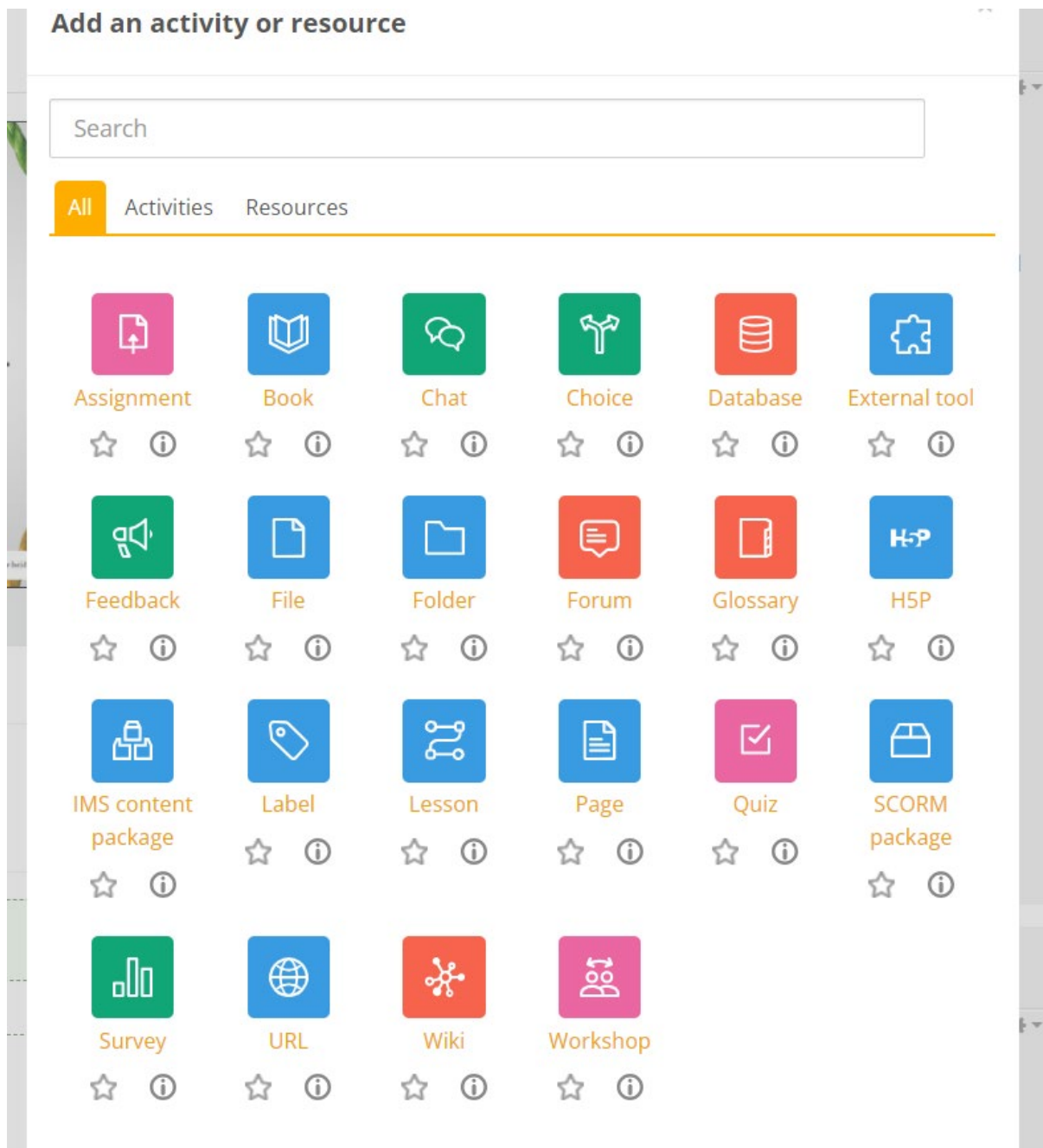


Figure 9. Activités et ressources disponibles

Si vous souhaitez intégrer des diapositives directement dans votre cours, comme dans la démonstration, vous pouvez nous envoyer les diapositives et nous nous en occuperons.

Vous avez également la possibilité d'éditer les paramètres du parcours (Figure 10) pour changer le titre, ajouter une description ou une image représentant le parcours, ou jouer avec d'autres fonctionnalités différentes.

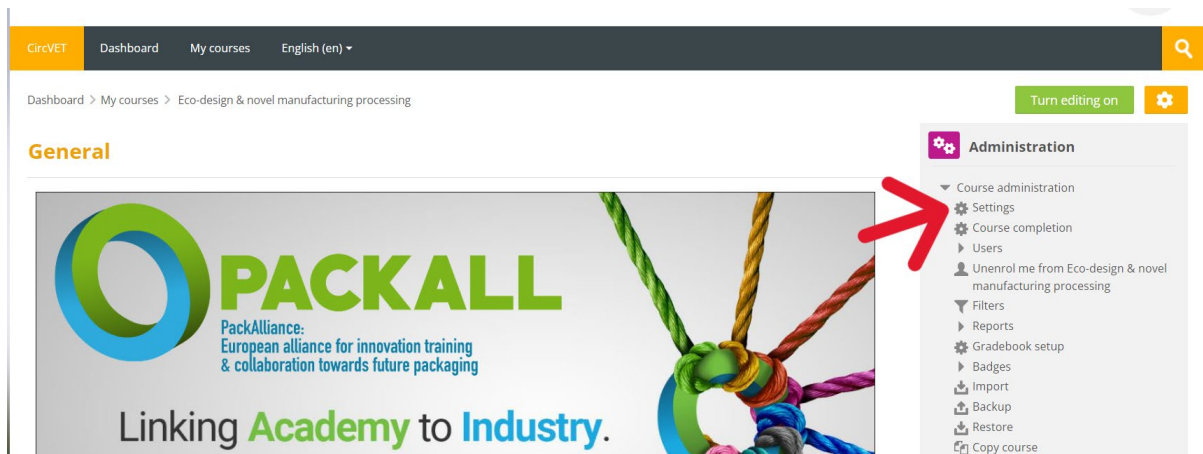


Figure 10. Paramètres du cours

Dans la section Administration, vous avez également la possibilité de suivre la progression de vos étudiants en accédant aux rapports du module (Figure 11). Ceux-ci vous donneront des informations sur les différentes utilisations de la plateforme que les étudiants ont faites. Il prend en compte toutes les activités que les élèves font pendant qu'ils sont sur la plateforme, du temps passé sur une page spécifique, au nombre de clics sur les boutons, ainsi qu'aux pages ou activités auxquelles ils ont accédé.

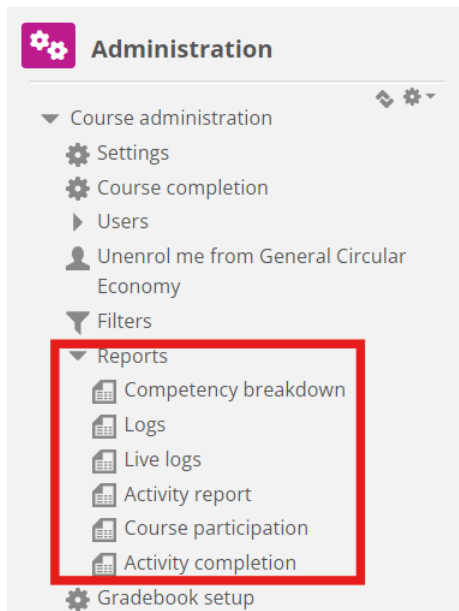


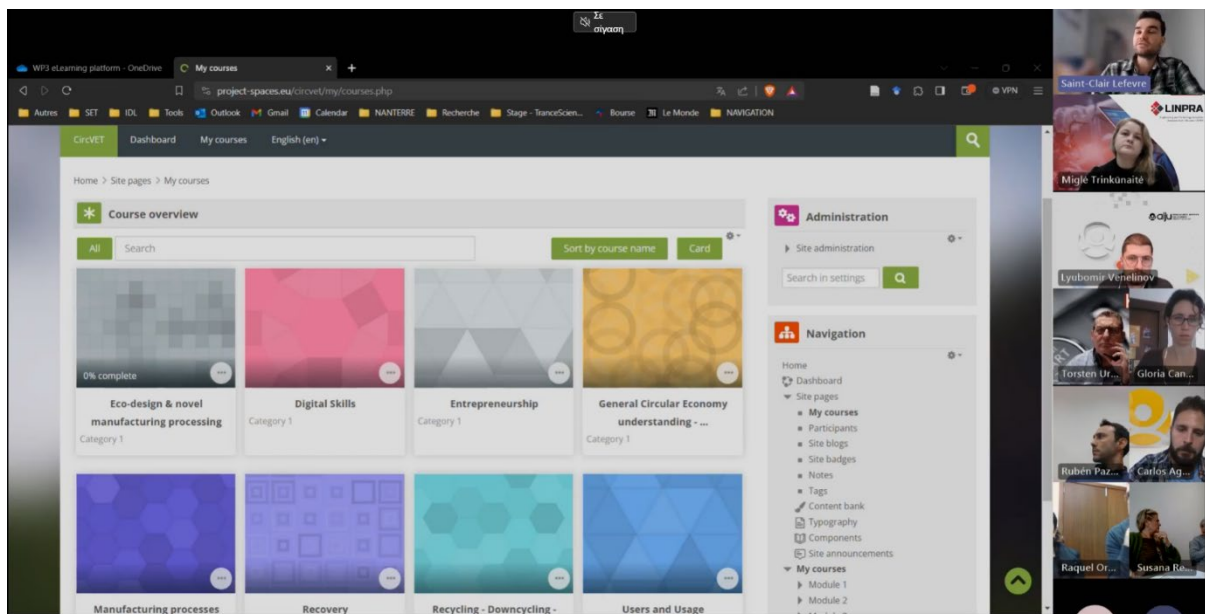
Figure 11. Rapports

Si vous avez besoin d'une assistance de quelque nature que ce soit lors de votre navigation sur la plateforme d'apprentissage en ligne. N'hésitez pas à le faire savoir à l'IDL, nous serons heureux de vous soutenir et de vous aider tout au long du processus.

4 Séance de formation en ligne

Outre la création des différents manuels, une session de formation a été organisée afin d'initier les partenaires à l'utilisation de la plateforme d'apprentissage.

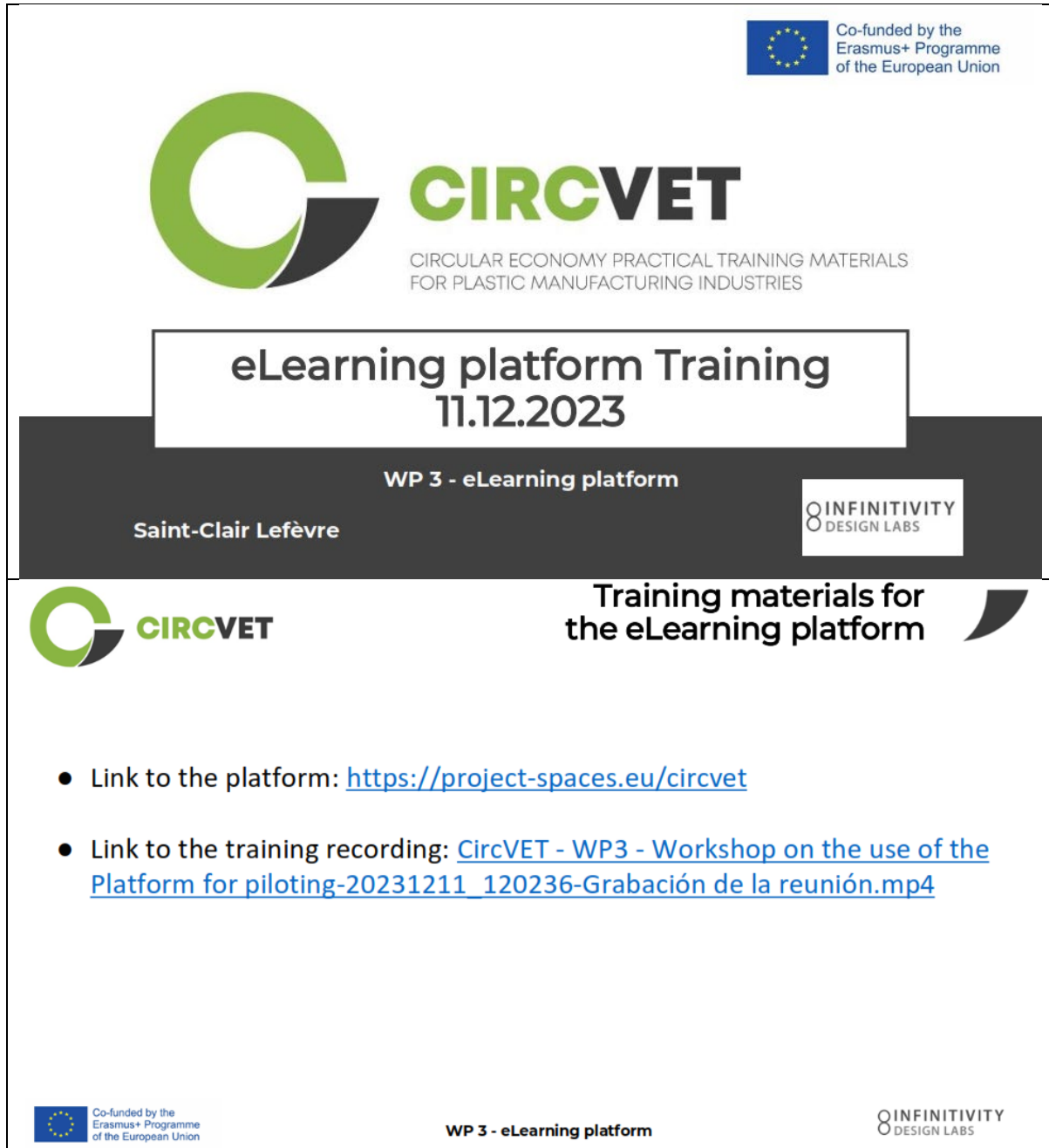
Le matériel de la session de formation est disponible sur le diaporama ci-joint (annexe I - uniquement en anglais).



5 Annexe I - Diaporama de la session en ligne


Enregistrement vidéo dédié de la session : [Lien vers l'enregistrement](#)

Diaporama



The slide is a presentation slide for an eLearning platform training session. It features the CIRCNET logo and name, along with the text 'CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES'. The main title is 'eLearning platform Training 11.12.2023'. Below this, it says 'WP 3 - eLearning platform' and 'Saint-Clair Lefèvre'. The INFINITIVITY DESIGN LABS logo is also present. The slide lists two links: one to the platform and one to the training recording. The slide is co-funded by the Erasmus+ Programme of the European Union.

Co-funded by the
Erasmus+ Programme
of the European Union




CIRCNET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES


eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre



INFINITIVITY
DESIGN LABS



CIRCNET

**Training materials for
the eLearning platform**

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircNET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

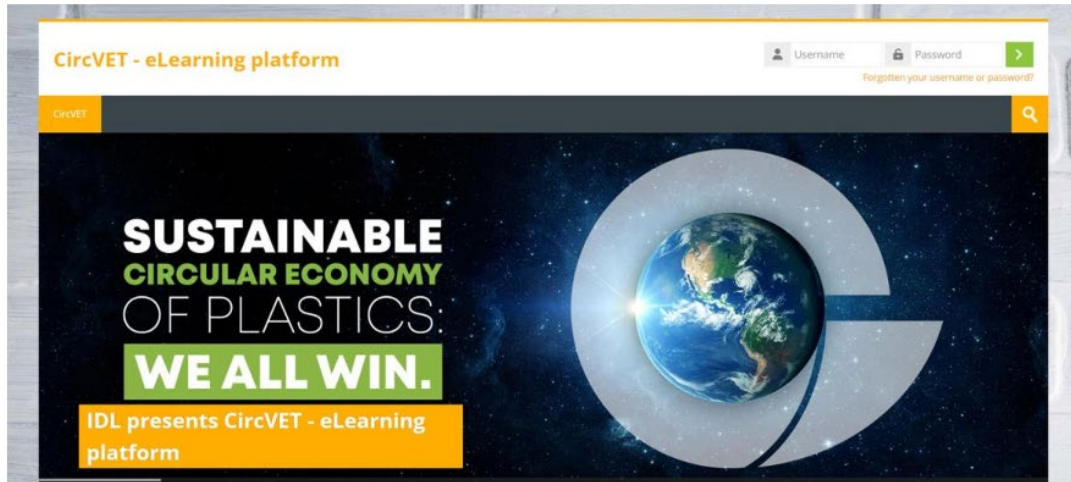
Co-funded by the
Erasmus+ Programme
of the European Union

WP 3 - eLearning platform

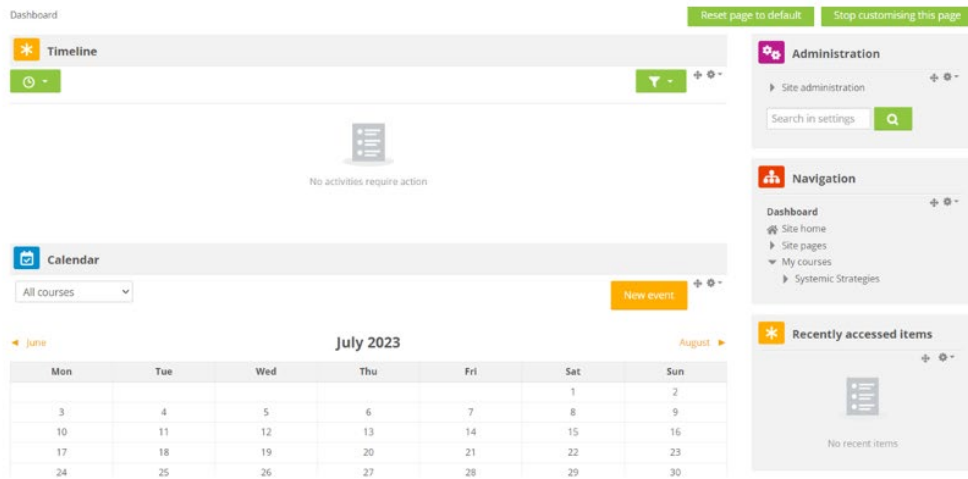


INFINITIVITY
DESIGN LABS

Frontpage of the platform



Dashboard



Reset page to default Stop customising this page

Timeline

No activities require action

Calendar

All courses

New event

July 2023

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings

Navigation

Dashboard

Site home


Site pages

My courses

Systemic Strategies

Recently accessed Items

No recent items

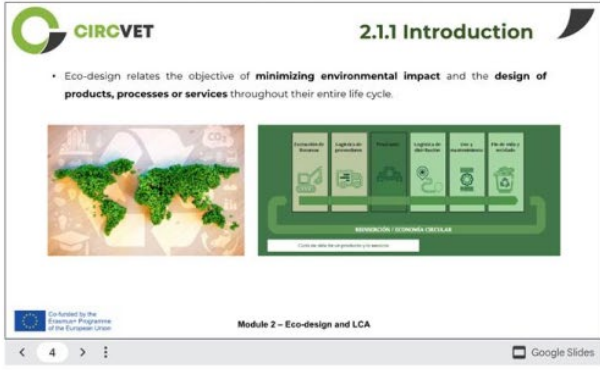


Example of one Topic of a course


I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector





Mark as done



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WP 3 - eLearning platform





Course display

CircNET - eLearning platform

CircNET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


Add an activity or resource

Add topic

Topic 1


QUIZ Quiz 1 - Systemic Strategies

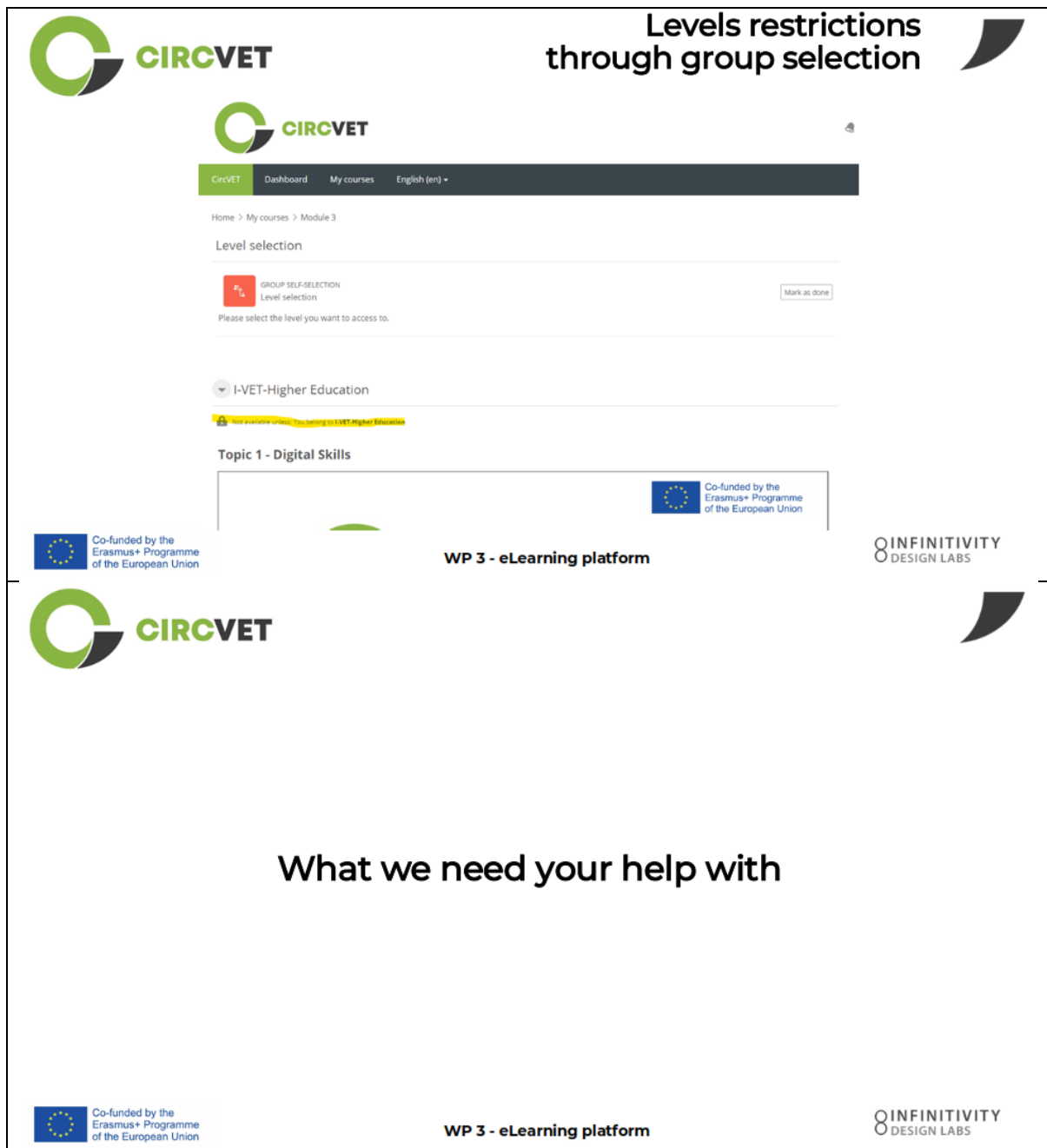
Mark as done




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WP 3 - eLearning platform











The screenshot displays the CIRC VET eLearning platform interface. At the top, the CIRC VET logo is on the left, and the title 'Levels restrictions through group selection' is on the right. Below the logo is a navigation bar with 'CIRC VET', 'Dashboard', 'My courses', and 'English (en)'. The main content area shows a breadcrumb trail 'Home > My courses > Module 3' and a 'Level selection' section. This section includes a 'GROUP SELF-SELECTION' button, a 'Level selection' dropdown menu, and a 'Mark as done' button. Below this is a section for 'I-VET-Higher Education' with a warning icon and the text 'You are not authorized to access this content to I-VET Higher Education'. The 'Topic 1 - Digital Skills' section is partially visible. At the bottom of the screenshot, there are logos for the European Union (Co-funded by the Erasmus+ Programme of the European Union), 'WP 3 - eLearning platform', and 'INFINITIVITY DESIGN LABS'. The text 'What we need your help with' is centered below the screenshot.







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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WP 3 - eLearning platform






What we need your help with


Upload pdfs or word files on your course if necessary

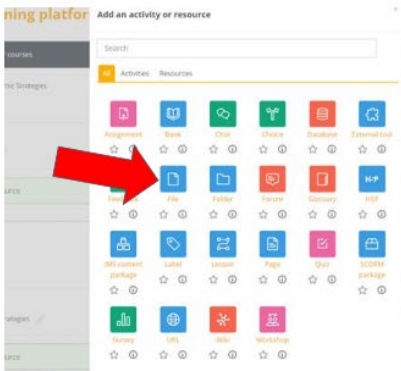
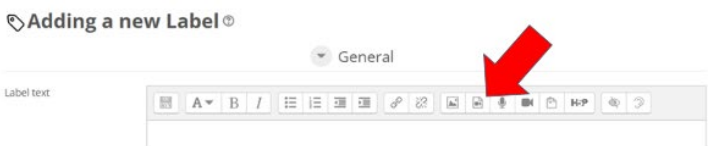
Videos can be added via URL or file in the "Label" Activity



Co-funded by the Erasmus+ Programme of the European Union

WP 3 - eLearning platform



What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template: [Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1.

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1.

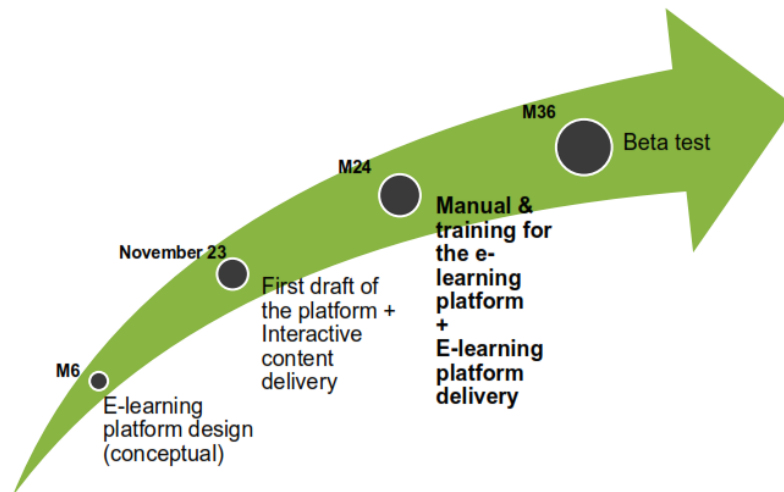
A005 This is the correct answer for question 02 of topic 1.

A006 This is a wrong answer for question 02 of topic 1.

A007 This is a mistaken answer for question 02 of topic 1.

A008 This is an incorrect answer for question 02 of topic 1.

Next steps



INFORMATIONS SUR LE PROJET

Accord subvention de	Projet : 101055916 – CIRC VET – ERASMUS-EDU-2021-PI-ALL-INNO
Programme	Erasmus+
Action clé	EACÉE. A - Erasmus+, corps de solidarité de l'UE A.2 - Compétences et innovation
Type d'action	Bourses forfaitaires ERASMUS
Titre du projet	CIRC VET - Matériel de formation pratique à l'économie circulaire pour les industries de la plasturgie
Date de début du projet	01-09-2022
Date de fin du projet	31-08-2025
Durée du projet	3 ans

Ce projet a reçu un financement de l'Union européenne

CONSORTIUM DE PROJET


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Co-funded by the
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of the European Union



CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – E-mokymosi platformos vadovas

–

Mokytojo gairės



Co-funded by the
Erasmus+ Programme
of the European Union

CIRC VET – Žiedinės ekonomikos praktinio
mokymo medžiaga plastiko gamybos
pramonei

Dokumento būseną			
Versija	Data	Autorius	Apibūdinimas
V0.1	2023-09-06	Saint-Clair Lefèvre	Juodraštinė versija
V0.2	2024-07-09	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Vidinė pataisyta versija
V1.0	2024-07-15	Saint-Clair Lefèvre	Pirmoji versija
V1.1	2024-07-26	Saint-Clair Lefèvre	Pirmoji pataisyta versija
V2.0	2024-07-31	Saint-Clair Lefèvre	Galutinė versija
Peržiūrėta	TAIP – NE		
Sklaidos lygis	<input checked="" type="checkbox"/> PU – vieša <input type="checkbox"/> PP – pasiekama tik kitiems programos dalyviams (įskaitant Komisijos tarnybas ir projekto vertintojus) <input type="checkbox"/> CO – konfidencialu, skirta tik konsorciumo nariams (įskaitant EACEA ir Komisijos tarnybas bei projektų vertintojus)		

Cituoti kaip: D3.3a – E-mokymosi platformos vadovas – mokytojo gairės
 Jei pristatymas yra viešas, galite jį gauti iš CIRC VET projekto svetainės.

TURINYS

1. Įvadas.....	5
2. Terminų, santrumpų ir akronimų žodynelis	5
3. E-mokymosi platformos gairės	11
3.1 Paskyros sukūrimas	11
3.2 Prisijungimas.....	13
3.3 Kurso redagavimas.....	14
4 Internetiniai mokymo seansai.....	19
5 Priedas Nr. I – Internetinio seanso skaidrių rinkinys.....	20
Skaidrių rinkinys.....	20

1. Įvadas

„CircVET“ e-mokymosi platformos siekis – nustatyti žinių ir įgūdžių rinkinį, kurį reikia suteikti besimokantiejiems iš skirtingų tikslinių grupių. Šio dokumento paskirtis – naudoti jį kaip vadovą, padedantį orientuotis mokymosi platformos infrastruktūroje ir nurodantį naudotojui, kaip į kursus įtraukti naują turinį. Dokumente pateikiami įvairūs žingsniai, kaip tai padaryti.

2. Terminų, santrumpų ir akronimų žodynelis

Trumpas partnerio pavadinimas	
P1-AIJU	1 partneris – ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Ispanija)
P2-CENTIMFE	2 partneris – CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS – CENTIMFE (Portugalija)
P3-KIMW-Q	3 partneris – Gemeinnützige KIMW-Quaòifizierungs GmbH (Vokietija)
P4-POLYMERIS	4 partneris – POLYMERIS (Prancūzija)
P5-PROPLAST	5 partneris – Consorzio per la promozione della cultura plastica – PROPLAST (Italija)
P6-LINPRA	6 partneris – LIETUVOS INŽINERINĖS PRAMONĖS ASOCIACIJA LINPRA (Lietuva)

P7-ULPGC	7 partneris – Universidad de las Palmas de Gran Canaria (Ispanija)
P8-IDL	8 partneris – Infinitivity Design Labs (Prancūzija)
P9-APRC	9 partneris – ALYTAUS PROFESINIO RENGIMO CENTRAS (Lietuva)
P10-UNITR	10 partneris – Università degli Studi di Trento (Italija)
P11-HIT	11 partneris – HUB INNOVAZIONE TRENTO – Fondazione (Italija)
P12-VPM	12 partneris – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lietuva)

Vertinimo metodai

Įvairūs rašytiniai, žodiniai ir praktiniai testai ir (arba) egzaminai, projektai, pasirodymai, pristatymai ir darbai, kurie naudojami besimokančiojo pažangai įvertinti ir išsiaiškinti, ar pasiekti ugdymo komponento (skyriaus / modulio) mokymosi rezultatai.

Vertinimo kriterijai

Aprašoma, ką ir kokių lygiu besimokantysis turi atlikti, kad įrodytų, jog pasiekė mokymosi rezultatą.

Ugdymo komponento vertinimo metodai ir kriterijai turi būti tinkami ir atitikti jam apibrėžtus mokymosi rezultatus bei vykdomą mokymosi veiklą.

Kompetencija

Europos kvalifikacijų sandaroje (EKS) kompetencija apibrėžiama kaip gebėjimas naudotis žiniomis, įgūdžiais bei asmeniniais, socialiniais ir (arba) metodologiniais gebėjimais darbo

ar studijų situacijose, taip pat profesinio ir asmeninio tobulėjimo tikslais. Pagal EKS kompetencija apibūdinama kaip atsakomybė ir savarankiškumas. Kompetencijų puoselėjimas – visų švietimo programų tikslas. Kompetencijos ugdomos visuose kurso skyriuose ir vertinamos skirtinguose programos etapuose. Kai kurios kompetencijos yra susijusios su dalyku (būdingos konkrečiai studijų sričiai), kitos – bendrosios (būdingos bet kuriam studijų kursui). Paprastai kompetencijos ugdymas programos metu vyksta integruotai ir cikliška.

Kurso skyrius

Nepriklausoma, formaliai struktūruota mokymosi patirtis. Jame turėtų būti nuoseklus ir aiškus mokymosi rezultatų rinkinys, apibrėžta mokymosi veikla, atitinkanti mokymo programoje numatytą laiką, ir atitinkami vertinimo kriterijai.

Kreditai (ECTS)

ECTS kreditai išreiškia mokymosi apimtį, pagrįstą nustatytais mokymosi rezultatais ir su jais susijusiu darbo krūviu. 60 ECTS kreditų skiriama mokymosi rezultatams ir su jais susijusiam darbo krūviui per dieninių studijų arba lygiaverčius akademinius metus, paprastai sudarytam iš kelių mokymo komponentų, už kuriuos skiriami kreditai (remiantis mokymosi rezultatais ir darbo krūviu). ECTS kreditai paprastai išreiškiami sveikaisiais skaičiais.

Europos kreditų perkėlimo ir kaupimo sistema (ECTS)

Į besimokantįjį orientuota kreditų kaupimo ir perkėlimo sistema, pagrįsta mokymosi, mokymo ir vertinimo procesų skaidrumo principu. Jos tikslas – palengvinti studijų programų planavimą, vykdymą ir vertinimą bei studentų judumą, pripažįstant mokymosi pasiekimus, kvalifikacijas ir mokymosi laikotarpius.

Europos profesinio mokymo kreditų sistema (ECVET)

ECVET sistemos paskirtis – sudaryti sąlygas perkelti, pripažinti ir kaupti mokymosi rezultatus, kad būtų galima įgyti kvalifikaciją. Tai decentralizuota sistema, grindžiama

savanorišku valstybių narių ir profesinio mokymo suinteresuotųjų šalių dalyvavimu, laikantis nacionalinių įstatymų ir kitų teisės aktų. Joje pateikiama kvalifikacijų aprašymo pagal mokymosi rezultatus, naudojant vienetus, metodinė sistema, leidžianti valstybėms narėms, turinčioms skirtingas švietimo ir kvalifikacijų sistemas, priskirti perkeliamuosius taškus. ECVET grindžiama partnerių susitarimais dėl kvalifikacijų skaidrumo ir abipusio suinteresuotųjų šalių pasitikėjimo (ECVET, 2010 m.).

Europos mokymosi visą gyvenimą kvalifikacijų sandara (EKS)

Europos mokymosi visą gyvenimą kvalifikacijų sandara – tai bendra Europos etaloninė sistema, leidžianti Europos Sąjungos šalims susieti savo kvalifikacijų sistemas tarpusavyje. Europos Parlamentas ir Taryba ją priėmė 2008 m. balandžio 23 d. EKS naudojami aštuoni atskaitos lygiai, pagrįsti mokymosi rezultatais, kurie apibrėžiami kaip žinios, įgūdžiai ir kompetencija.

Joje dėmesys perkeliamas nuo indėlio (mokymosi trukmės, institucijos tipo) į tai, ką asmuo, turintis tam tikrą kvalifikaciją, žino ir geba daryti. Dėl to kvalifikacijos tampa lengviau suprantamos ir aiškesnės įvairiose Europos Sąjungos šalyse ir sistemose.

Mokymosi rezultatai

Teiginiai apie tai, ką besimokantysis žino, supranta ir geba daryti baigęs mokymosi procesą. Mokymosi rezultatų pasiekimas turi būti vertinamas taikant procedūras, paremtas aiškiais ir skaidriais kriterijais. Mokymosi rezultatai priskiriami atskiriems švietimo komponentams ir programoms kaip visumai. Jie taip pat naudojami Europos ir nacionalinėse kvalifikacijų sandarose, siekiant apibūdinti individualios kvalifikacijos lygį.

Darbo krūvis

Apskaičiuotas laikas, kurio asmeniui paprastai reikia visai mokymosi veiklai, pavyzdžiui, paskaitoms, seminarams, projektams, praktiniams darbams, stažuotėms ir individualioms studijoms atlikti, kad būtų pasiekti nustatyti mokymosi rezultatai formaliojo mokymosi

aplinkoje. Mokslo metų viso darbo krūvio prilyginimas 60 kreditų dažnai įforminamas nacionalinėmis teisinėmis nuostatomis. Dažniausiai darbo krūvis svyruoja nuo 1 500 iki 1 800 valandų per mokslo metus, o tai reiškia, kad vienas kreditas atitinka 25–30 darbo valandų. Reikėtų pripažinti, kad tai yra tipinis darbo krūvis ir kad tam tikriems studentams faktinis laikas mokymosi rezultatams pasiekti skirsis.

Stazuotė

Suplanuotas praktinės patirties laikotarpis už institucijos ribų (pavyzdžiui, darbo vietoje), padedantis studentams lavinti tam tikrus įgūdžius, žinias ar supratimą pagal jų programą.

Nacionalinė kvalifikacijų sandara (NKS)

Kvalifikacijų klasifikavimo į nustatytus mokymosi pasiekimų lygmenis pagal tam tikrus kriterijus priemonė, kuria siekiama integruoti ir koordinuoti nacionalines kvalifikacijų sistemas ir pagerinti kvalifikacijų skaidrumą, prieinamumą, raidą ir kokybę atsižvelgiant į darbo rinką ir pilietinę visuomenę (Tarybos rekomendacija 2012/C 398/01).

Nacionalinės kvalifikacijų sandaros apima visas švietimo sistemos kvalifikacijas arba visas aukštojo mokslo kvalifikacijas, priklausomai nuo atitinkamos šalies politikos. Jose nurodoma, ką besimokantieji turėtų žinoti, suprasti ir gebėti daryti, įgiję tam tikrą kvalifikaciją (pasiekę konkrečius mokymosi rezultatus), taip pat nurodoma, kaip kvalifikacijos siejasi sistemoje, t. y. kaip besimokantieji švietimo sistemoje gali pereiti iš vienos kvalifikacijos į kitą.

Nacionalines kvalifikacijų sandaras rengia atitinkamos šalies kompetentingos valdžios institucijos, bendradarbiaudamos su įvairiomis suinteresuotosiomis šalimis, įskaitant aukštojo mokslo institucijas, studentus, darbuotojus ir darbdavius.

Programa (ugdymo)

Mokymosi rezultatais pagrįstų ugdymo komponentų, kurie pripažįstami siekiant suteikti kvalifikaciją, rinkinys.

Kvalifikacija

Bet koks kompetentingos institucijos išduotas laipsnis, diplomas ar kitas pažymėjimas, patvirtinantis sėkmingą pripažintos studijų programos baigimą.

Į studentą orientuotas mokymasis

Mokymosi metodika, pasižyminti novatoriškais mokymo metodais, kuriais siekiama skatinti mokymąsi bendraujant dėstytojams ir studentams, ir kuriais studentai rimtai vertinami kaip aktyvūs mokymosi dalyviai, ugdomi perkeliemieji gebėjimai, pavyzdžiui, problemų sprendimo, kritinio ir reflekyvaus mąstymo įgūdžiai (ESU, 2010 m.).

Mokymosi valdymo sistema

Mokymosi valdymo sistema (MVS) – tai programinė įranga, skirta švietimo kursams, mokymo programoms, medžiagai ar mokymosi ir tobulėjimo programoms administruoti, dokumentuoti, stebėti, teikti ataskaitas, automatizuoti ir pristatyti.

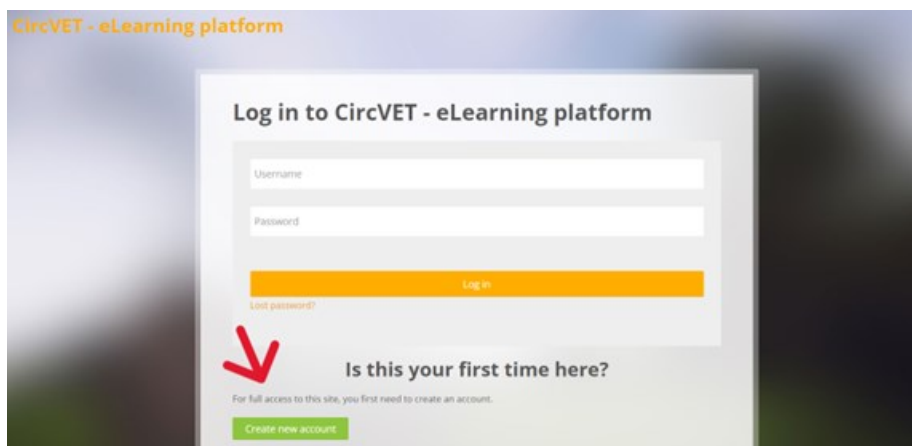
3. E-mokymosi platformos gairės

3.1 Paskyros sukūrimas

Norėdami sukurti paskyrą, spustelėkite šią nuorodą:

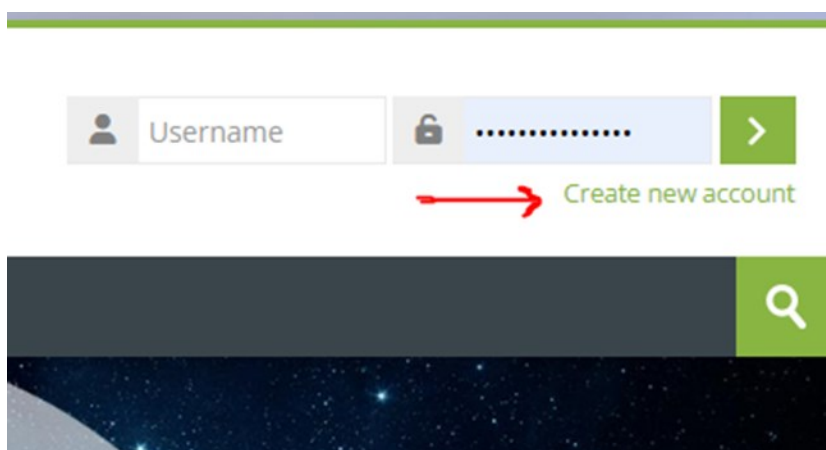
<https://project-spaces.eu/circvet/login/>

Tada spustelėkite „Sukurti naują paskyrą“, kaip parodyta toliau pateiktame 1a paveiksle.



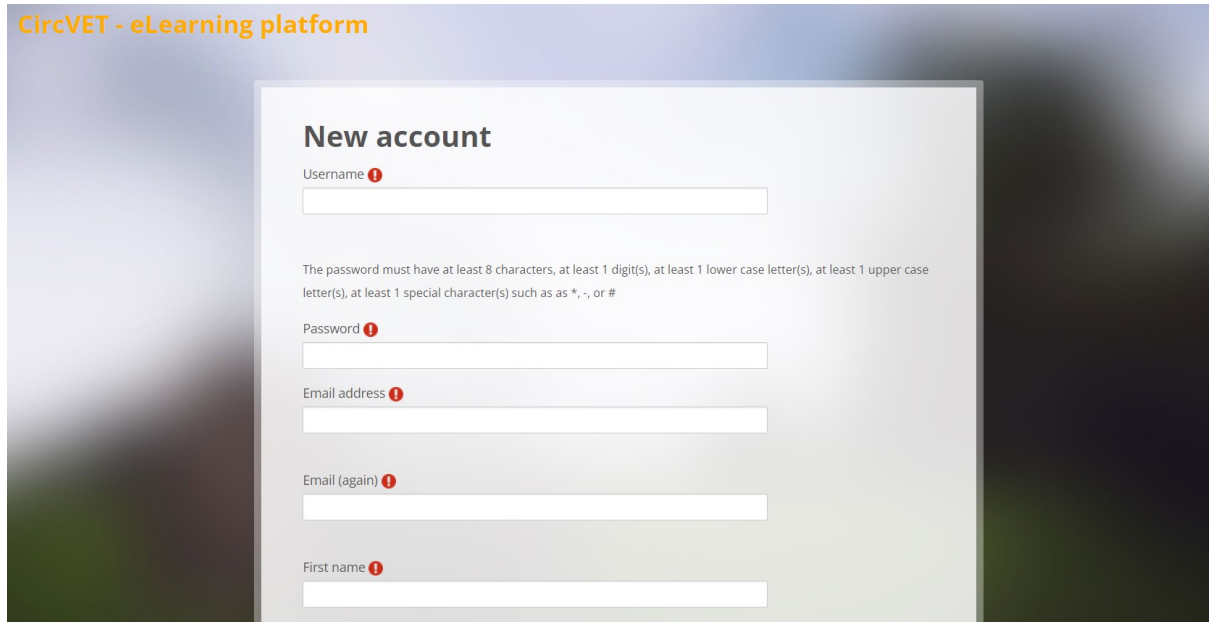
1a pav. Naujos paskyros sukūrimo puslapis

Taip pat galite tiesiogiai susikurti paskyrą spustelėdami „Sukurti naują paskyrą“ viršutiniame dešiniame ekrano kampe, iškart, kai įeiniate į platformą (1b pav.).



1b pav. Mygtukas „Sukurti naują paskyrą“

Pasieksite puslapį, kuriame galėsite įvesti informaciją ir susikurti paskyrą (2 ir 3 pav.), tada spustelėkite „Sukurti naują paskyrą“, kad užbaigtumėte procesą.



CircVET - eLearning platform

New account

Username !

The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as as *, -, or #

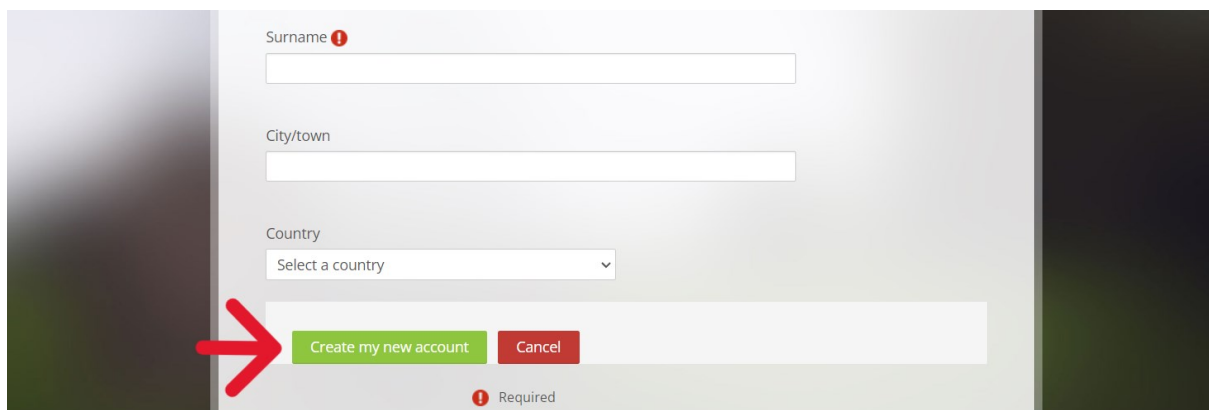
Password !

Email address !

Email (again) !

First name !

2 pav. Paskyros sukūrimo puslapis (1)



Surname !

City/town

Country

Select a country ▼

→

! Required

3 pav. Paskyros sukūrimo puslapis (2)

Jūs gausite el. laišką, kuriame galėsite patvirtinti savo registraciją. Tada galėsite prisijungti prie „CircVET“ e-mokymosi platformos, atlikdami paskesnę žingsnį.

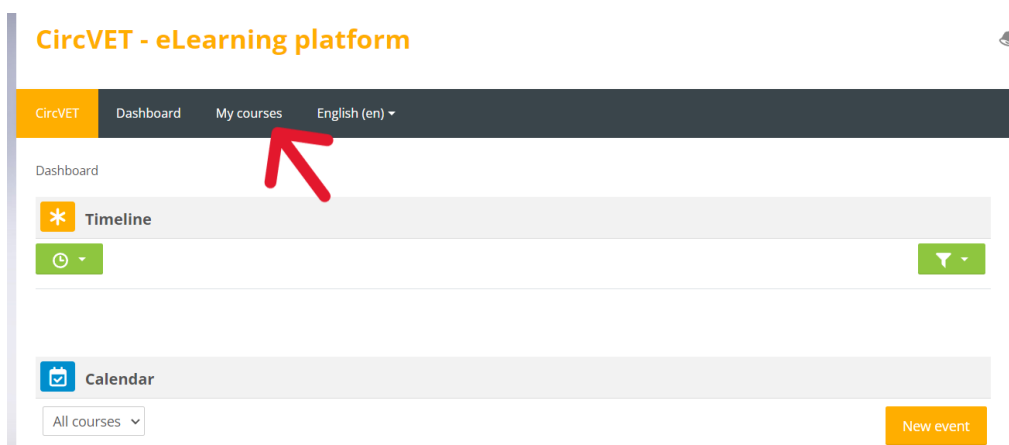
3.2 Prisijungimas

Norėdami prisijungti prie „CircVET“ e-mokymosi platformos paskyros, spustelėkite šią nuorodą: <https://project-spaces.eu/circvet/>. Tada viršutiniame dešiniajame svetainės lango kampe esančiuose kredencialų laukeliuose įveskite savo vartotojo vardą ir slaptažodį, naudotus kuriant paskyrą (4 pav.).



4 pav. Prisijungimas

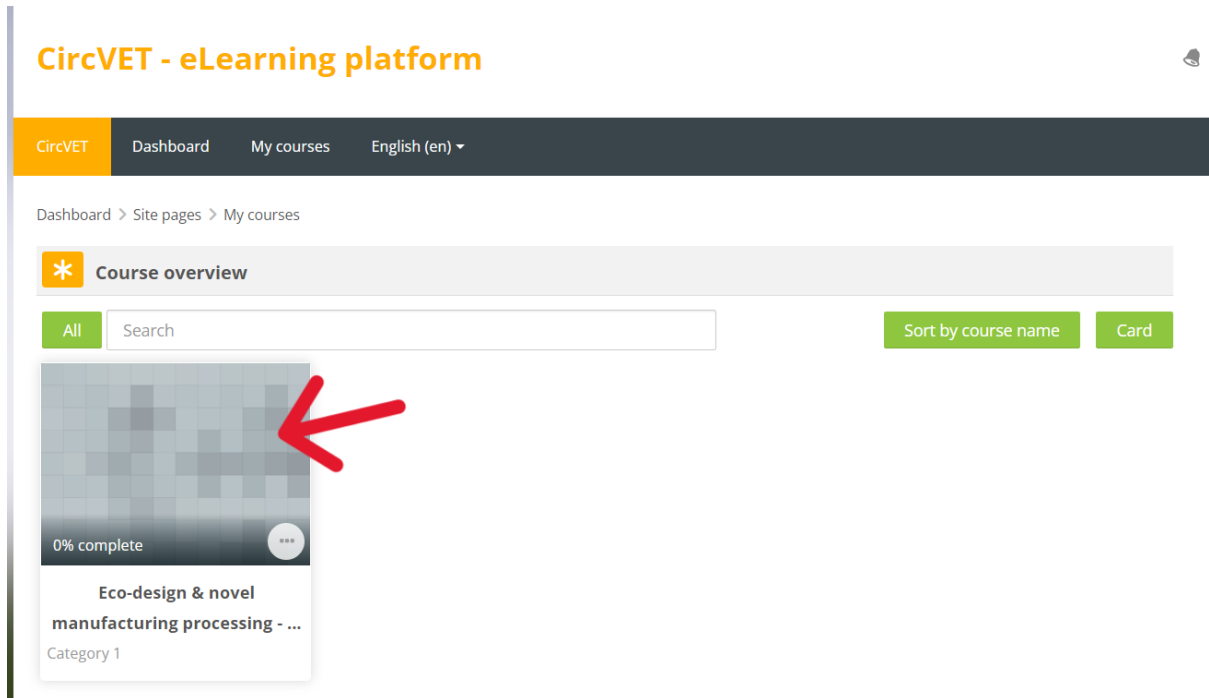
Pasieksite platformos valdymo skydelį. Galite spustelėti „Mano kursai“ (5 pav.), jei norite redaguoti kursus, už kuriuos esate atsakingi.



5 pav. Valdymo skydelis

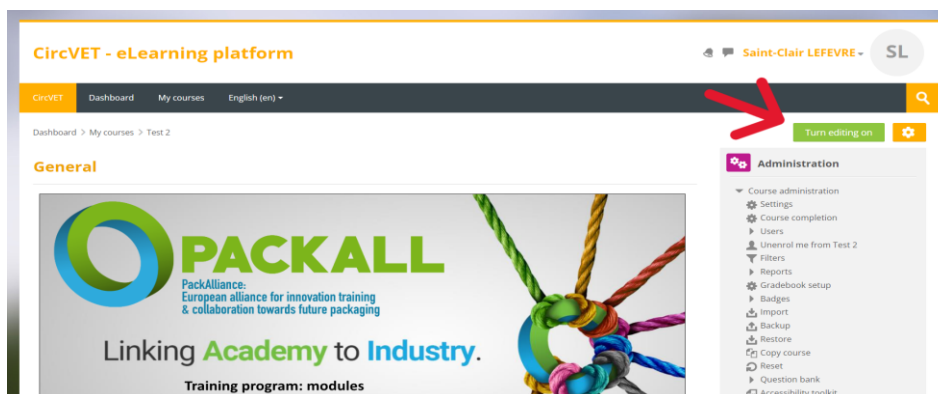
3.3 Kurso redagavimas

Nuėję į skyrių „Mano kursai“, galite spustelėti kursą, kurį norite redaguoti, kad jį atidarytumėte (6 pav.).



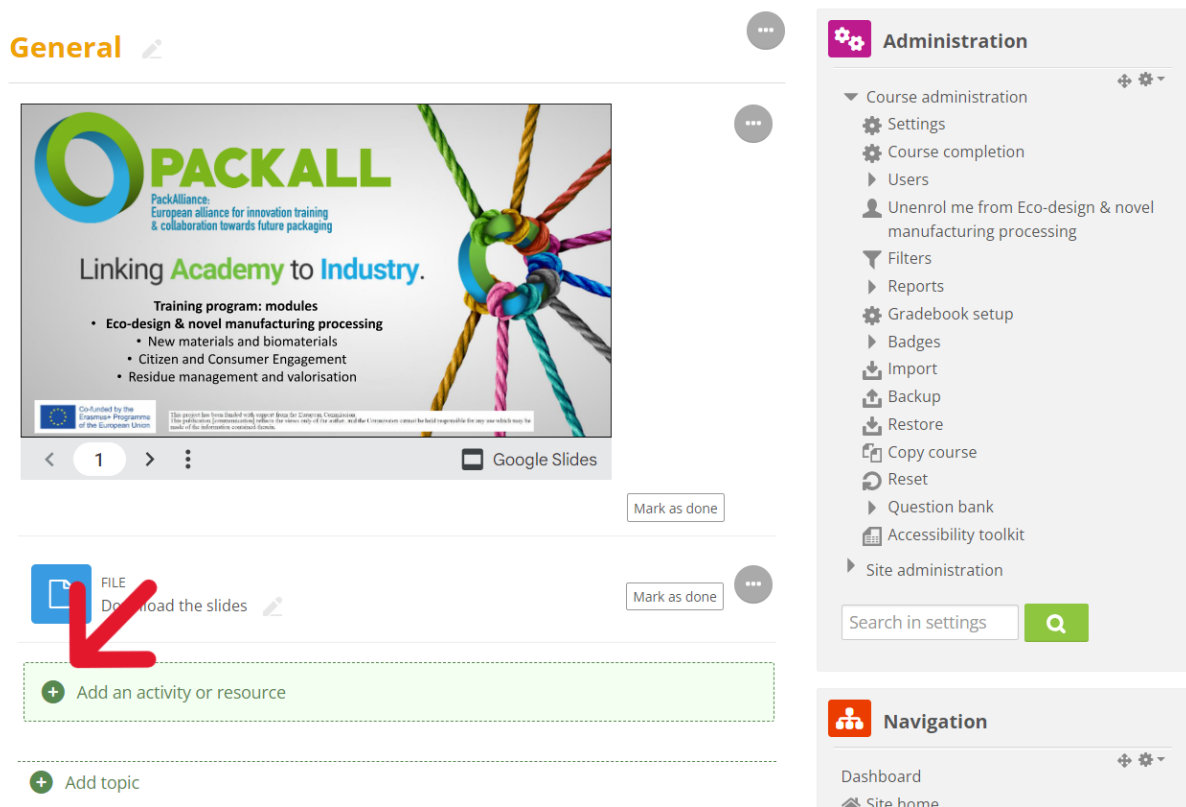
6 pav. Skyrius „Mano kursai“

Prisijungę prie savo kurso galite spustelėti „Jungti redagavimą“, kad galėtumėte tiesiogiai atlikti norimus kurso keitimus (7 pav.)



7 pav. Kurso redagavimas

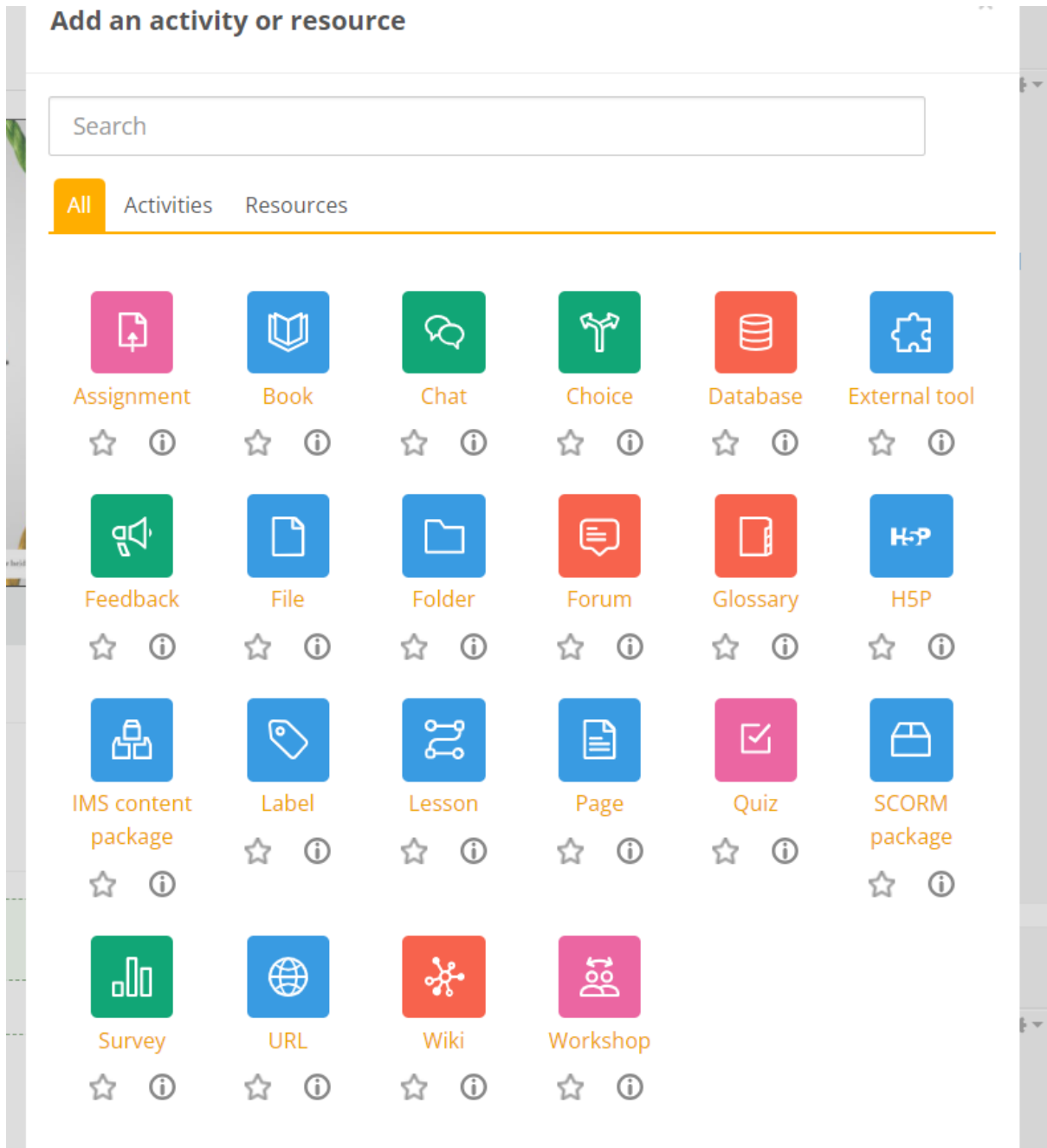
Įjungę redagavimo režimą, galite „Pridėti veiklą ar išteklių“, kuriuos norite matyti kurse (8 pav.), pavyzdžiui, atsisiunčiamų failų, užduočių ar viktorinų, forumų arba užduočių pateikimo langelių. Jei norite pridėti teksto, galite pasirinkti „Pažymėti“ išteklių, tada kursą galėsite papildyti tekstu.



The screenshot displays the course editor interface. On the left, the 'General' tab is active, showing a slide titled 'PACKALL' with the subtitle 'Linking Academy to Industry.' The slide content includes 'Training program: modules' and a list of topics: 'Eco-design & novel manufacturing processing', 'New materials and biomaterials', 'Citizen and Consumer Engagement', and 'Residue management and valorisation'. Below the slide, there is a 'Download the slides' button and a red arrow pointing to a green dashed box labeled 'Add an activity or resource'. Below this box is another button labeled 'Add topic'. On the right, the 'Administration' sidebar is visible, containing various course management options such as 'Settings', 'Course completion', 'Users', 'Unenrol me from Eco-design & novel manufacturing processing', 'Filters', 'Reports', 'Gradebook setup', 'Badges', 'Import', 'Backup', 'Restore', 'Copy course', 'Reset', 'Question bank', 'Accessibility toolkit', and 'Site administration'. At the bottom of the sidebar, there is a search bar and a 'Navigation' section with 'Dashboard' and 'Site home' options.

8 pav. Pridėti veiklą ar išteklių























Prie kurso galite pridėti įvairios veiklos ar išteklių (9 pav.).



Add an activity or resource

Search

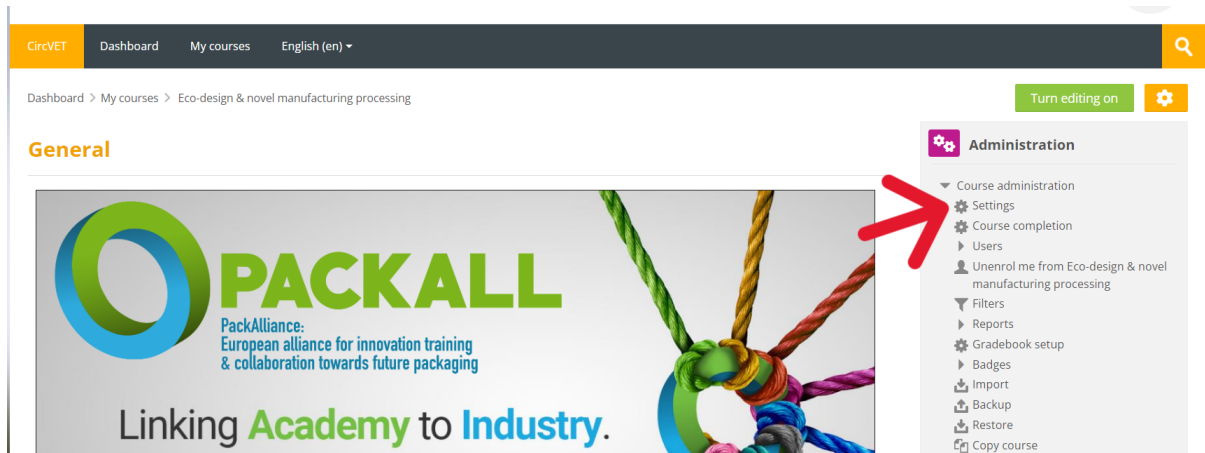
All Activities Resources

					
Assignment	Book	Chat	Choice	Database	External tool
☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ
					
Feedback	File	Folder	Forum	Glossary	H5P
☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ
					
IMS content package	Label	Lesson	Page	Quiz	SCORM package
☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ
					
Survey	URL	Wiki	Workshop		
☆ ⓘ	☆ ⓘ	☆ ⓘ	☆ ⓘ		

9 pav. Galima veikla ir ištekliai

Jei norite tiesiai į kursą įdėti skaidrių, pvz., kaip demonstracijoje, galite mums nusiųsti skaidres ir mes tuo pasirūpinsime.

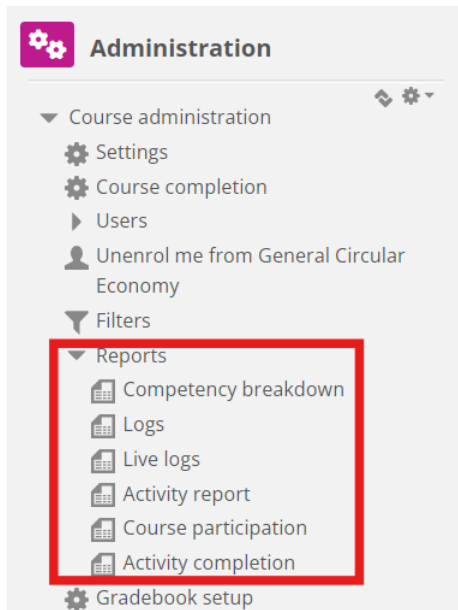
Taip pat galite redaguoti kurso nuostatas (10 pav.), kad pakeistumėte pavadinimą, pridėtumėte aprašymą ar kursą vaizduojantį paveikslėlį, arba pakoreguotumėte kitas įvairias funkcijas.



10 pav. Kurso nuostatos

Administravimo skyriuje taip pat galite stebėti savo studentų pažangą, pasiekdami modulio ataskaitas (11 pav.). Jose rasite informacijos apie įvairių studentų naudojimąsi platforma. Atsižvelgiama į visą studentų platformoje atliekamą veiklą – nuo konkrečiame

puslapyje praleisto laiko iki mygtukų spustelėjimų skaičiaus, taip pat nurodoma, kurie puslapiai ar veikla buvo aplankyti.



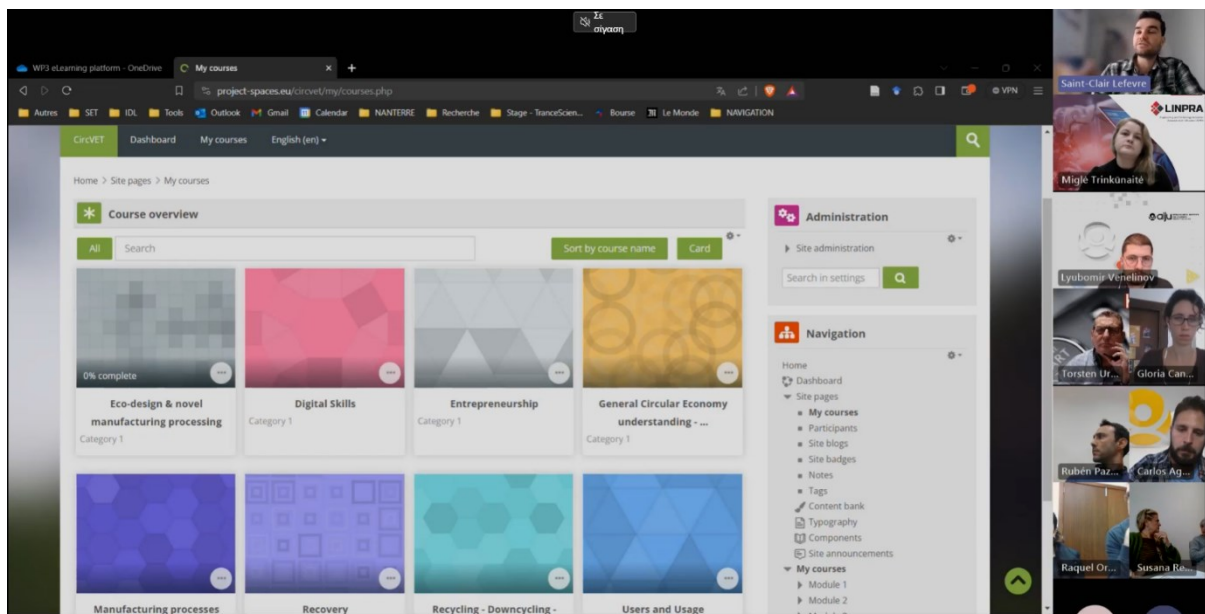
11 pav. Ataskaitos

Jei reikia bet kokios pagalbos naršant e-mokymosi platformoje, nedvejodami kreipkitės į IDL ir mes jums mielai padėsime bei nukreipsime.

4 Internetiniai mokymo seansai

Papildomai prie sukurtų įvairių vadovų vykdomas mokymo seansas, per kurį partneriai supažindinami, kaip naudotis mokymosi platforma.

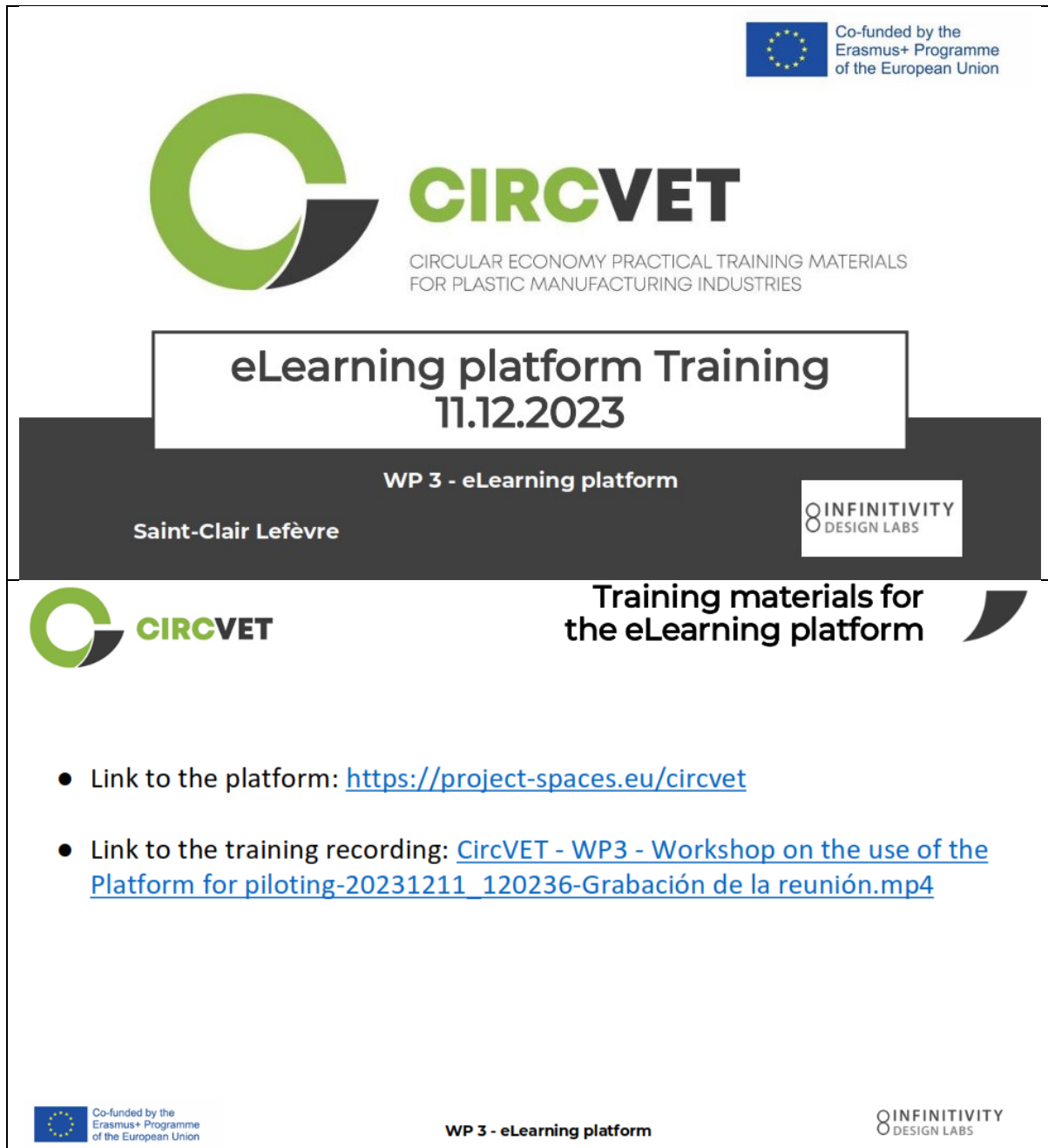
Mokymo seanso medžiaga pateikiama pridėtame skaidrių rinkinyje (Priedas Nr. I – tik anglų kalba).



5 Priedas Nr. I – Internetinio seanso skaidrių rinkinys

Seanso vaizdo įrašas: [Nuoroda į įrašą](#)

Skaidrių rinkinys



The slide features the CIRC VET logo and text: "CIRC VET CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES". It includes the Erasmus+ logo with the text "Co-funded by the Erasmus+ Programme of the European Union". The main title is "eLearning platform Training 11.12.2023". Below this, it says "WP 3 - eLearning platform" and "Saint-Clair Lefèvre". The INFINITIVITY DESIGN LABS logo is also present. The bottom section is titled "Training materials for the eLearning platform" and contains two bullet points with links. At the bottom of the slide, there are logos for the Erasmus+ programme, "WP 3 - eLearning platform", and INFINITIVITY DESIGN LABS.

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CIRC VET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre

INFINITIVITY
DESIGN LABS


**Training materials for
the eLearning platform**

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

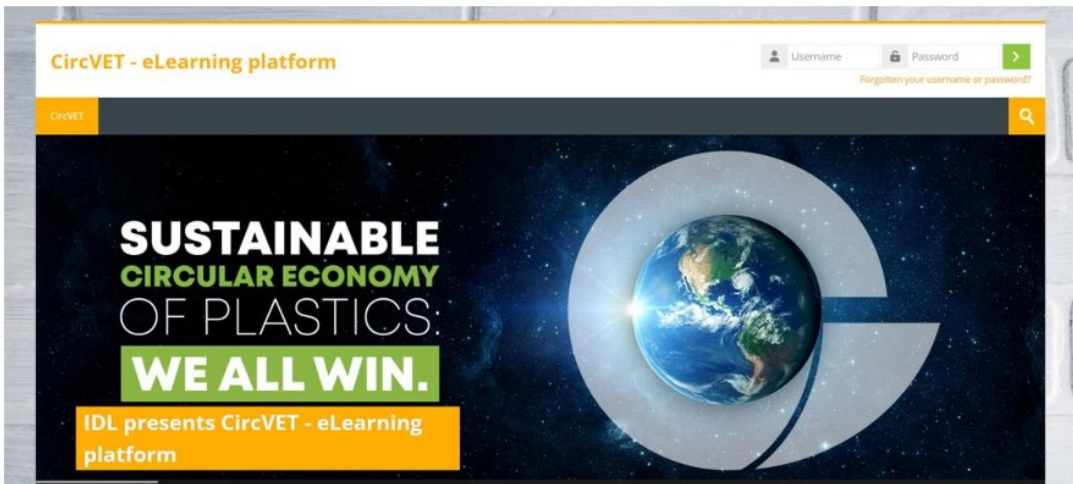
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WP 3 - eLearning platform


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DESIGN LABS



Frontpage of the platform





The screenshot shows the frontpage of the CircVET eLearning platform. At the top, there is a navigation bar with the CircVET logo and a search bar. Below the navigation bar is a large banner with the text "SUSTAINABLE CIRCULAR ECONOMY OF PLASTICS: WE ALL WIN." and "IDL presents CircVET - eLearning platform". The banner features a circular arrow graphic around a globe. At the bottom of the banner, there are logos for the European Union and INFINITY DESIGN LABS.



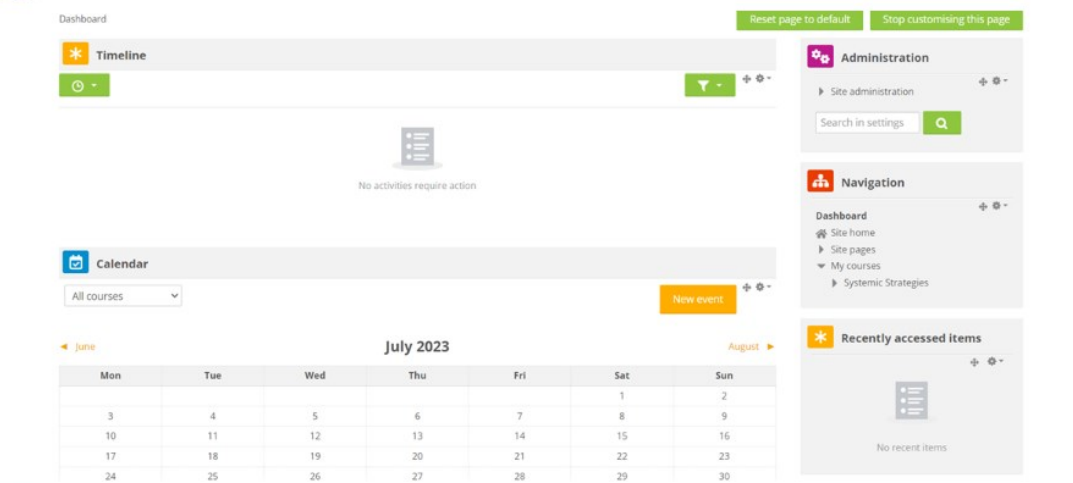
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Dashboard





The screenshot shows the dashboard of the CircVET eLearning platform. It features a sidebar with navigation options: Timeline, Administration, Navigation, and Recently accessed items. The main content area includes a calendar for July 2023 and a message stating "No activities require action". At the top right, there are buttons for "Reset page to default" and "Stop customising this page".



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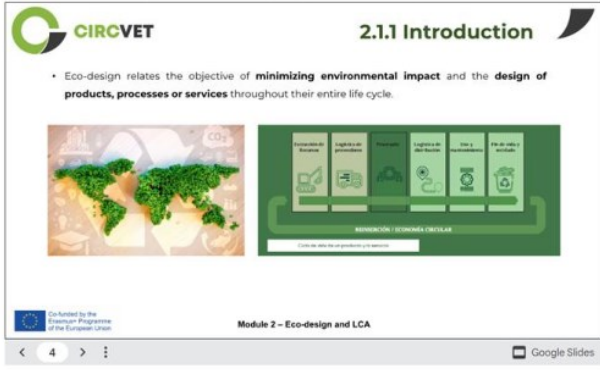


Example of one Topic of a course


I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector





Mark as done



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Course display

CircNET - eLearning platform

CircNET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


Add an activity or resource

Add topic

Topic 1


QUIZ Quiz 1 - Systemic Strategies


Mark as done



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WP 3 - eLearning platform






The screenshot displays the CIRCVET eLearning platform interface. At the top, the title 'Levels restrictions through group selection' is visible. The interface includes a navigation bar with 'CIRCVET', 'Dashboard', 'My courses', and 'English (en)'. Below this, the breadcrumb 'Home > My courses > Module 3' is shown. The main content area is titled 'Level selection' and features a 'GROUP SELF-SELECTION' section with a 'Level selection' dropdown and a 'Mark as done' button. A message prompts the user to 'Please select the level you want to access to.' Below this, a dropdown menu is set to 'I-VET-Higher Education', with a warning icon and text 'You are not allowed to access this content to I-VET-Higher Education'. The 'Topic 1 - Digital Skills' section is partially visible. The interface is co-funded by the Erasmus+ Programme of the European Union, as indicated by the logos at the bottom. The text 'WP 3 - eLearning platform' and the 'INFINITIVITY DESIGN LABS' logo are also present.


What we need your help with





What we need your help with


Upload ppts and order them by clear topics folder


-  WP_2_Module_2_Topic_5 en.pptx

-  WP_2_Module_2_Topic_1 en.pptx


-  WP_2_Module_2_Topic_3 en.pptx


-  WP_2_Module_2_Topic_2 en.pptx


-  WP_2_Module_2_Topic_4 en.pptx


-  WP_2_Module_2_Topic_7.1_7.2.pptx

... in the corresponding

-  C-VET


-  I-VET VET


-  I-VET Higher Education



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WP 3 - eLearning platform

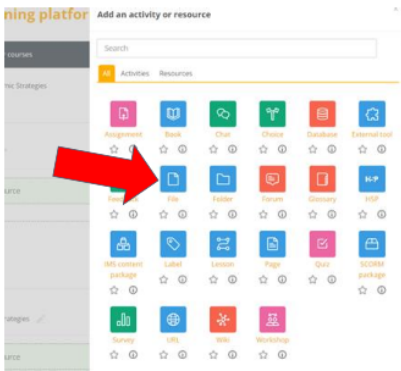




What we need your help with

Upload pdfs or word files on your course if necessary


Videos can be added via URL or file in the "Label" Activity




Adding a new Label

General


Label text





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What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template: [Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

SCATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1:

A001 This is the correct answer for question 02 of topic 1.

A002 This is a wrong answer for question 02 of topic 1.

A003 This is a mistaken answer for question 02 of topic 1.

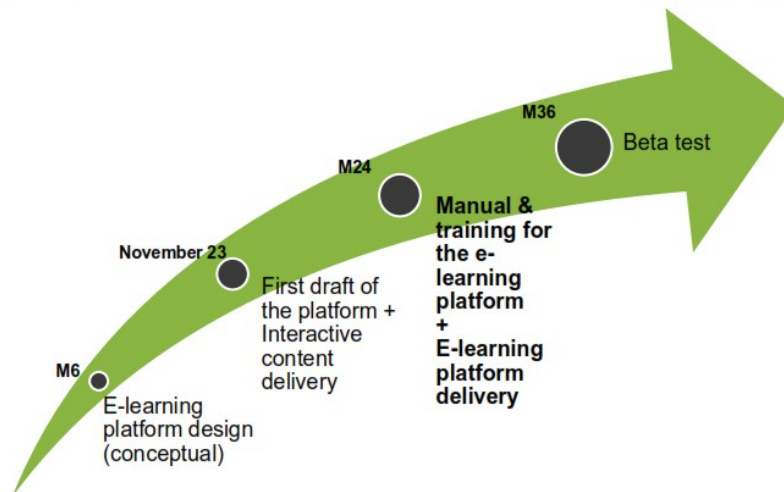
A004 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



PROJEKTO INFORMACIJA

Dotacijos sutartis	Projektas: 101055916 — CIRCNET — ERASMUS-EDU-2021-PI-ALL-INNO
Programa	Erasmus+
Pagrindinis veiksmas	EACEA.A – Erasmus+, Europos solidarumo korpusas A.2 – Įgūdžiai ir naujovės
Veiksmo tipas	ERASMUS vienkartinės dotacijos
Projekto pavadinimas	CIRCNET – Žiedinės ekonomikos praktinio mokymo medžiaga plastiko gamybos pramonei
Projekto pradžios data	2022-09-01
Projekto pabaigos data	2025-08-31
Projekto trukmė	3 metai

Projektas finansuojamas Europos Sąjungos lėšomis

PROJEKTO KONSORCIUMAS



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – Manual da plataforma de E-Learning

–

Diretrizes para professores



Co-funded by the
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of the European Union

CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Estado do documento			
Versão	Data	Autor	Descrição
V0.1	06/09/2023	Saint-Clair Lefèvre	Draft
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Revisão interna
V1.0	15/07/2024	Saint-Clair Lefèvre	Primeira versão
V1.1	26/07/2024	Saint-Clair Lefèvre	Primeira versão revista
V2.0	31/07/2024	Saint-Clair Lefèvre	Versão final
Revisto	SIM - NÃO		
Nível de Disseminação	<input checked="" type="checkbox"/> PU - Publico <input type="checkbox"/> PP – Reservado a outros participantes no programa (incluindo os serviços da Comissão e os revisores do projeto) <input type="checkbox"/> CO - Confidencial, apenas para membros do consorcio (incluindo os serviços da EACEA e da Comissão e os revisores do projeto)		

Citar como: D3.3a – Manual da Plataforma de e-learning – diretrizes para professores
 Se o Deliverable for público, poderá obtê-lo do website do projeto CIRCNET.

Índice

1. Introdução.....	4
2. Glossário de termos, abreviaturas e acrónimos.....	4
3. Diretrizes da Plataforma e-learning	11
3.1 Criar uma conta	11
3.2 Login	13
3.3 Edição do curso.....	14
4 Sessão de formação online.....	19
5 Anexo I – Apresentação de diapositivos da sessão online	20
Apresentação de diapositivos.....	20

1. Introdução

A plataforma de e-learning CircVET tem como objetivo definir um conjunto de conhecimentos e competências a fornecer aos formandos dos diferentes grupos-alvo. Este documento pretende ser utilizado como um manual para navegar na infraestrutura da plataforma de e-learning e orientar o utilizador na adição de novos conteúdos aos cursos. O documento apresenta diferentes passos para o fazer.

2. Glossário de termos, abreviaturas e acrónimos

Acrónimo do Parceiro	
P1-AIJU	Parceiro 1 – ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Espanha)
P2-CENTIMFE	Parceiro 2 – CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS – CENTIMFE (Portugal)
P3-KIMW-Q	Parceiro 3 – Gemeinnützige KIMW-Quaðifizierungs GmbH (Alemanha)
P4-POLYMERIS	Parceiro 4 – POLYMERIS (França)
P5-PROPLAST	Parceiro 5 – Consorzio per la promozione della cultura plastica – PROPLAST (Itália)
P6-LINPRA	Parceiro 6 – LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Lituânia)

P7-ULPGC	Parceiro 7 – Universidad de las Palmas de Gran Canaria (Espanha)
P8-IDL	Parceiro 8 – Infinitivity Design Labs (France)
P9-APRC	Parceiro 9 – ALYTAUS PROFESINIO RENGIMO CENTRAS (Lituânia)
P10-UNITR	Parceiro 10 – Università degli Studi di Trento (Itália)
P11-HIT	Parceiro 11 – HUB INNOVAZIONE TRENINO – Fondazione (Itália)
P12-VPM	Parceiro 12 – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lituânia)

Métodos de avaliação

Todo o conjunto de testes/exames escritos, orais e práticos, projetos, desempenhos, apresentações e portefólios que são utilizados para avaliar os progressos do aluno e verificar a consecução dos resultados de aprendizagem de uma componente educativa (unidade/módulo).

Critérios de avaliação

Descrições do que se espera que o aprendente faça e a que nível, a fim de demonstrar a consecução de um resultado de aprendizagem.

Os métodos e critérios de avaliação de uma componente educativa devem ser adequados e coerentes com os resultados de aprendizagem definidos para essa componente e com as atividades de aprendizagem realizadas.

Competências

O Quadro Europeu de Qualificações (QEQ) define competência como a capacidade de utilizar conhecimentos, aptidões e capacidades pessoais, sociais e/ou metodológicas, em situações de trabalho ou de estudo e no desenvolvimento profissional e pessoal. No contexto do QEQ, a competência é descrita em termos de responsabilidade e autonomia. A promoção de competências é o objetivo de todos os programas educativos. As competências são desenvolvidas em todas as unidades curriculares e avaliadas em diferentes fases de um programa. Algumas competências estão relacionadas com a área disciplinar (específicas de um domínio de estudo), outras são genéricas (comuns a qualquer curso superior). Normalmente, o desenvolvimento de competências processa-se de forma integrada e cíclica ao longo de um programa.

Unidade curricular

Uma experiência de aprendizagem autónoma e formalmente estruturada. Deve ter um conjunto coerente e explícito de resultados de aprendizagem, atividades de aprendizagem definidas de acordo com o tempo atribuído no programa de estudos e critérios de avaliação adequados.

Crédito (ECTS)

Os créditos ECTS exprimem o volume de aprendizagem com base nos resultados de aprendizagem definidos e na carga de trabalho associada. São atribuídos 60 créditos ECTS aos resultados da aprendizagem e à carga de trabalho associada de um ano académico a tempo inteiro ou equivalente, que normalmente inclui várias componentes educativas às quais são atribuídos créditos (com base nos resultados da aprendizagem e na carga de trabalho). Os créditos ECTS são geralmente expressos em números inteiros.

Sistema Europeu de Transferência e Acumulação de Créditos (ECTS)

Um sistema de acumulação e transferência de créditos centrado no aprendiz, baseado no princípio da transparência dos processos de aprendizagem, ensino e avaliação. O seu objetivo é facilitar o planeamento, a execução e a avaliação dos programas de estudo e a mobilidade dos estudantes, reconhecendo os resultados da aprendizagem, as qualificações e os períodos de aprendizagem.

Sistema Europeu de Créditos do Ensino e Formação Profissionais (ECVET)

O sistema ECVET tem por objetivo permitir a transferência, o reconhecimento e a acumulação de resultados de aprendizagem para obter uma qualificação. É um sistema descentralizado que assenta na participação voluntária dos Estados-Membros e das partes interessadas na formação profissional, respeitando as legislações e regulamentações nacionais. Fornece um quadro metodológico para a descrição das qualificações em termos de resultados de aprendizagem utilizando unidades, permitindo a atribuição de pontos transferíveis para os Estados-Membros com diferentes quadros de ensino e de qualificações. O ECVET baseia-se em acordos de parceria relativos à transparência das qualificações e à confiança mútua das partes interessadas (ECVET, 2010).

Quadro Europeu de Qualificações para a Aprendizagem ao Longo da Vida (QEQ)

O Quadro Europeu de Qualificações para a Aprendizagem ao Longo da Vida é um quadro de referência europeu comum que permite aos países da União Europeia ligar os seus sistemas de qualificação entre si. Foi adotado pelo Parlamento Europeu e pelo Conselho em 23 de abril de 2008. O QEQ utiliza oito níveis de referência baseados em resultados de aprendizagem que são definidos em termos de conhecimentos, aptidões e competências.

O QEQ desloca o enfoque dos fatores de produção (duração da experiência de aprendizagem, tipo de instituição) para o que uma pessoa detentora de uma determinada qualificação sabe e pode fazer. Torna as qualificações mais legíveis e compreensíveis nos diferentes países e sistemas da União Europeia.

Resultados da aprendizagem

Declaração do que um aprendente sabe, compreende e pode fazer após a conclusão de um processo de aprendizagem. A consecução dos resultados da aprendizagem deve ser avaliada através de procedimentos baseados em critérios claros e transparentes. Os resultados da aprendizagem são atribuídos a componentes educativas individuais e a programas no seu conjunto. São também utilizados nos quadros europeus e nacionais de qualificações para descrever o nível da qualificação individual.

Carga de trabalho

Estimativa do tempo de que o indivíduo necessita normalmente para realizar todas as atividades de aprendizagem, tais como aulas, seminários, projetos, trabalhos práticos, estágios e estudo individual, necessárias para alcançar os resultados de aprendizagem definidos em ambientes de aprendizagem formais. A correspondência entre a carga de trabalho a tempo inteiro de um ano académico e 60 créditos é frequentemente formalizada por disposições legais nacionais. Na maioria dos casos, a carga horária varia entre 1.500 e 1.800 horas por ano académico, o que significa que um crédito corresponde a 25 a 30 horas de trabalho. Deve reconhecer-se que isto representa a carga de trabalho típica e que, para cada estudante, o tempo efetivo para atingir os resultados de aprendizagem pode variar.

Estágio profissional

Um período planeado de experiência fora da instituição (por exemplo, num local de trabalho) para ajudar os estudantes a desenvolver competências, conhecimentos ou compreensão específicos como parte do seu programa.

Quadro Nacional de Qualificações (QNQ)

Um instrumento para a classificação das qualificações de acordo com um conjunto de critérios para níveis específicos de aprendizagem alcançados, que visa integrar e coordenar os subsistemas nacionais de qualificações e melhorar a transparência, o acesso, a progressão e a qualidade das qualificações em relação ao mercado de trabalho e à sociedade civil (Recomendação 2012/C 398/01 do Conselho).

Os quadros nacionais de qualificações abrangem todas as qualificações do ensino - ou todas as qualificações do ensino superior, consoante a política do país em causa - num sistema educativo. Mostram o que se espera que os aprendentes saibam, compreendam e sejam capazes de fazer com base numa determinada qualificação (resultados de aprendizagem), bem como a forma como as qualificações dentro de um sistema se articulam, ou seja, como os aprendentes podem mover-se entre qualificações num sistema educativo.

Os quadros nacionais de qualificações são desenvolvidos pelas autoridades públicas competentes do país em causa, em cooperação com um vasto leque de partes interessadas - incluindo instituições de ensino superior, estudantes, pessoal e empregadores.

Programa (educativo)

Um conjunto de componentes educativas - baseadas em resultados de aprendizagem - que são reconhecidas para a atribuição de uma qualificação.

Qualificação

Qualquer grau, diploma ou outro certificado emitido por uma autoridade competente que ateste a conclusão com êxito de um programa de estudos reconhecido.

Aprendizagem centrada no aluno

Uma abordagem de aprendizagem caracterizada por métodos inovadores de ensino que visam promover a aprendizagem em comunicação com professores e alunos e que leva os alunos a sério enquanto participantes ativos na sua própria aprendizagem, fomentando competências transferíveis como a resolução de problemas e o pensamento crítico e reflexivo (ESU, 2010).

Sistema de gestão da aprendizagem

Um sistema de gestão da aprendizagem (LMS) é uma aplicação de software para a administração, documentação, acompanhamento, elaboração de relatórios, automatização e fornecimento de cursos educativos, programas de formação, materiais ou programas de aprendizagem e desenvolvimento.

3. Diretrizes da Plataforma e-learning

3.1 Criar uma conta

Clique na seguinte ligação para criar a sua conta:

<https://project-spaces.eu/circvet/login/>

Em seguida, clique em "Criar nova conta", como mostra a Figura 1a abaixo.

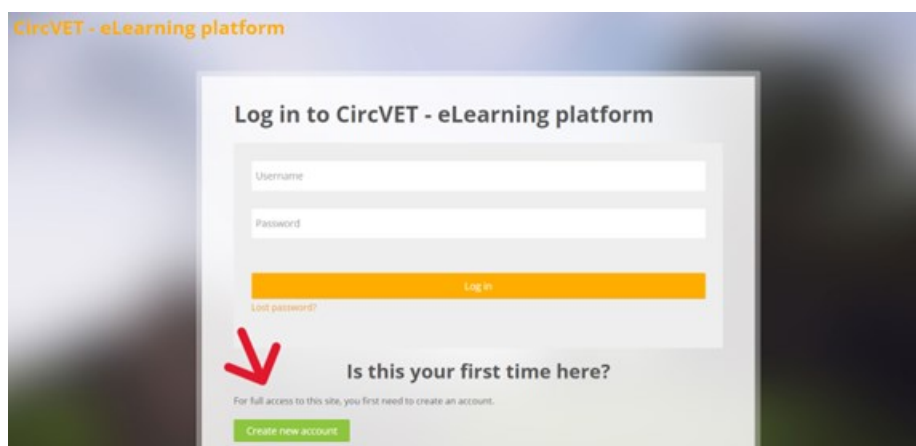


Figura 1a. Página de criação de uma nova conta

Também pode criar diretamente uma conta clicando em "Criar nova conta" no canto superior direito do ecrã, assim que entrar na plataforma (Figura 1b).

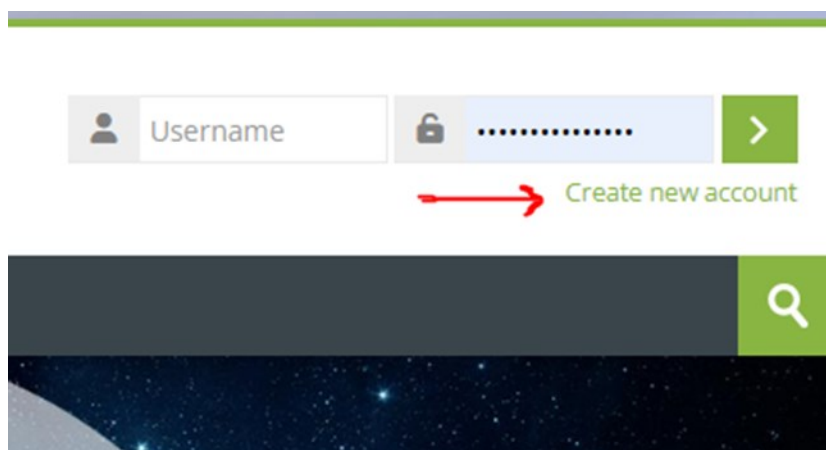
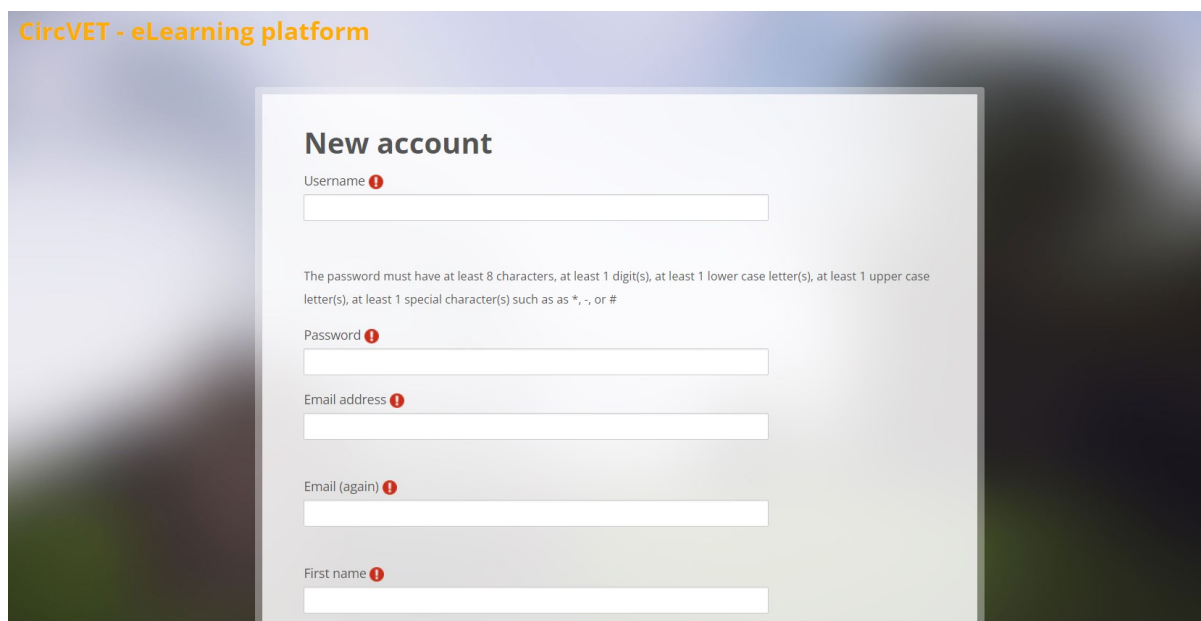


Figura 1b. "Botão "Criar conta"

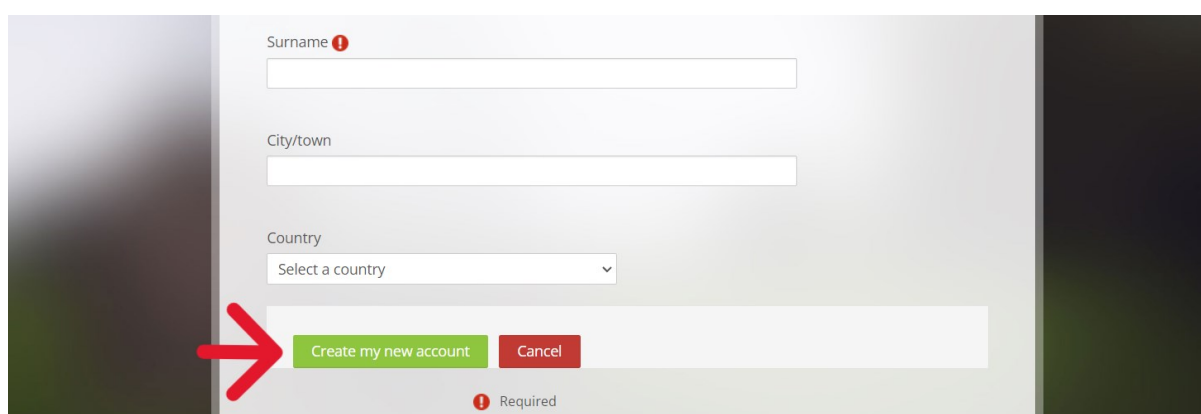
Chegará à página para introduzir as suas informações e criar a sua conta (Figuras 2 e 3) e clique em "Criar a minha nova conta" para finalizar o processo.



The screenshot shows the 'New account' registration form on the CircVET platform. The form is titled 'New account' and includes the following fields and instructions:

- Username** (required): A text input field.
- Password** (required): A text input field. Below it, instructions state: "The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as *, -, or #".
- Email address** (required): A text input field.
- Email (again)** (required): A text input field.
- First name** (required): A text input field.

Figura 2. Página de criação de conta (1)



The screenshot shows the bottom section of the 'New account' registration form. It includes the following fields and buttons:

- Surname** (required): A text input field.
- City/town**: A text input field.
- Country**: A dropdown menu with the placeholder text "Select a country".
- Create my new account**: A green button with a red arrow pointing to it.
- Cancel**: A red button.
- Required**: A red exclamation mark icon followed by the text "Required".

Figura 3. Página de criação de conta (2)

Receberá um e-mail para confirmar o seu registo. De seguida, pode iniciar sessão na plataforma de e-learning CircVET seguindo o passo indicado.

3.2 Login

Para aceder à conta da plataforma de aprendizagem eletrónica CircVET, siga esta ligação:

<https://project-spaces.eu/circvet/>.

Em seguida, introduza o seu nome de utilizador e a palavra-passe utilizados para criar a sua conta nas caixas de credenciais situadas no canto superior direito do sítio Web (Figura 4).



Figura 4. Login

Acederá ao painel de controlo da plataforma. Pode clicar em "Os meus cursos" (Figura 5) para aceder aos cursos pelos quais é responsável e editá-los.

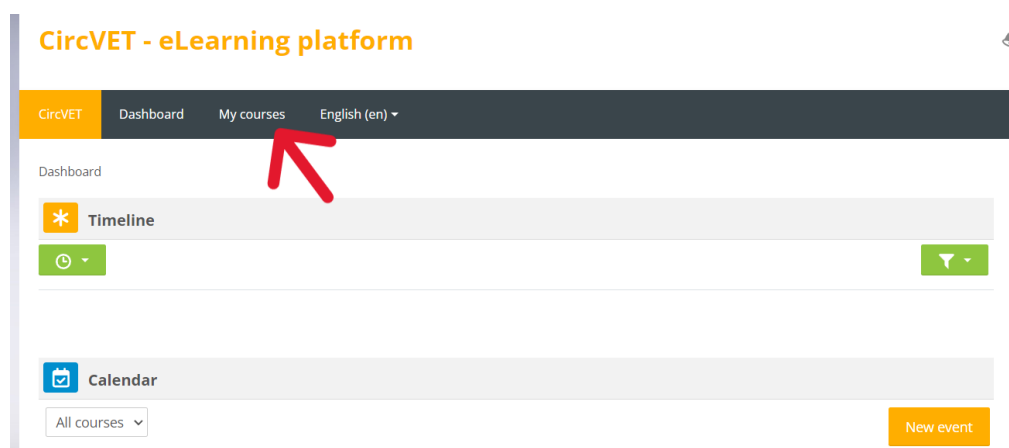


Figura 5. Dashboard

3.3 Edição do curso

Quando estiver na secção "As minhas disciplinas", pode clicar na disciplina que pretende editar para aceder à mesma (Figura 6).

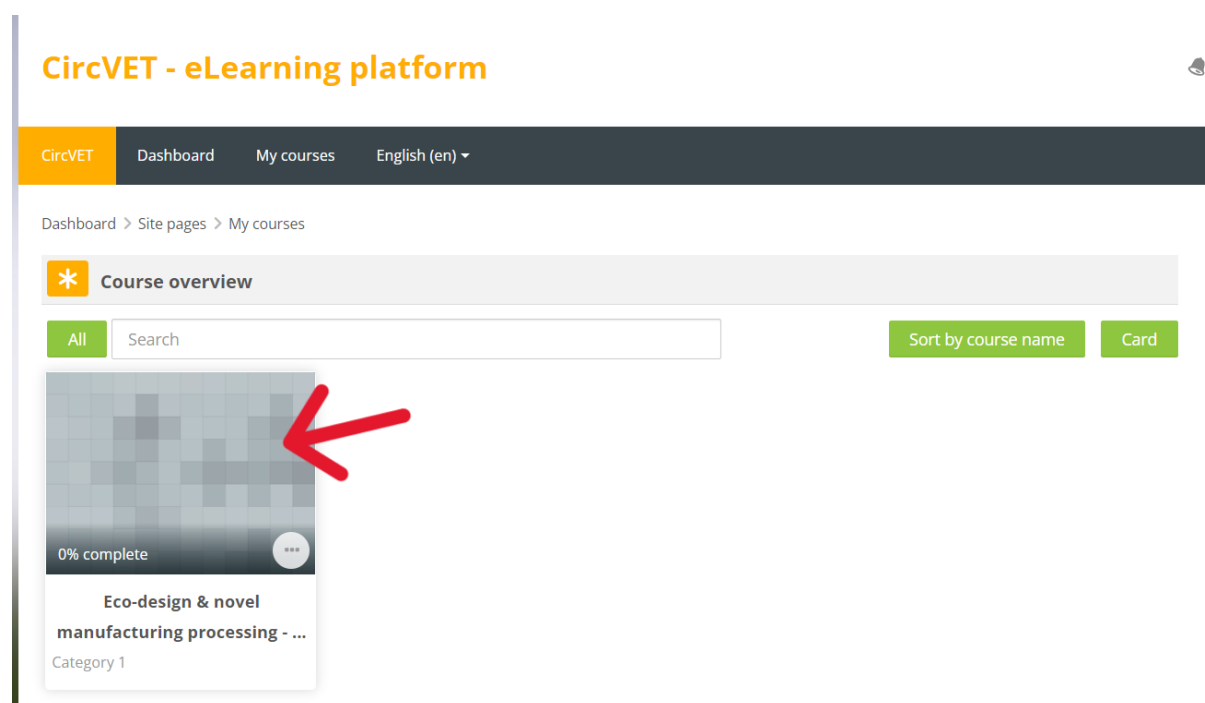


Figura 6. "Secção "As minhas disciplinas"

Depois de aceder à sua disciplina, pode clicar em "Ativar edição" para poder fazer diretamente as alterações desejadas na disciplina (Figura 7).

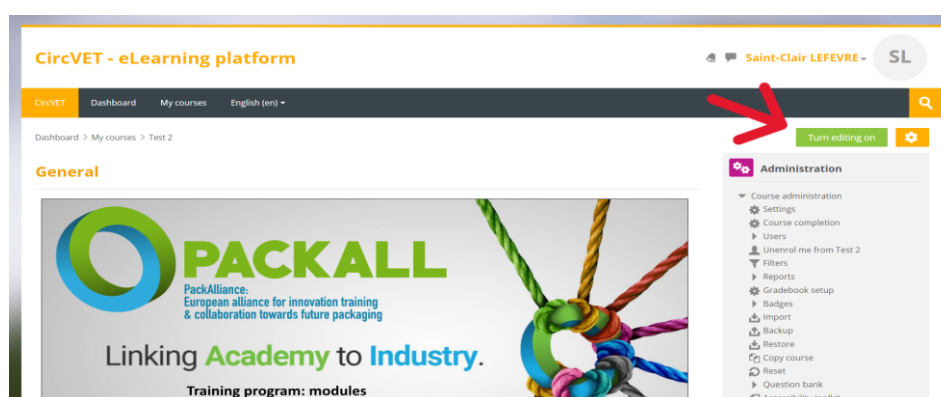


Figura 7. Edição do curso

Uma vez ativado o modo de edição, pode "Adicionar as atividades ou recursos" que pretende na sua disciplina (Figura 8), tais como um ficheiro descarregável, trabalhos ou questionários, fóruns ou caixas de envio de trabalhos. Se quiser adicionar texto, pode seleccionar o recurso "Etiqueta" que lhe permitirá adicionar texto na disciplina.

The screenshot displays a course editor interface. On the left, a slide titled "PACKALL" is shown, featuring the text "Linking Academy to Industry" and a list of training program modules: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button and a "Mark as done" button. A red arrow points to a green button labeled "Add an activity or resource". Below this button is another "Add topic" button. On the right, a sidebar contains two main sections: "Administration" and "Navigation". The "Administration" section includes options like "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". The "Navigation" section includes "Dashboard" and "Site home".

Figura 8. Adicionar uma atividade ou recurso

Existe uma grande seleção de atividades ou recursos que pode adicionar à sua disciplina (Figura 9).

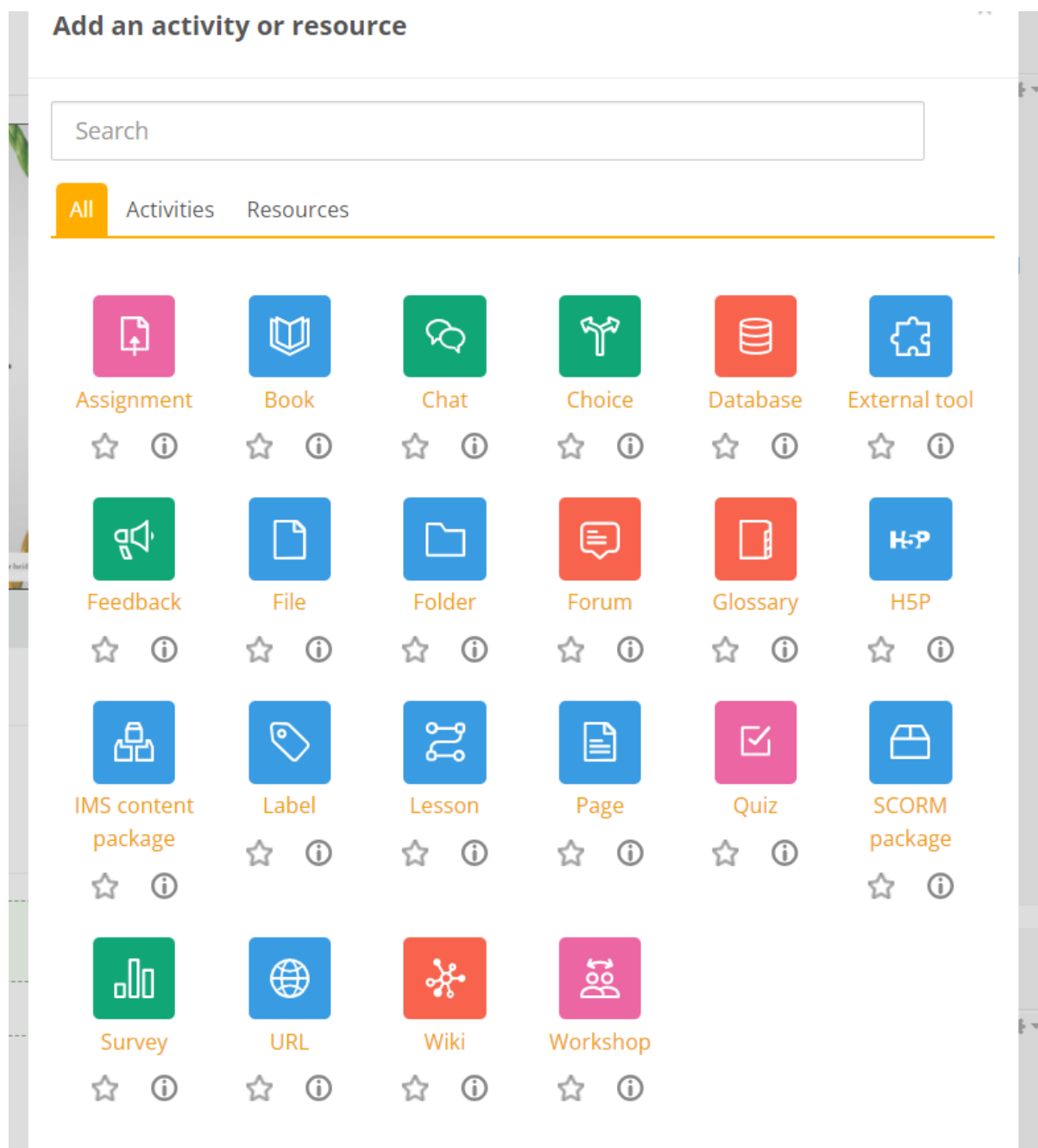


Figura 9. Atividades e recursos disponíveis

Se quiser incorporar diapositivos diretamente na sua disciplina, como na demonstração, pode enviar-nos os diapositivos e nós tratamos do assunto.

Também tem a possibilidade de editar as definições da disciplina (Figura 10) para alterar o título, adicionar uma descrição ou uma imagem que represente a disciplina, ou jogar com outras características diferentes.

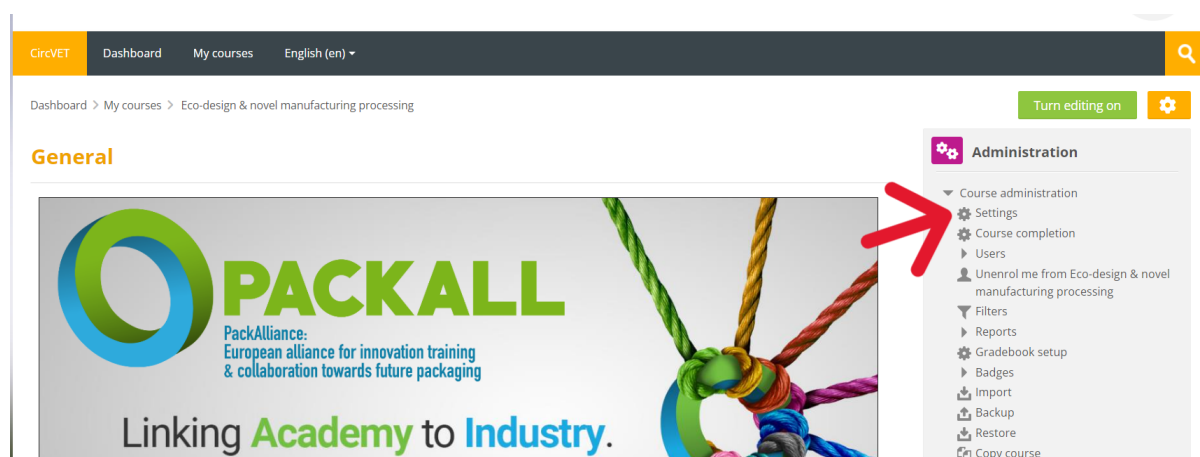


Figura 10. Definições do curso

Na secção Administração, tem também a possibilidade de acompanhar a progressão dos seus alunos, acedendo aos Relatórios do módulo (Figura 11). Estes dão-lhe informações sobre as diferentes utilizações da plataforma que os alunos fizeram. Tem em conta todas as atividades que os alunos realizam enquanto estão na plataforma, desde o tempo passado numa página específica, ao número de cliques em botões, bem como as páginas ou atividades a que acederam.

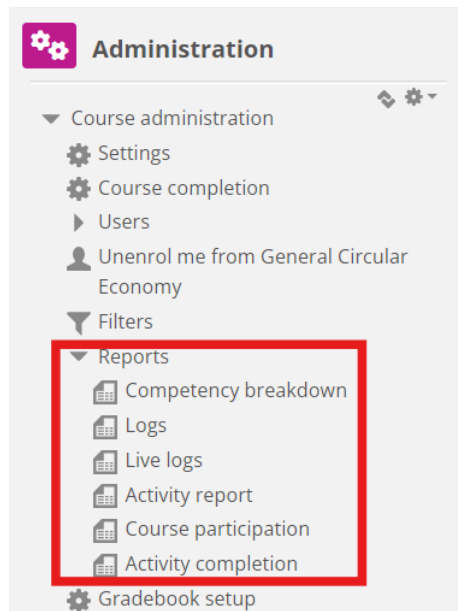


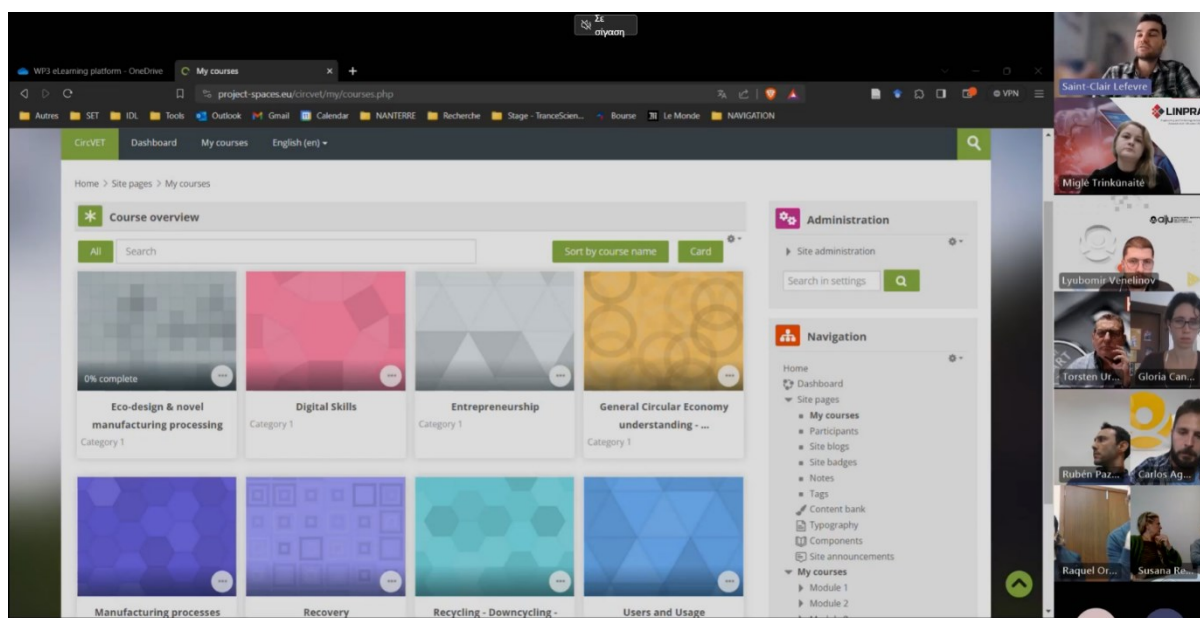
Figura 11. Relatórios

Se necessitar de qualquer tipo de assistência durante a sua navegação na plataforma de e-learning. Não hesite em informar o IDL, teremos todo o gosto em apoiá-lo e ajudá-lo ao longo do percurso.

4 Sessão de formação online

Para além da criação dos diferentes manuais, foi realizada uma sessão de formação com o objetivo de apresentar aos parceiros a utilização da plataforma de aprendizagem.

O material da sessão de formação está disponível no conjunto de diapositivos em anexo
(Anexo I - Apenas em inglês).



5 Anexo I – Apresentação de diapositivos da sessão online

Gravação vídeo da sessão: [Link to recording](#)

Apresentação de diapositivos

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CIRC VET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre

INFINITIVITY DESIGN LABS

CIRC VET

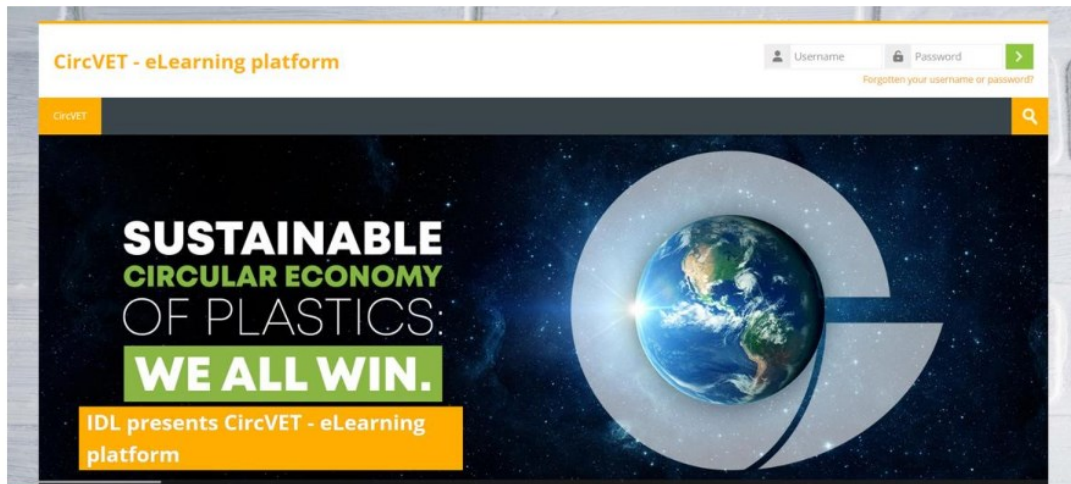
Training materials for the eLearning platform

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

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INFINITIVITY DESIGN LABS



Dashboard

Reset page to default Stop customising this page

Timeline

No activities require action

Calendar

All courses

New event

July 2023						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings

Navigation

Dashboard

Site home

Site pages

My courses

Systemic Strategies

Recently accessed items

No recent items



CircVET

Example of one Topic of a course

I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector



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CircVET

Course display

CircVET - eLearning platform

CircVET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General



FORUM Announcements



Add an activity or resource



Add topic

Topic 1



QUIZ Quiz 1 - Systemic Strategies

Mark as done



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Levels restrictions through group selection



CIRC VET Dashboard My courses English (en) ▾

Home > My courses > Module 3

Level selection



GROUP SELF-SELECTION
Level selection

Mark as done

Please select the level you want to access to.

I-VET-Higher Education

Not available since you belong to I-VET Higher Education

Topic 1 - Digital Skills



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What we need your help with



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What we need your help with

Upload ppts and order them by clear topics folder

WP_2_Module_2_Topic_5 en.pptx

WP_2_Module_2_Topic_1 en.pptx

WP_2_Module_2_Topic_3 en.pptx

WP_2_Module_2_Topic_2 en.pptx

WP_2_Module_2_Topic_4 en.pptx

WP_2_Module_2_Topic_7.1_7.2.pptx

... in the corresponding

C-VET

I-VET VET

I-VET Higher Education



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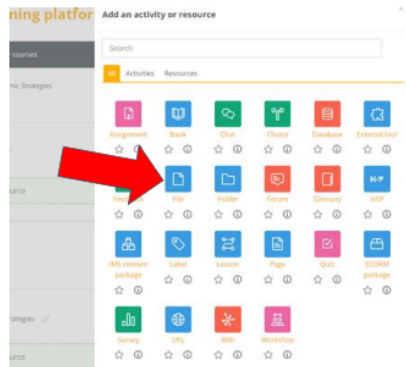
WP 3 - eLearning platform



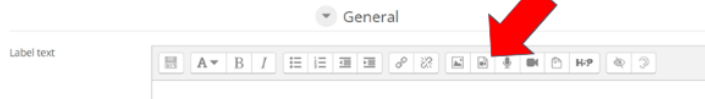
What we need your help with

Upload pdfs or word files on your course if necessary

Videos can be added via URL or file in the "Label" Activity



Adding a new Label



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Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

SCATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1.

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1.

A005 This is the correct answer for question 02 of topic 1.

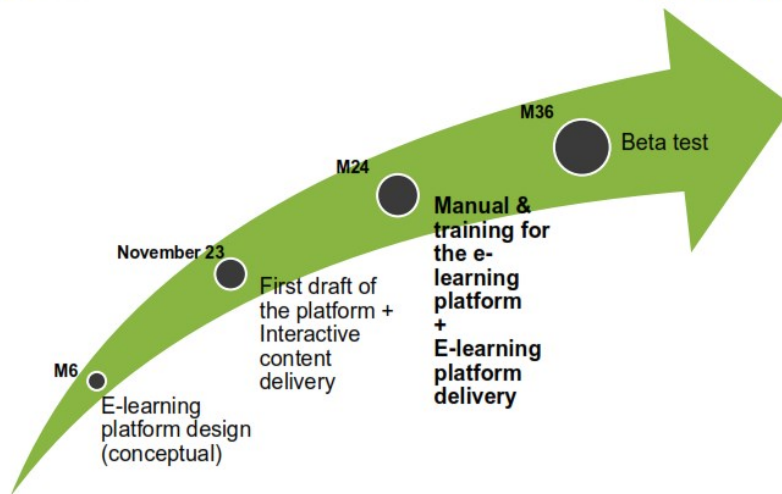
A006 This is a wrong answer for question 02 of topic 1.

A007 This is a mistaken answer for question 02 of topic 1.

A008 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



WP 3 - eLearning platform



INFORMAÇÃO DO PROJECTO

Contrato subvenção	de	Project: 101055916 — CIRCJET — ERASMUS-EDU-2021-PI-ALL-INNO
Programa		Erasmus+
Ação-chave		EACEA.A – Erasmus+, EU Solidarity Corps A.2 – Skills and Innovation
Tipo de ação		ERASMUS Lump Sum Grants
Título do projeto		CIRCJET – Materiais de formação prática sobre economia circular para as indústrias de fabrico de plásticos
Data de início do projeto		01-09-2022
Data de fim do projeto		31-08-2025
Duração do projeto		3 anos

Este projeto recebeu financiamento da União Europeia

CONSÓRCIO DO PROJECTO



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3b E-Learning platform manual

–

Student's guidelines



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CIRC VET - Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Document status			
Version	Date	Author	Description
V0.1	15/05/2024	Saint-Clair Lefèvre	Draft version
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Internal Revised version
V1.0	15/07/2024	Saint-Clair Lefèvre	First Version
V1.1	26/07/2024	Saint-Clair Lefèvre	First Version Revised
V2.0	31/07/2024	Saint-Clair Lefèvre	Final Version
Reviewed	YES - NO		
Dissemination Level	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Restricted to other program participants (including Commission Services and project reviewers) <input type="checkbox"/> CO - Confidential, only for members of the consortium (including EACEA and Commission Services and project reviewers)		

Cite As: D3.3b - eLearning Platform - Students guidelines

If the Deliverable is Public, you retrieve it from CIRCVET Project website.

Table of Content

Table of Content.....	4
1. Create your account.....	5
2 Login	7
3 Self-enrolments to a course	8

1. Create your account

Click on the following link to create your account:

<https://project-spaces.eu/circvet/login/>

Then click on “Create new account” as shown in Figure 1a below.

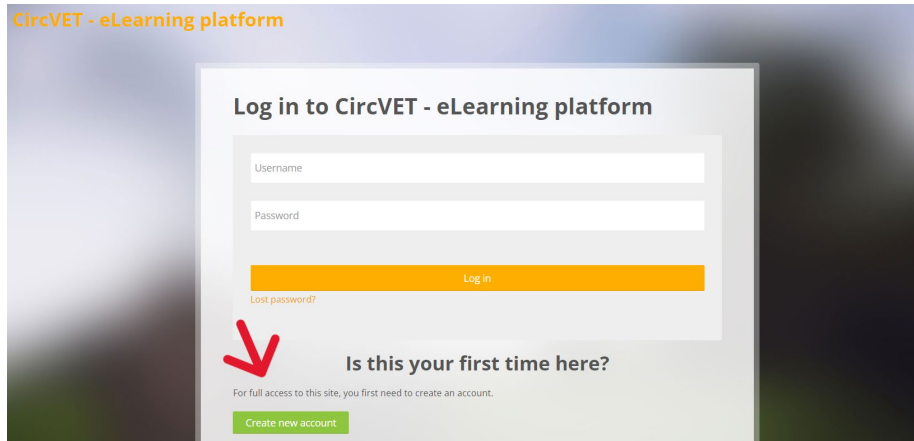


Figure 1a. Create new account page

You can also directly create an account by clicking “Create new account” on the upright corner of the screen, once you enter the platform (Figure 1b).

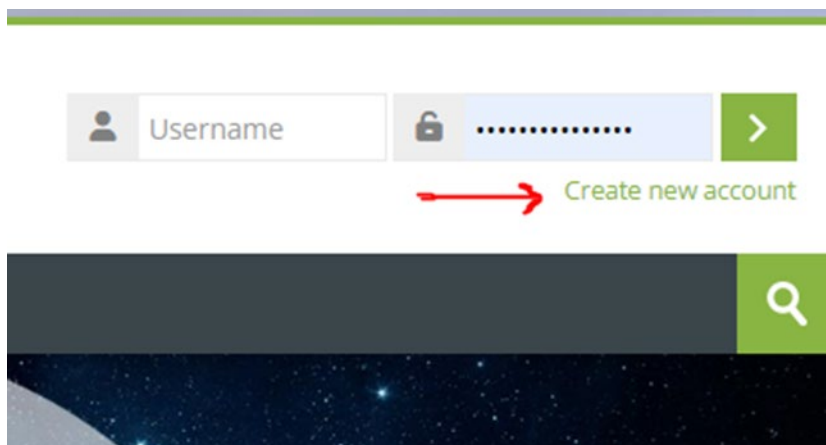


Figure 1b. “Create new account” button

You will reach the page to enter your information and create your account (Figure 2 & 3) and click on “Create my new account” to finalize the process.

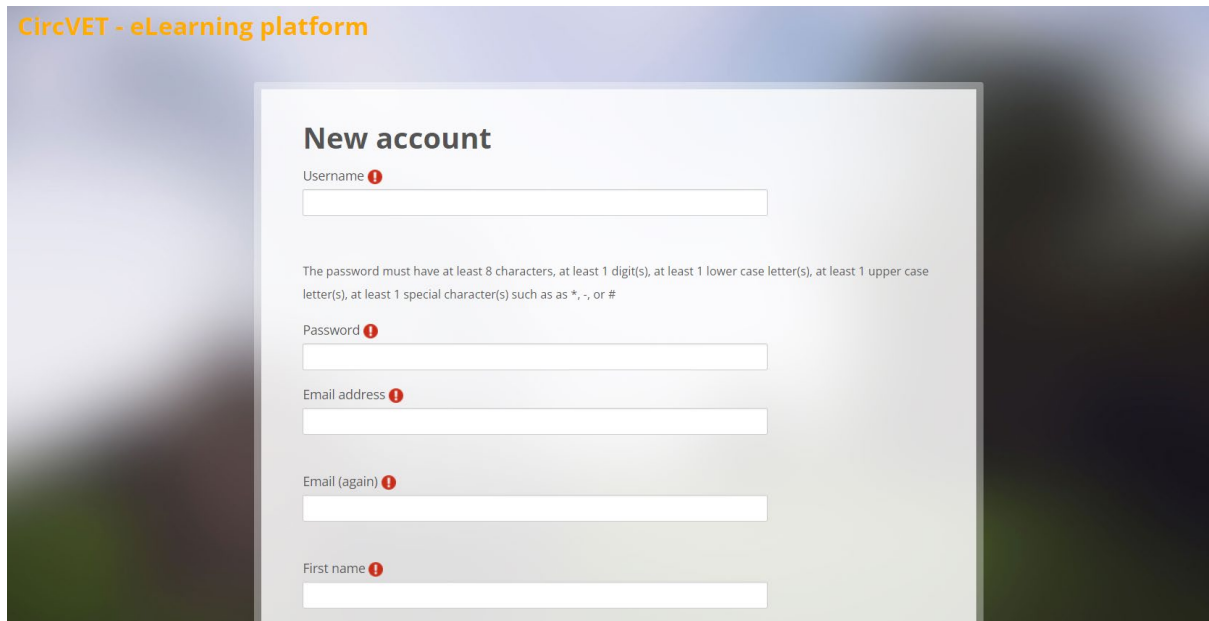


Figure 2. Account creation page (1)

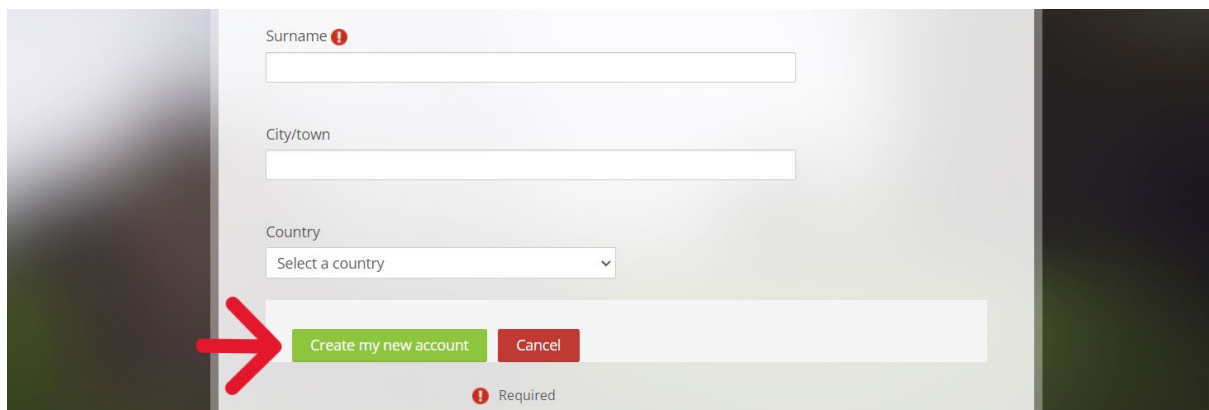


Figure 3. Account creation page (2)

You will receive an email to confirm your registration. Then you can login to the CircVET eLearning platform by following the next step.

2 Login

To login to the CircVET eLearning platform account follow this link:

<https://project-spaces.eu/circvet/>.

Then enter your username and password used while creating your account in the credential boxes in the upper right corner of the website (Figure 4).



Figure 4. Login

You are now logged in the platform!

3 Self-enrolments to a course

Once you are logged in the platform, you can search for the course you want to enrol to by using the research tool and writing the name of the course (Figure 6).



Figure 6 - Research tool

It is also possible to access the list of all the courses by clicking on the “All courses” section of the menu.

You can also click on the following links to access directly to the courses:

- General Circular Economy: <https://project-spaces.eu/circvet/course/view.php?id=7>
- Eco-design and LCA: <https://project-spaces.eu/circvet/course/view.php?id=6>
- Digital Skills: <https://project-spaces.eu/circvet/course/view.php?id=8>
- Recycling: <https://project-spaces.eu/circvet/course/view.php?id=9>
- Manufacturing Processes: <https://project-spaces.eu/circvet/course/view.php?id=10>
- Users and Usage: <https://project-spaces.eu/circvet/course/view.php?id=11>
- Recovery: <https://project-spaces.eu/circvet/course/view.php?id=12>
- Entrepreneurship: <https://project-spaces.eu/circvet/course/view.php?id=13>

Once you're searching for a course, you can click on "Click to enter the course" (Figure 7).

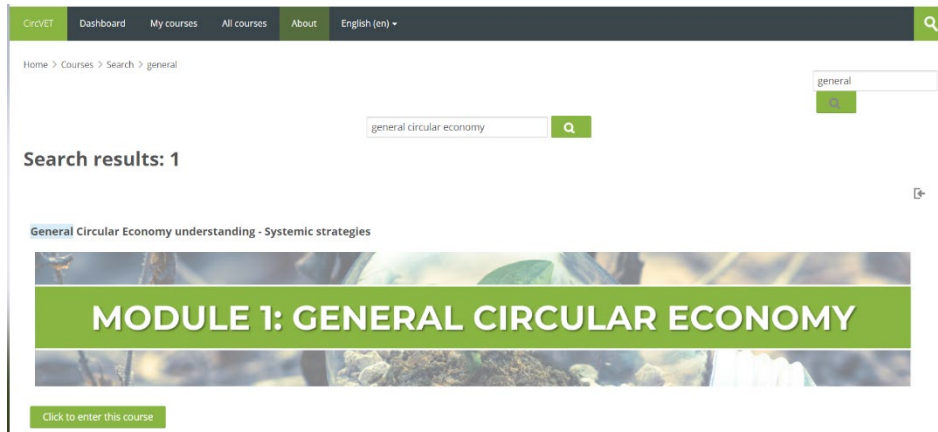


Figure 7 – Enter the course

Once done, scroll down, find the "self-enrolment (student)" and click on "Enrol me" to enrol to the course (Figure 8).

Enrolment options

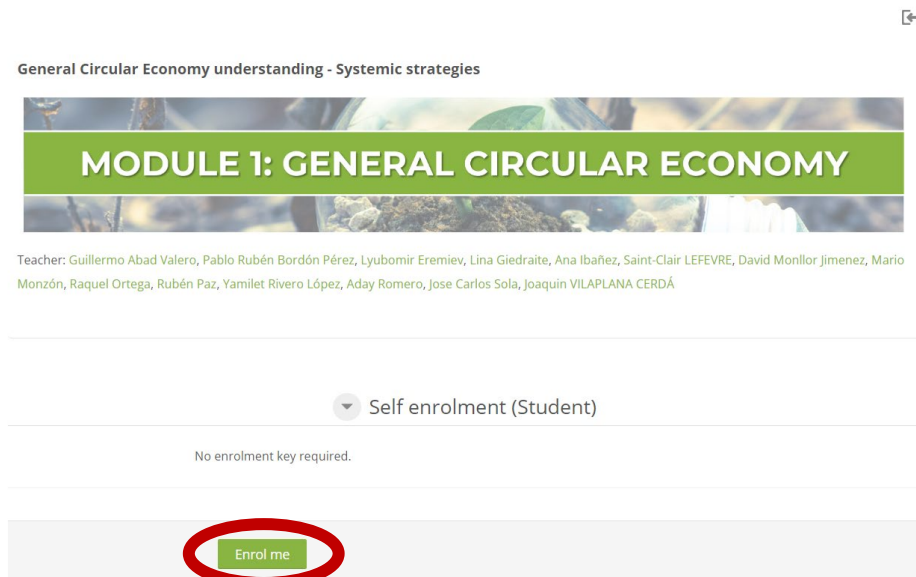
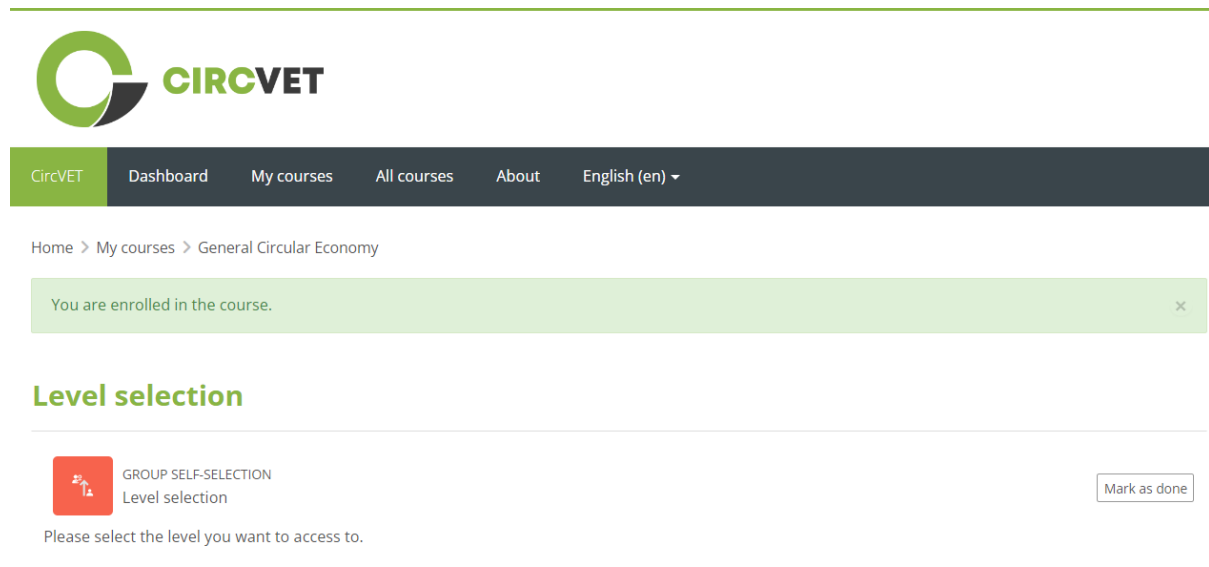


Figure 8 – Self-enrolment

You are now enrolled in the course. You now have the possibility to click on "My courses" button to have the list of the course you're enrolled in.

Once you've clicked on a course, you can then select your level (Higher Education, I-VET, C-VET) by clicking on the Level selection option (Figure 9). This will give you the access to the content.



The screenshot shows the CircVET user interface. At the top left is the CircVET logo. Below it is a dark navigation bar with links for 'CircVET', 'Dashboard', 'My courses', 'All courses', 'About', and 'English (en)'. Below the navigation bar is a breadcrumb trail: 'Home > My courses > General Circular Economy'. A green notification bar states 'You are enrolled in the course.' with a close button. The main heading is 'Level selection'. Below this is a red button with a group icon and the text 'GROUP SELF-SELECTION Level selection'. To the right of the button is a 'Mark as done' button. Below the button is the instruction: 'Please select the level you want to access to.'

Figure 9 – Level selection

You can now access the selected level of content and follow the course, as well as getting through the different forums and quizzes.

Finally, in the upright corner of the screen, next to your name, you can find the chat button to be able to exchange with the other students following the course and teachers (Figure 10). Once you clicked, you can use the search bar to find the name of the person you want to contact through the chat, and then send him or her a message instantaneously.

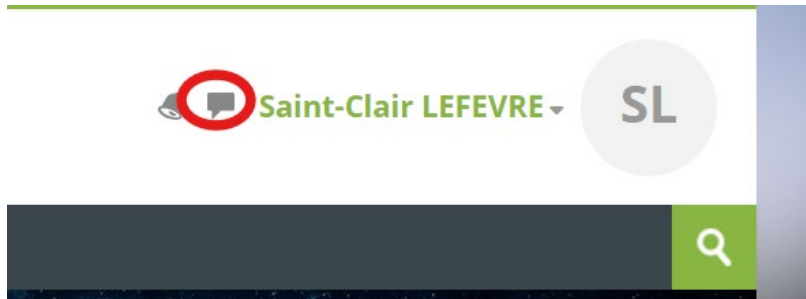


Figure 10. Chat button

Have a good learning journey with CircVET!

PROJECT INFO

Grant Agreement	Project: 101055916 – CIRCIVET – ERASMUS-EDU-2021-PI-ALL-INNO
Programme	Erasmus+
Key Action	EACEA.A – Erasmus+, EU Solidarity Corps A.2 – Skills and Innovation
Action Type	ERASMUS Lump Sum Grants
Project Title	CIRCIVET – Circular Economy Practical Training Materials for Plastics Manufacturing Industries
Project starting date	01-09-2022
Project end date	31-08-2025
Project duration	3 years

This project has received funding from the European Union

PROJECT CONSORTIUM


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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3b Manual da plataforma de E-Learning

–

Diretrizes para alunos



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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

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Versão	Data	Autor	Descrição
V0.1	06/09/2023	Saint-Clair Lefèvre	Draft
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V1.0	15/07/2024	Saint-Clair Lefèvre	Primeira versão
V1.1	26/07/2024	Saint-Clair Lefèvre	Primeira versão revista
V2.0	31/07/2024	Saint-Clair Lefèvre	Versão final
Revisto	SIM - NÃO		
Nível de Disseminação	<input checked="" type="checkbox"/> PU - Publico <input type="checkbox"/> PP – Reservado a outros participantes no programa (incluindo os serviços da Comissão e os revisores do projeto) <input type="checkbox"/> CO - Confidencial, apenas para membros do consorcio (incluindo os serviços da EACEA e da Comissão e os revisores do projeto)		

Citar como: D3.3a – Manual da Plataforma de e-learning – diretrizes para professores
 Se o Deliverable for público, poderá obtê-lo do website do projeto CIRCNET.

Índice

Índice.....	3
1. Criar uma conta.....	4
2 Login.....	6
3 Inscrição num curso.....	7

1. Criar uma conta

Clique na seguinte ligação para criar a sua conta:

<https://project-spaces.eu/circvet/login/>

Em seguida, clique em "Criar nova conta", como mostra a Figura 1a abaixo.

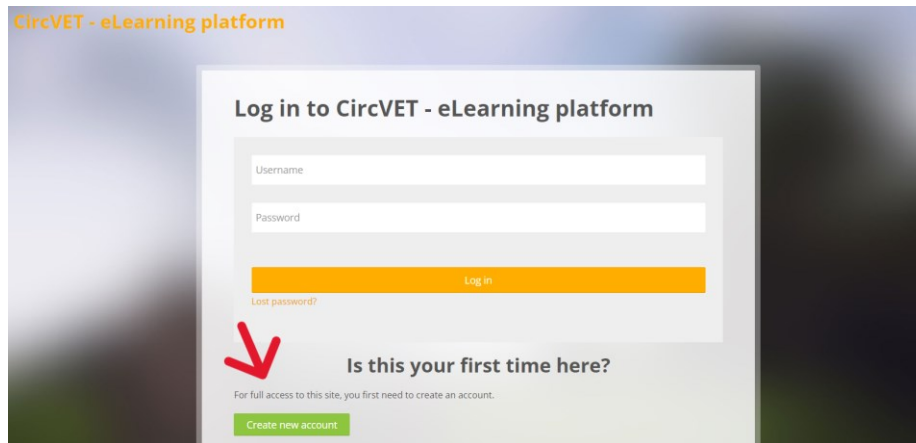


Figura 1a. Página de criação de uma nova conta

Também pode criar diretamente uma conta clicando em "Criar nova conta" no canto superior direito do ecrã, assim que entrar na plataforma (Figura 1b).

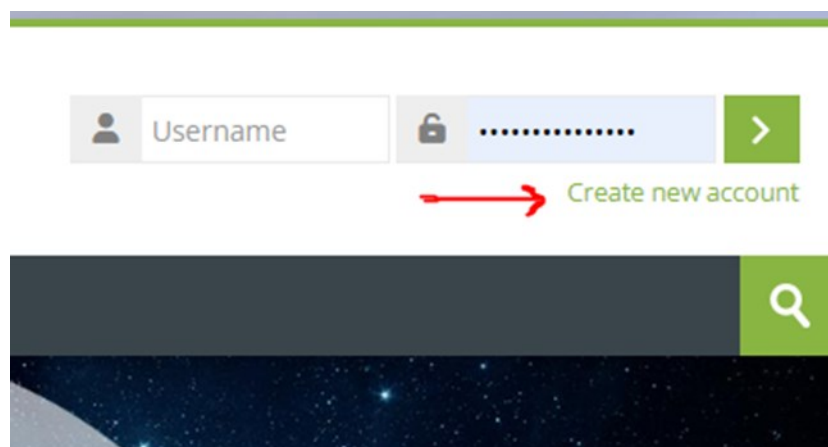


Figura 1b. "Botão "Criar conta"

Chegará à página para introduzir as suas informações e criar a sua conta (Figuras 2 e 3) e clique em "Criar a minha nova conta" para finalizar o processo.

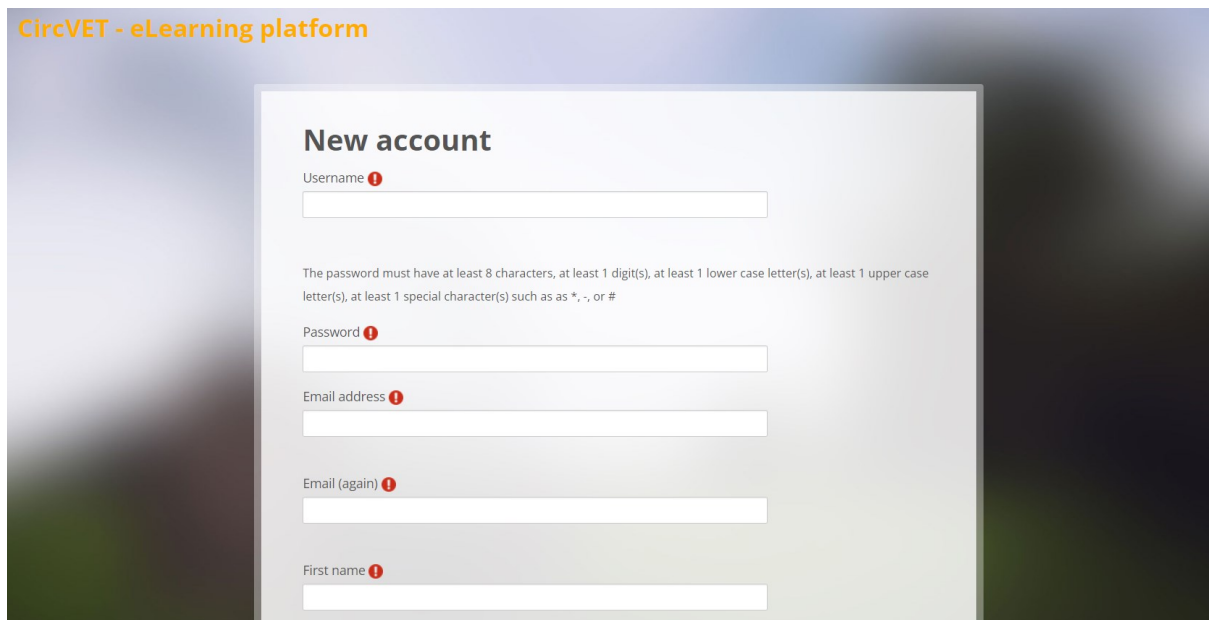


Figura 2. Página de criação de conta (1)

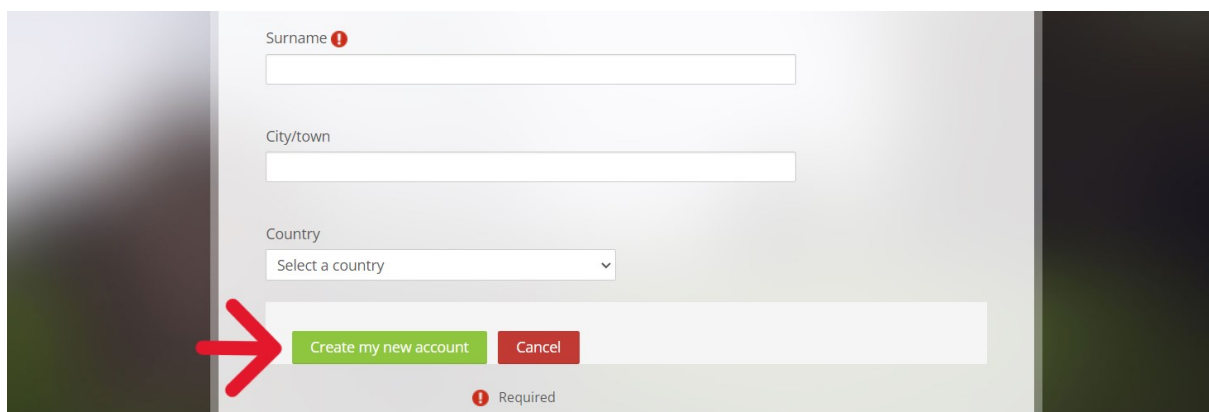


Figura 3. Página de criação de conta (2)

Receberá um e-mail para confirmar o seu registo. De seguida, pode iniciar sessão na plataforma de e-learning CircVET seguindo o passo indicado.

2 Login

Para aceder à conta da plataforma de aprendizagem eletrónica CircVET, siga esta ligação:

<https://project-spaces.eu/circvet/>.

Em seguida, introduza o seu nome de utilizador e a palavra-passe utilizados para criar a sua conta nas caixas de credenciais situadas no canto superior direito do sítio Web (Figura 4).



Figura 4. Login

Já tem sessão iniciada na plataforma!

3 Inscrição num curso

Depois de iniciar sessão na plataforma, pode procurar o curso em que se quer inscrever utilizando a ferramenta de pesquisa e escrevendo o nome do curso (Figura 6).



Figura 6 - Ferramenta de pesquisa

Também é possível aceder à lista de todos os cursos clicando na secção "Todos os cursos" do menu.

Pode também clicar nas seguintes ligações para aceder diretamente aos cursos:

- Economia Circular Geral: <https://project-spaces.eu/circvet/course/view.php?id=7>
- Eco-design e LCA: <https://project-spaces.eu/circvet/course/view.php?id=6>
- Competências digitais: <https://project-spaces.eu/circvet/course/view.php?id=8>
- Reciclagem: <https://project-spaces.eu/circvet/course/view.php?id=9>
- Processos de fabrico: <https://project-spaces.eu/circvet/course/view.php?id=10>
- Utilizadores e utilização: <https://project-spaces.eu/circvet/course/view.php?id=11>
- Recuperação: <https://project-spaces.eu/circvet/course/view.php?id=12>
- Empreendedorismo: <https://project-spaces.eu/circvet/course/view.php?id=13>

Quando estiver à procura de uma disciplina, pode clicar em "Clique para entrar na disciplina" (Figura 7).

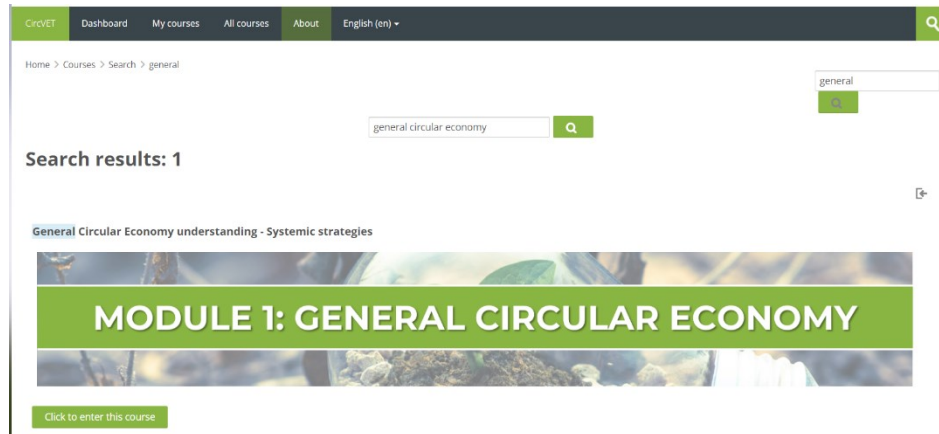


Figura 7 – Entrar na disciplina

Uma vez concluído, desloque-se para baixo, encontre a opção "auto-inscrição (estudante)" e clique em "Inscrever-me" para se inscrever no curso (Figura 8).

Enrolment options

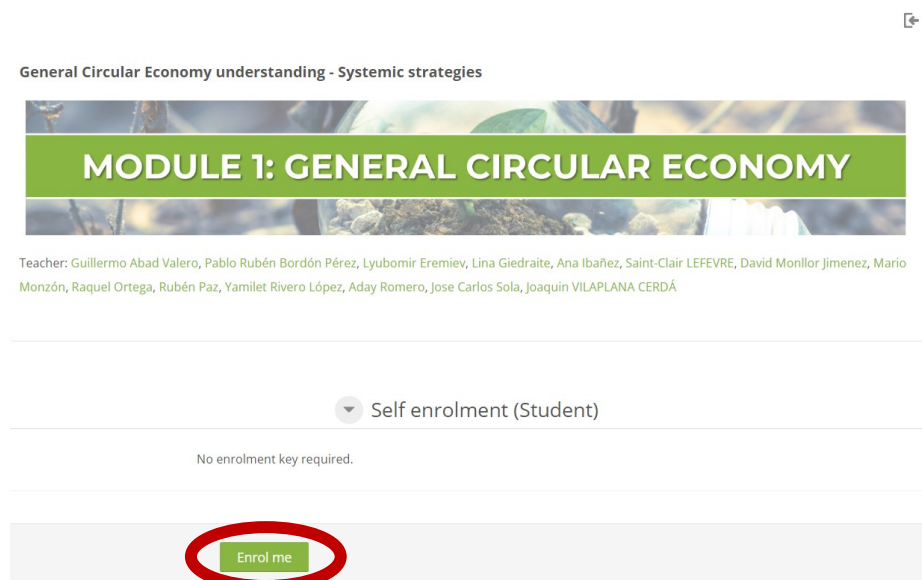
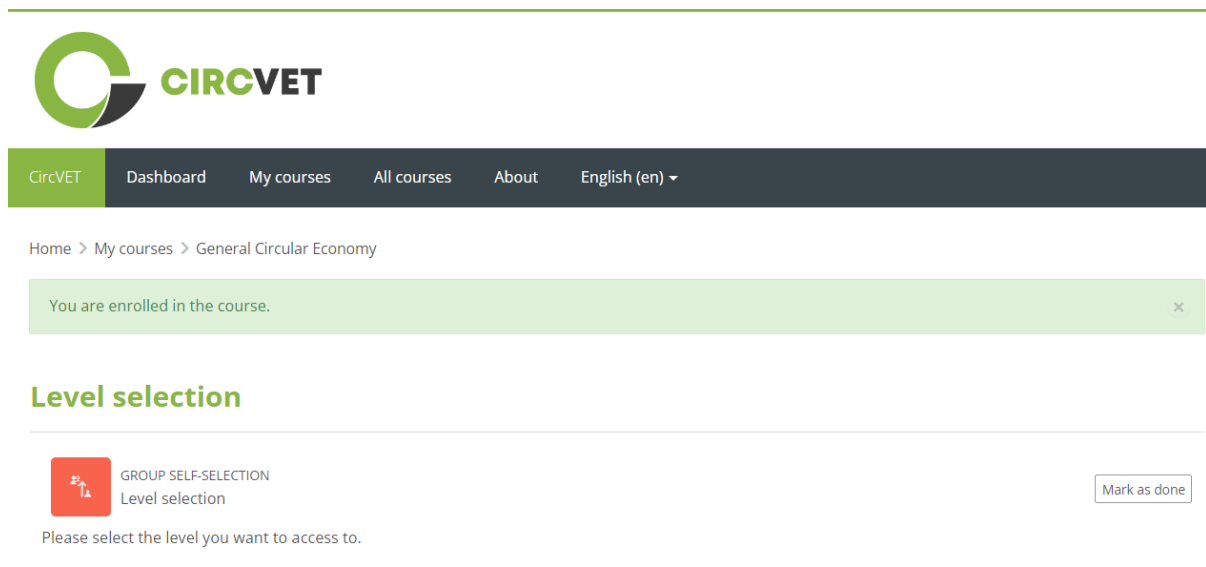


Figura 8 – Inscrição

Está agora inscrito na disciplina. Tem agora a possibilidade de clicar no botão "Os meus cursos" para ver a lista dos cursos em que está inscrito.

Depois de ter clicado numa disciplina, pode seleccionar o seu nível (Ensino Superior, I-VET, C-VET) clicando na opção de seleção de nível (Figura 9). Isto dar-lhe-á acesso ao conteúdo.



The screenshot shows the CIRC VET user interface. At the top left is the CIRC VET logo. Below it is a dark navigation bar with links for 'CircVET', 'Dashboard', 'My courses', 'All courses', 'About', and 'English (en)'. Below the navigation bar is a breadcrumb trail: 'Home > My courses > General Circular Economy'. A green notification box states 'You are enrolled in the course.' Below this is the section title 'Level selection'. There is a red button with a white icon and the text 'GROUP SELF-SELECTION Level selection'. To the right of this button is a 'Mark as done' button. Below the button is the instruction 'Please select the level you want to access to.'

Figura 9 – Seleção do nível

Pode agora aceder ao nível do conteúdo selecionado e seguir o curso, bem como passar pelos diferentes fóruns e questionários.

Por fim, no canto superior direito do ecrã, junto ao seu nome, encontra o botão de chat para poder trocar impressões com os outros alunos que seguem o curso e com os professores (Figura 10). Depois de clicar, pode utilizar a barra de pesquisa para encontrar o nome da pessoa que pretende contactar através do chat e enviar-lhe uma mensagem instantaneamente.

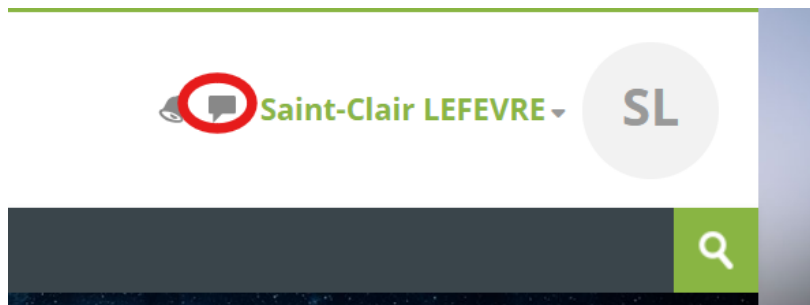


Figura 10. Botão de chat

Boa jornada de aprendizagem com o CircVET!

Y

INFORMAÇÃO DO PROJECTO

Contrato subvenção	de	Project: 101055916 — CIRCNET — ERASMUS-EDU-2021-PI-ALL-INNO
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FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3b Handbuch E-Learning Plattform

–

Anleitung für Studenten



Co-funded by the
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of the European Union

CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

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Dissemination Level	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Restricted to other program participants (including Commission Services and project reviewers) <input type="checkbox"/> CO - Confidential, only for members of the consortium (including EACEA and Commission Services and project reviewers)		

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Inhaltsverzeichnis

Inhaltsverzeichnis	3
1. Eigenen Account anlegen	4
2 Login	6
3 Selbsteinschreibung in einen Kurs.....	7

1. Eigenen Account anlegen

Klicke den folgenden Link, um Deinen Account anzulegen:

<https://project-spaces.eu/circvet/login/>

Klicke dann auf "Neuen Account anlegen", bzw. "Create new account" wie im Bild 1a gezeigt:

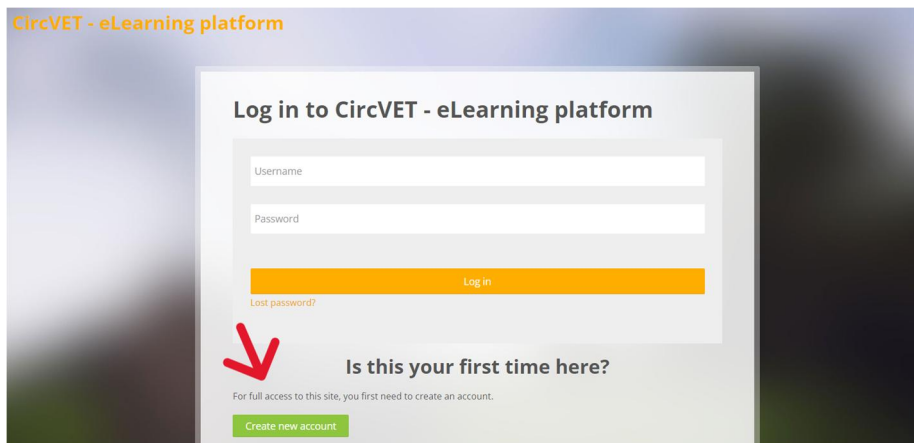


Bild 1a. Eigenen Account anlegen

Um direkt einen neuen Account anzulegen, kannst Du auch direkt rechts oben klicken (Bild 1b).

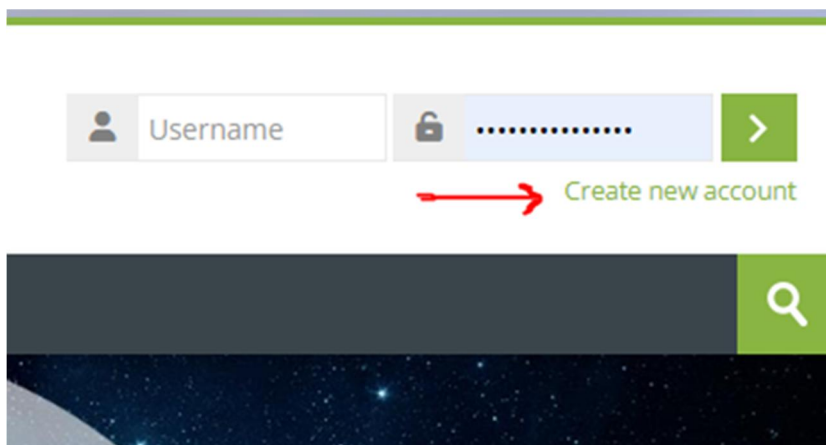
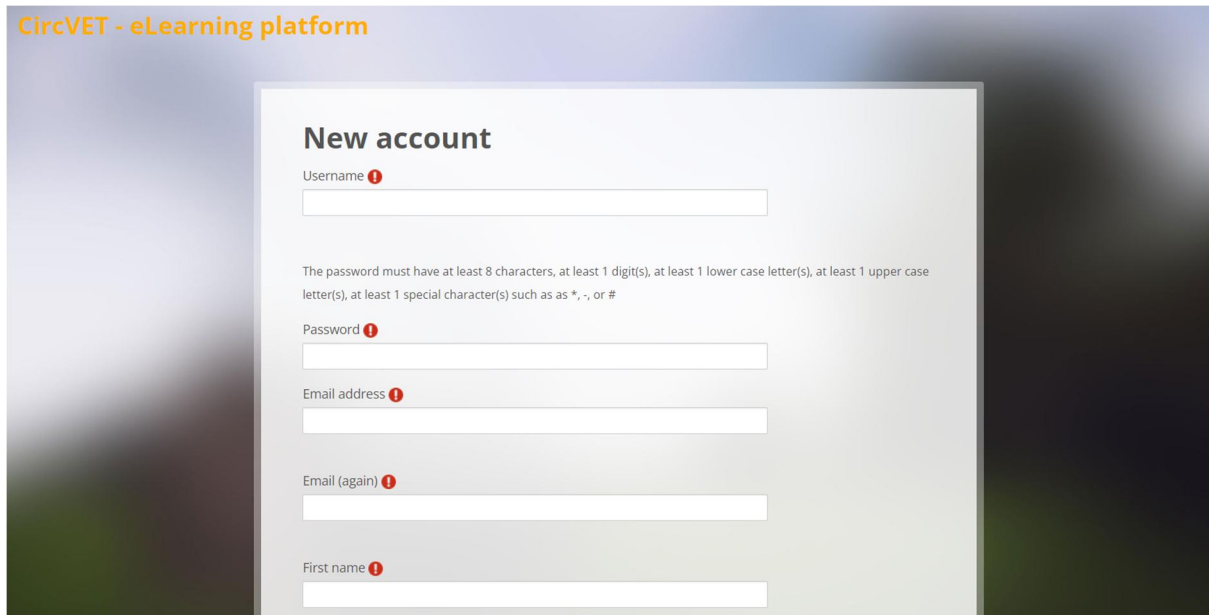


Bild 1b. Neuen Account anlegen

Du gelangst auf die Seite, auf der Du Deine Daten eingeben und dein Konto erstellen kannst. (Bild 2 und 3). Klicke dann "Mein neues Konto erstellen", um den Vorgang abzuschließen.



CircVET - eLearning platform

New account

Username !

The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as as *, -, or #

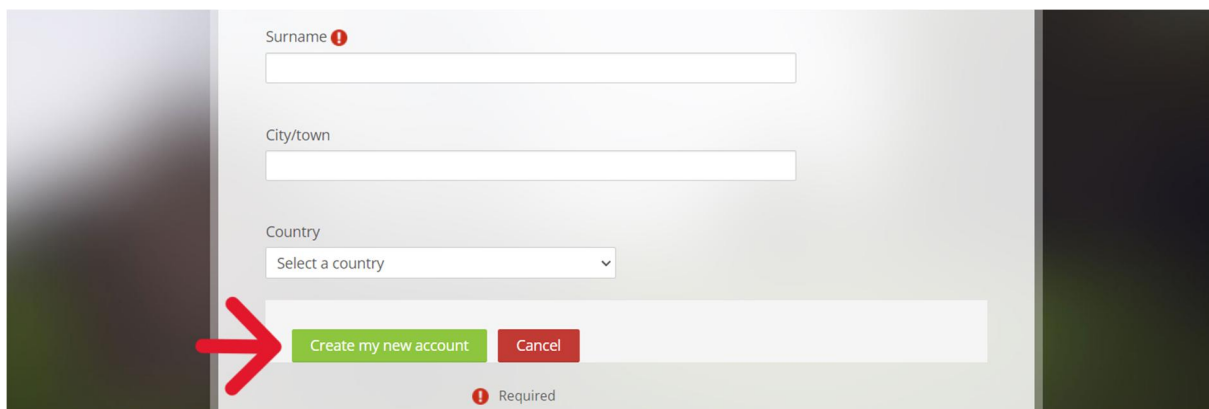
Password !

Email address !

Email (again) !

First name !

Bild 2: Konto anlegen (1)



Surname !

City/town

Country

Select a country ▼

→

! Required

Bild 3. Konto anlegen (2)

Du erhältst eine Bestätigungs-email, Deiner Registrierung. Du kannst Dich dann entsprechend der nächsten Schritte auf der CircVET eLearning Plattform einloggen.

2 Login

Um Dich auf der CircVET eLearning Plattform anzumelden, klicke auf den folgenden Link:

<https://project-spaces.eu/circvet/>.

Gib dann oben rechts Deinen Benutzernamen und Passwort ein, die Du beim Anlegen Deines Kontos gewählt hast. (Bild 4).



Bild 4. Login

Du bist jetzt in der eLearning Plattform eingeloggt!

3 Selbsteinschreibung in einen Kurs

Sobald Du auf der Plattform eingeloggt bist, kannst Du nach dem Kurs suchen, für den Du Dich anmelden möchtest, indem Du das Such-Tool verwendest und den Namen des Kurses eingibst (Bild 6).



Bild 6 – Such-Tool

Du kannst auch auf die Liste aller Kurse zugreifen, indem Du auf den Abschnitt "Alle Kurse" des Menüs klickst.

Oder Du klickst direkt auf einen der folgenden Links, um in Deinen gewünschten Kurs zu gelangen:

- Allgemeines zur zirkulären Wirtschaft: <https://project-spaces.eu/circvet/course/view.php?id=7>
- Eco-Design und Lebenszyklus-Analyse LCA: <https://project-spaces.eu/circvet/course/view.php?id=6>
- Digitale Fähigkeiten: <https://project-spaces.eu/circvet/course/view.php?id=8>
- Recycling: <https://project-spaces.eu/circvet/course/view.php?id=9>
- Produktionsverfahren: <https://project-spaces.eu/circvet/course/view.php?id=10>
- Anwender und Anwendungen: <https://project-spaces.eu/circvet/course/view.php?id=11>
- Rückgewinnung: <https://project-spaces.eu/circvet/course/view.php?id=12>
- Unternehmertum: <https://project-spaces.eu/circvet/course/view.php?id=13>

Hast Du Deinen Kurs gefunden, klicke auf „Kurs betreten“ (Bild 7).

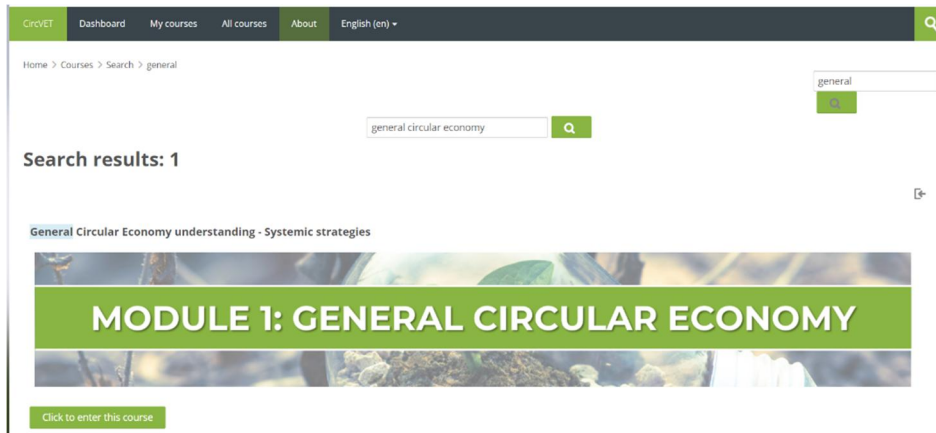


Bild 7 – Kurs betreten

Scrolle dann nach unten, suche den Punkt "Selbsteinschreibung (Student)" und klicke auf "Einschreiben", um Dich für den Kurs einzuschreiben. (Bild 8)

Enrolment options

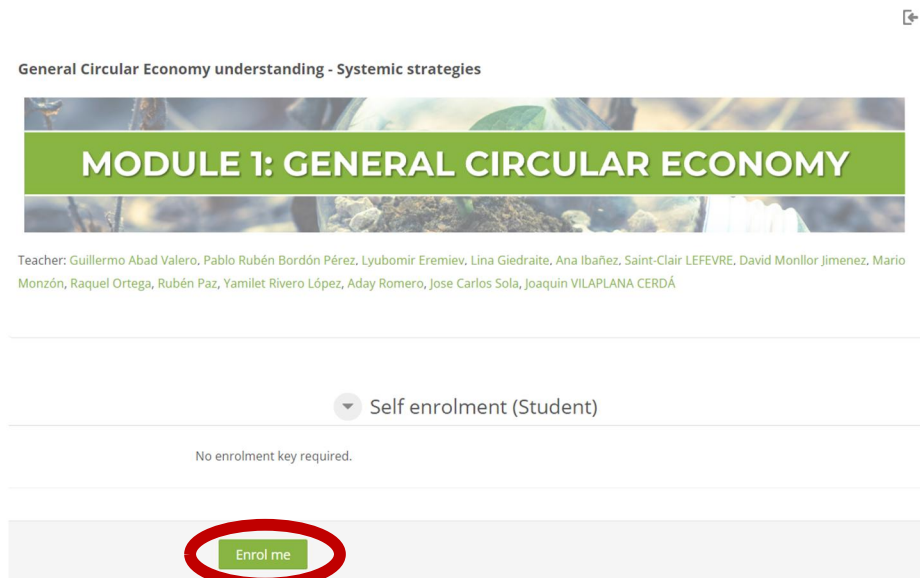


Bild 8 – Selbsteinschreibung

Du bist nun für den Kurs eingeschrieben und kannst auf "Meine Kurse" klicken, um eine Liste derjenigen Kurse zu erhalten, für die Du eingeschrieben bist.

Sobald Du auf einen Kurs geklickt hast, kannst Du Dein Niveau (Hochschulbildung, Erstausbildung (I-VET), betriebliche Weiterbildung (C-VET)) auswählen, indem Du auf die Option "Niveauauswahl" klickst (Bild 9). Dadurch erhältst Du Zugriff auf den Inhalt.

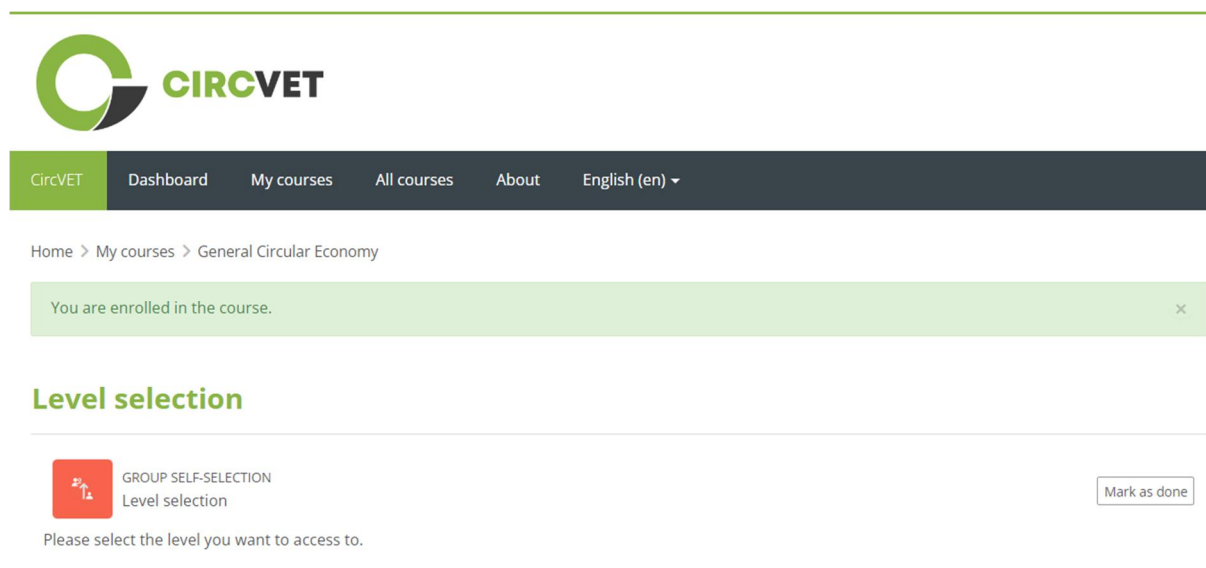


Bild 9: Niveau-Auswahl

Du kannst nun auf die gewählte Inhaltsebene zugreifen und den Kurs durchlaufen, sowie die verschiedenen Foren und Quizfragen durchgehen.

Du findest in der rechten Ecke des Bildschirms neben Deinem Namen die Chat-Schaltfläche, über die Du Dich mit den anderen Kursteilnehmern und Lehrern austauschen kannst (Bild 10). Nachdem Du darauf geklickt hast, kannst Du die Suchleiste verwenden, um den Namen der Person zu finden, mit der Du über den Chat Kontakt aufnehmen möchtest, und ihr dann sofort eine Nachricht senden.

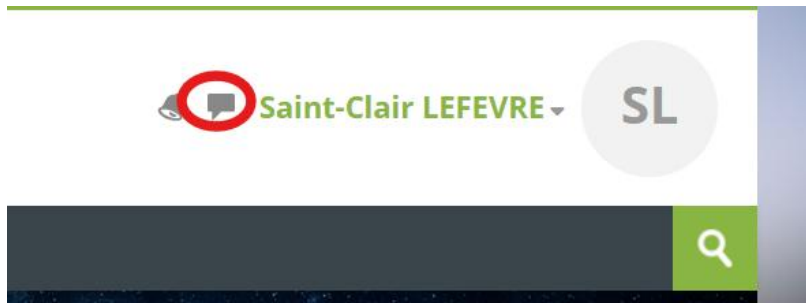


Bild 10. Chat Schaltfläche

Viel Spaß beim Lernen mit CircVET!

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PROJECT CONSORTIUM



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3b Manual de la plataforma E-Learning

—

Directrices para estudiantes



Co-funded by the
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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

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Índice

Índice.....	4
1. Crea tu propia cuenta.....	5
2 Login	7
3 Self-enrolments to a course (Autoinscripción).....	8

1. Crea tu propia cuenta

Haz click en el siguiente link para crear tu cuenta:

<https://project-spaces.eu/circvet/login/>

Ahora haz click en “Create new account” como se muestra en la Figura 1a abajo.

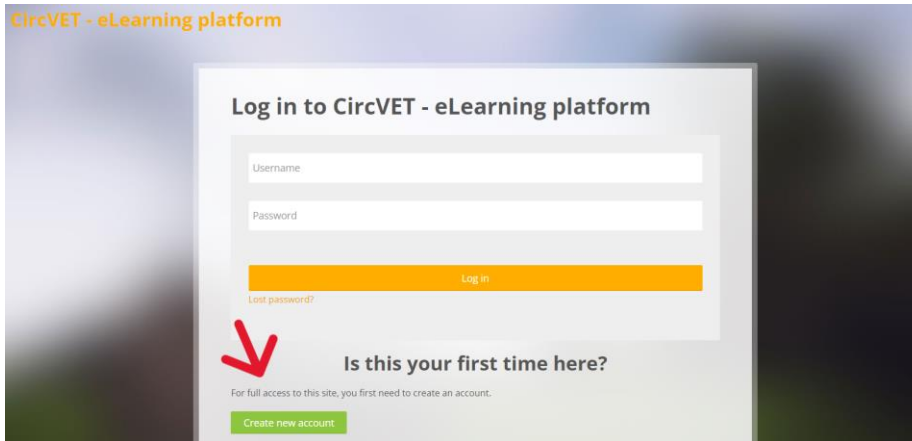


Figura 1a. Página de creación de una cuenta nueva

También puedes crear una cuenta directamente haciendo click en “Create new account” en la esquina superior derecha de la pantalla, una vez entres en la plataforma (Figura 1b).

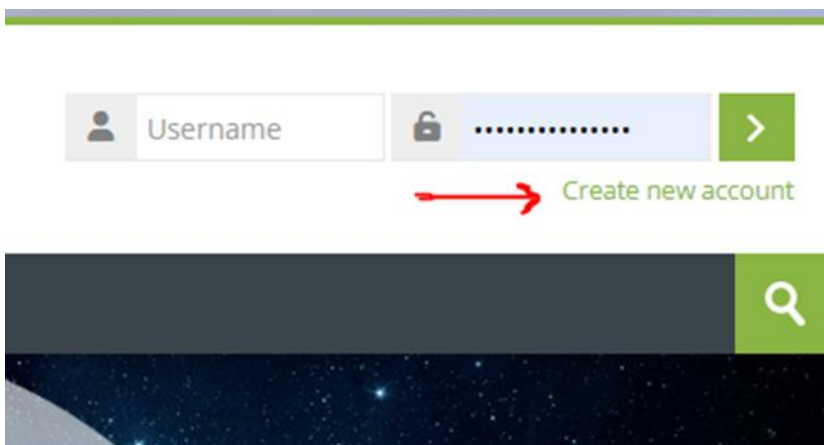


Figura 1b. Botón “Crear nueva cuenta”

Alcanzarás la página para introducir tu información y crear tu cuenta (Figura 2 & 3) y, por último, hacer click en “Create my new account” para finalizar el proceso.

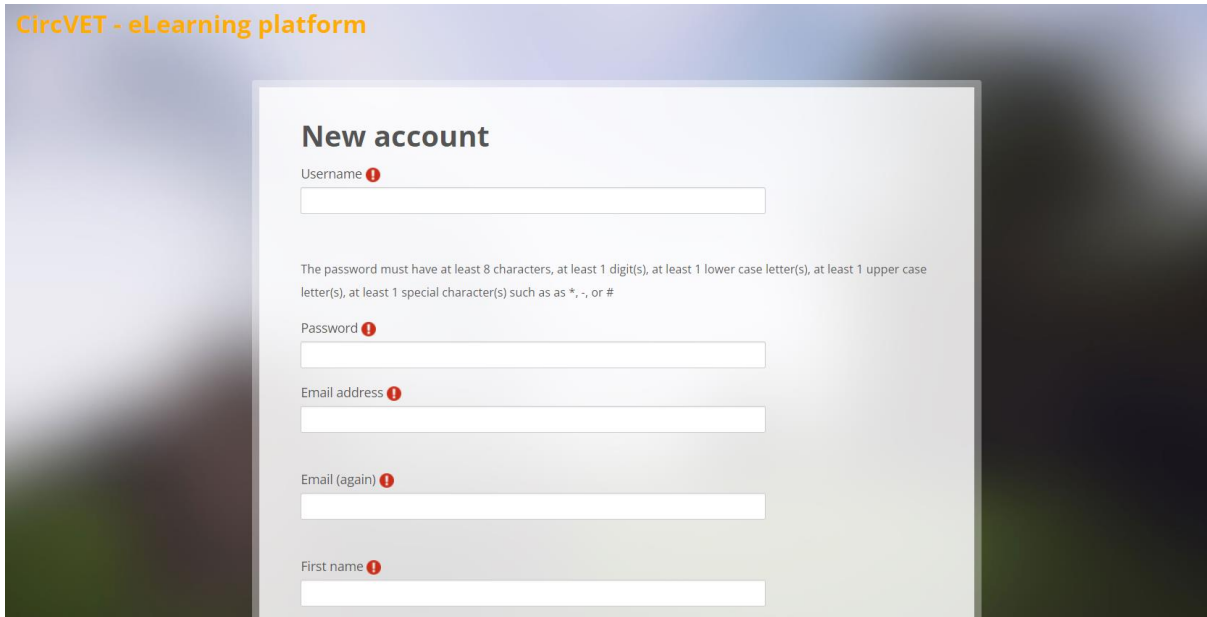


Figura 2. Página de creación de cuenta (1)

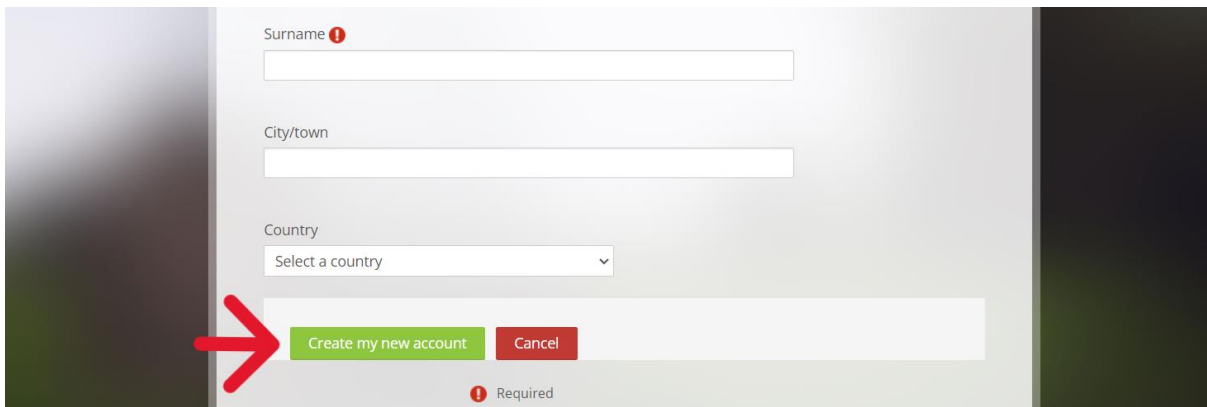


Figura 3. Página de creación de cuenta (2)

Recibirás un email para confirmar tu registro. Entonces podrás acceder a la plataforma CircVET con el siguiente paso.

2 Login

Para acceder a tu cuenta de la plataforma CircVET, haz click en el siguiente link:

<https://project-spaces.eu/circvet/>. Ahora introduce el nombre de usuario y la contraseña utilizada durante la creación de la cuenta en las casillas de la esquina superior derecha de la web (Figura 4).



Figura 4. Login

Ahora estás dentro de la plataforma!

3 Self-enrolments to a course (Autoinscripción)

Una vez que hayas iniciado sesión en la plataforma, podrás buscar el curso al que deseas inscribirte utilizando la herramienta de búsqueda y escribiendo el nombre del curso (Figura 6).



Figura 6 – Herramienta de búsqueda

También es posible acceder al listado de todos los cursos haciendo clic en la sección “Todos los cursos” del menú.

También puedes hacer clic en los siguientes enlaces para acceder directamente a los cursos:

- Economía Circular General: <https://project-spaces.eu/circvet/course/view.php?id=7>
- Eco-diseño y ACV: <https://project-spaces.eu/circvet/course/view.php?id=6>
- Competencias Digitales: <https://project-spaces.eu/circvet/course/view.php?id=8>
- Reciclaje: <https://project-spaces.eu/circvet/course/view.php?id=9>
- Procesos de Fabricación: <https://project-spaces.eu/circvet/course/view.php?id=10>
- Usuarios y uso: <https://project-spaces.eu/circvet/course/view.php?id=11>
- Recuperación: <https://project-spaces.eu/circvet/course/view.php?id=12>
- Emprendimiento: <https://project-spaces.eu/circvet/course/view.php?id=13>

Una vez que estés buscando un curso, puede hacer clic en “Haga clic para entrar en el curso” (Figura 7).

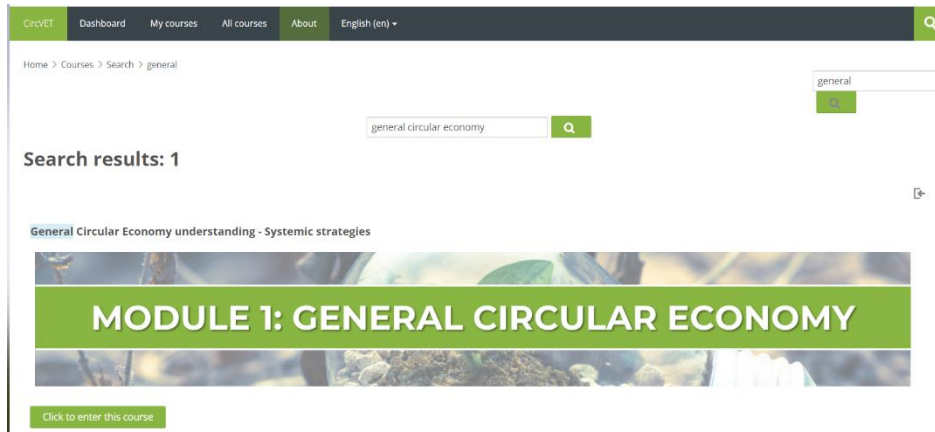


Figura 7 – Entrar en el curso

Una vez hecho esto, desplácese hacia abajo, busque la opción “autoinscripción (estudiante)” y haga clic en “Inscribirme” para inscribirse al curso (Figura 8).

Enrolment options

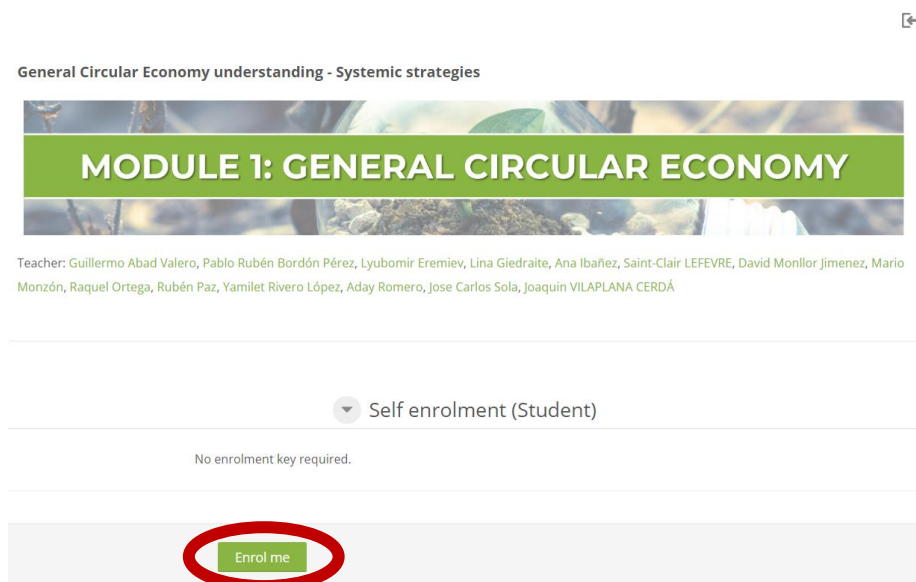


Figura 8 – Autoinscripción

Ya estás inscrito en el curso. Ahora tienes la posibilidad de hacer clic en el botón “Mis cursos” para ver la lista de los cursos en los que estás inscrito.

Una vez que hayas hecho clic en un curso, podrás seleccionar tu nivel. (Higher Education, I-VET, C-VET) haciendo clic en la opción Selección de nivel (Figura 9), esto le dará acceso al contenido.

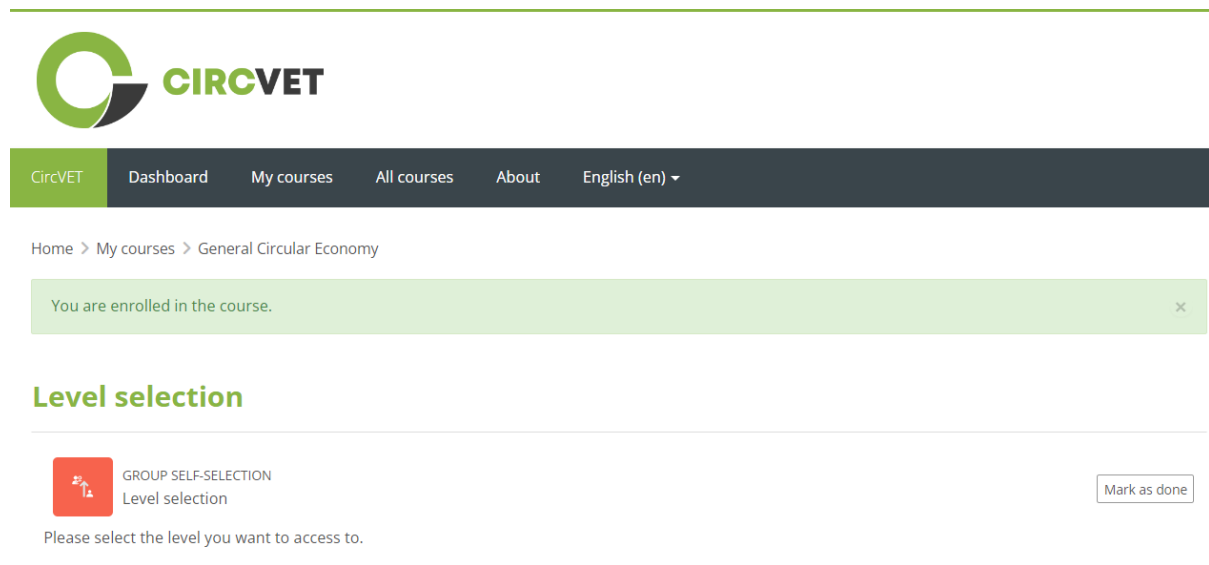


Figura 9 – Selección de nivel

Ahora podrás acceder al nivel de contenido seleccionado y seguir el curso, además de superar los diferentes foros y cuestionarios.

Finalmente, en la esquina superior derecha de la pantalla, al lado de tu nombre, podrás encontrar el botón de chat para poder intercambiar con el resto de alumnos que siguen el curso y con los profesores (Figura 10). Una vez que hayas hecho clic, podrás utilizar la barra de búsqueda para encontrar el nombre de la persona con la que quieres contactar a través del chat y luego enviarle un mensaje de forma instantánea.

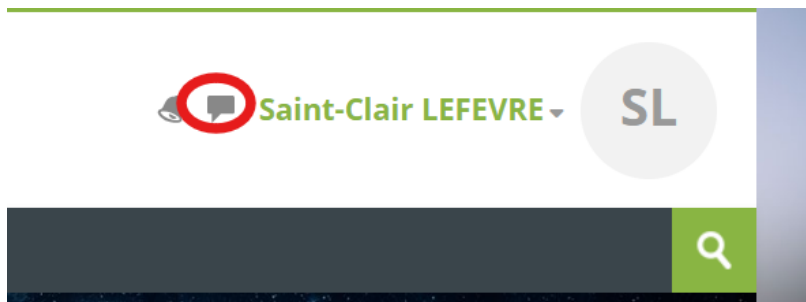


Figura 10. Botón del Chat

¡Que tengas una buena experiencia formativa con CircVET!

PROJECT INFO

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CONSORCIO DEL PROYECTO



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3b Manuel de la plateforme d'apprentissage en ligne

–

Guide de l'étudiant



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CIRC VET - Matériel de formation pratique à
l'économie circulaire pour les industries de la
plasturgie

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V0.1	15/05/2024	Saint-Clair Lefèvre	Version préliminaire
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V1.0	15/07/2024	Saint-Clair Lefèvre	Première version
V1.1	26/07/2024	Saint-Clair Lefèvre	Première version révisée
V2.0	31/07/2024	Saint-Clair Lefèvre	Version finale
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Niveau de diffusion	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Limité aux autres participants au programme (y compris les services de la Commission et les examinateurs de projet) <input type="checkbox"/> CO - Confidentiel, uniquement pour les membres du consortium (y compris l'EACEA et les services de la Commission et les examinateurs de projets)		

Citer comme suit : D3.3b - Plateforme d'apprentissage en ligne - Guide pour les étudiants
 Si le Livrable est Public, vous le récupérez sur le site du Projet CIRCVET.

Table des matières

Table des matières.....	4
1. Créez votre compte.....	5
2 Connexion.....	7
3 Auto-inscription à un cours.....	8

1. Créez votre compte

Cliquez sur le lien suivant pour créer votre compte :

<https://project-spaces.eu/circvet/login/>

Cliquez ensuite sur « Créer un nouveau compte » comme illustré à la figure 1a ci-dessous.

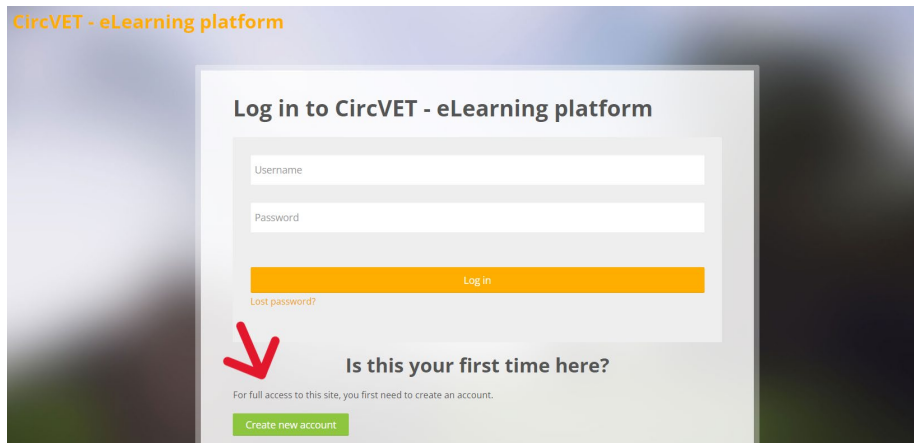


Figure 1a. Page Créer un compte

Vous pouvez également créer directement un compte en cliquant sur « Créer un nouveau compte » dans le coin supérieur de l'écran, une fois que vous êtes entré sur la plateforme (Figure 1b).

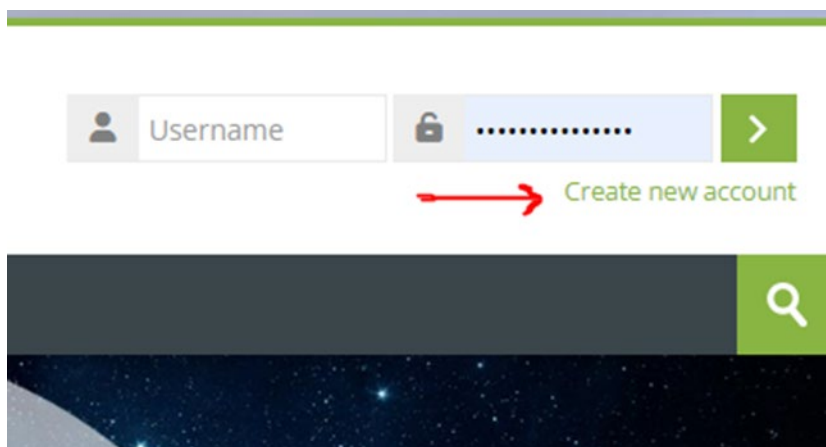


Figure 1b. Bouton « Créer un nouveau compte »

Vous accéderez à la page pour entrer vos informations et créer votre compte (Figure 2 et 3) et cliquer sur « Créer mon nouveau compte » pour finaliser le processus.

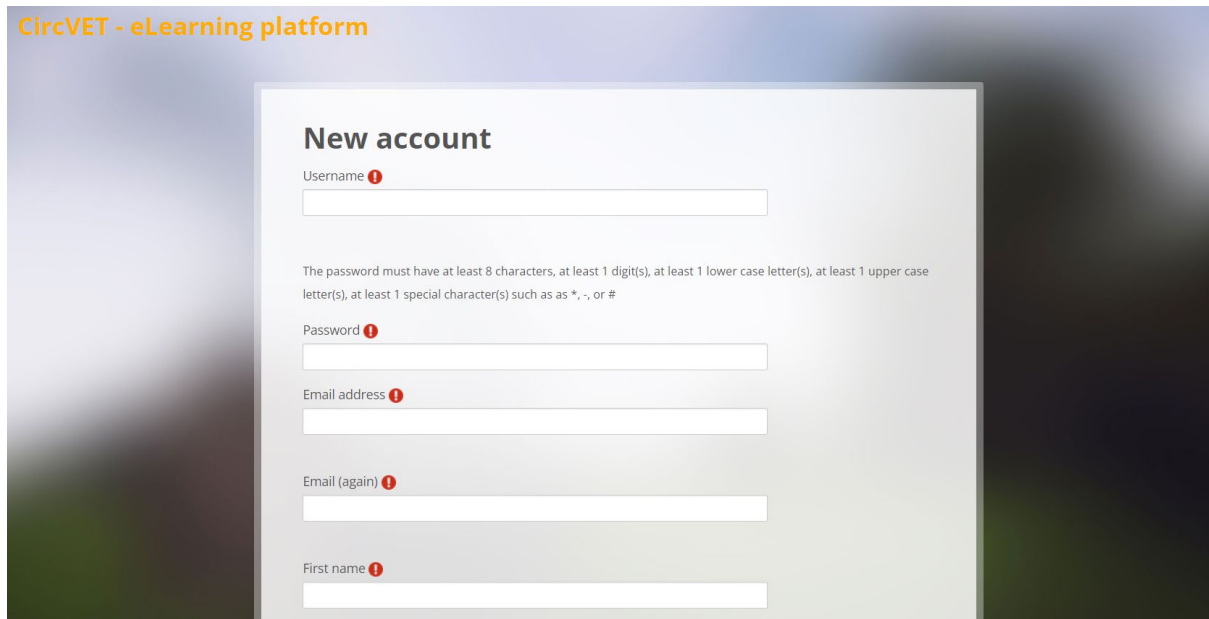


Figure 2. Page de création de compte (1)

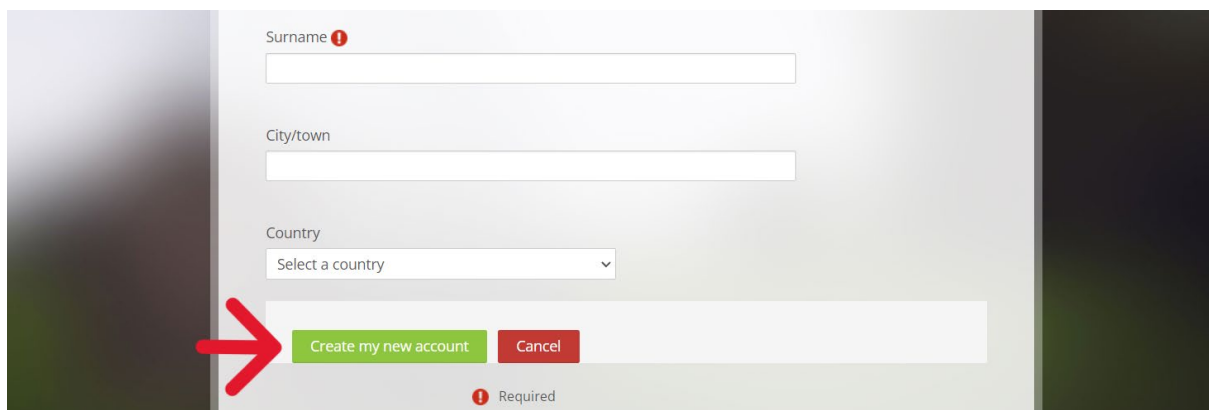


Figure 3. Page de création de compte (2)

Vous recevrez un e-mail pour confirmer votre inscription. Ensuite, vous pouvez vous connecter à la plateforme d'apprentissage en ligne CircVET en suivant l'étape suivante.

2 Connexion

Pour vous connecter au compte de la plateforme d'apprentissage en ligne CircVET,
suivez ce lien :

<https://project-spaces.eu/circvet/>.

Entrez ensuite votre nom d'utilisateur et votre mot de passe utilisés lors de la création de
votre compte dans les zones d'identification dans le coin supérieur droit du site Web
(Figure 4).



Figure 4. Connectez-vous

Vous êtes maintenant connecté à la plateforme !

3 Auto-inscription à un cours

Une fois connecté à la plateforme, vous pouvez rechercher le cours auquel vous souhaitez vous inscrire en utilisant l'outil de recherche et en inscrivant le nom du cours (Figure 6).



Figure 6 - Outil de recherche

Il est également possible d'accéder à la liste de tous les cours en cliquant sur la section « Tous les cours » du menu.

Vous pouvez également cliquer sur les liens suivants pour accéder directement aux formations :

- Economie circulaire générale : <https://project-spaces.eu/circvet/course/view.php?id=7>
- Eco-conception et ACV : <https://project-spaces.eu/circvet/course/view.php?id=6>
- Compétences numériques : <https://project-spaces.eu/circvet/course/view.php?id=8>
- Recyclage : <https://project-spaces.eu/circvet/course/view.php?id=9>
- Fabrication Processus : <https://project-spaces.eu/circvet/course/view.php?id=10>
- Utilisateurs et usages : <https://project-spaces.eu/circvet/course/view.php?id=11>
- Récupération : <https://project-spaces.eu/circvet/course/view.php?id=12>
- Entrepreneuriat : <https://project-spaces.eu/circvet/course/view.php?id=13>

Une fois que vous recherchez un cours, vous pouvez cliquer sur « Cliquez pour accéder au cours » (Figure 7).

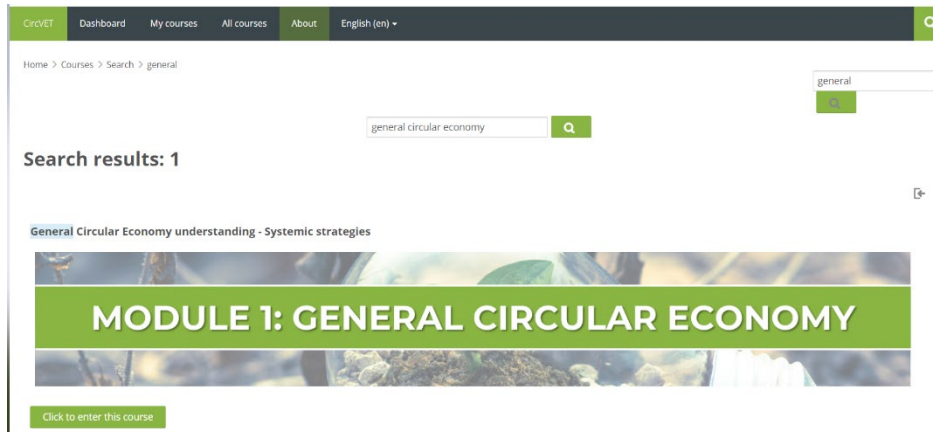


Figure 7 – Entrer dans le cours

Une fois cela fait, faites défiler vers le bas, trouvez l'« auto-inscription (étudiant) » et cliquez sur « Inscrivez-moi » pour vous inscrire au cours (Figure 8).

Enrolment options

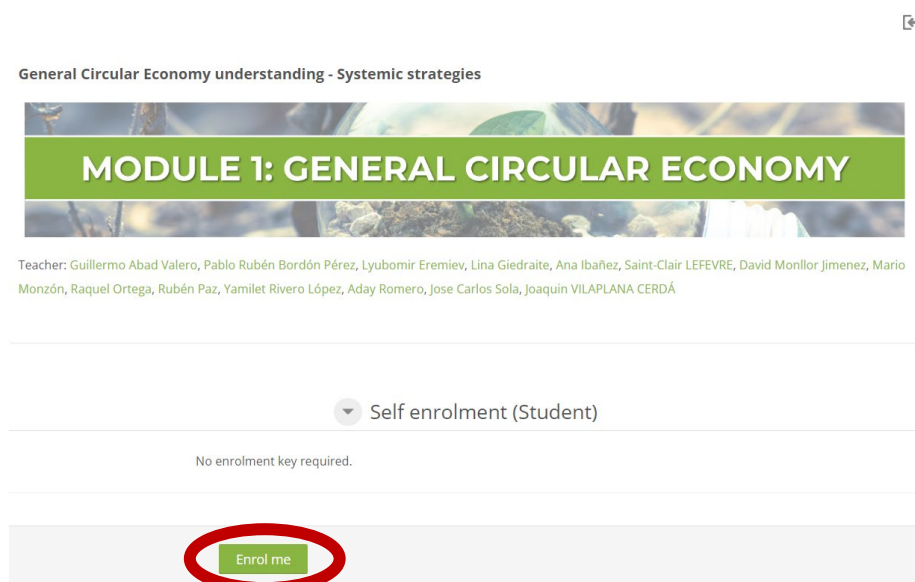


Figure 8 – Auto-inscription

Vous êtes maintenant inscrit au cours. Vous avez maintenant la possibilité de cliquer sur le bouton « Mes cours » pour avoir la liste des cours auxquels vous êtes inscrit.

Une fois que vous avez cliqué sur un cours, vous pouvez ensuite sélectionner votre niveau (Enseignement supérieur, I-VET, C-VET) en cliquant sur l'option de sélection de niveau (Figure 9). Cela vous donnera l'accès au contenu.

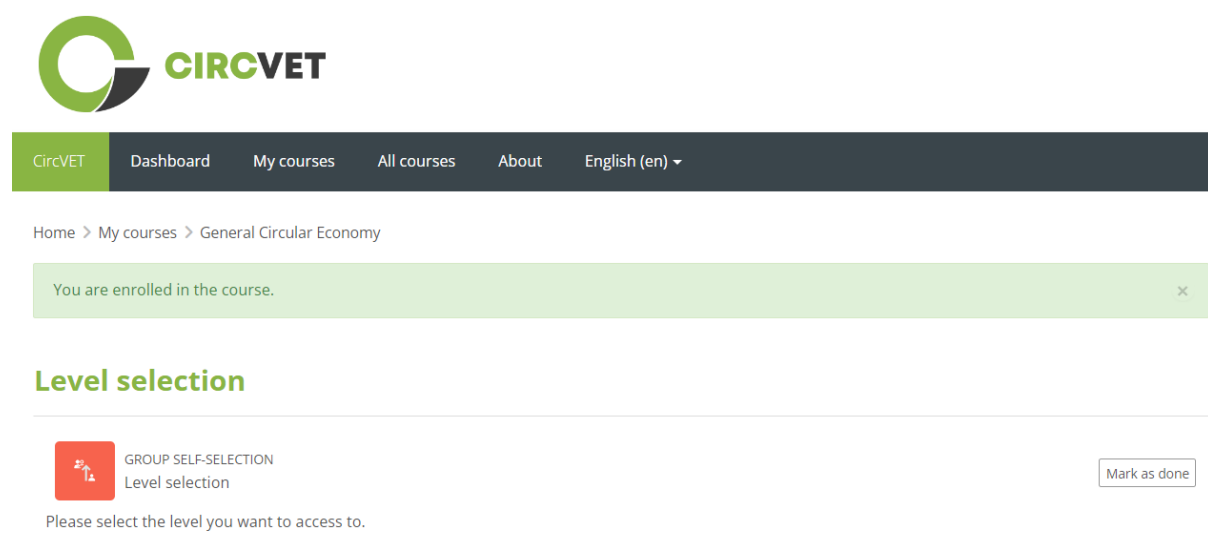


Figure 9 – Sélection du niveau

Vous pouvez maintenant accéder au niveau de contenu sélectionné et suivre le cours, ainsi que parcourir les différents forums et quiz.

Enfin, dans le coin droit de l'écran, à côté de votre nom, vous pouvez trouver le bouton de chat pour pouvoir échanger avec les autres étudiants qui suivent le cours et les enseignants (Figure 10). Une fois que vous avez cliqué, vous pouvez utiliser la barre de recherche pour trouver le nom de la personne que vous souhaitez contacter via le chat, puis lui envoyer un message instantanément.

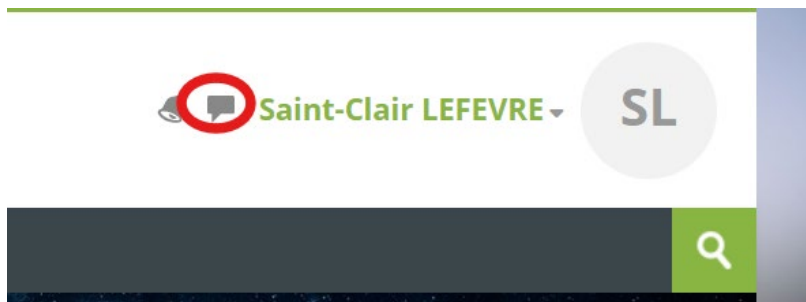


Figure 10. Bouton de chat

Passez un bon parcours d'apprentissage avec CircVET !

INFORMATIONS SUR LE PROJET

Accord subvention de	Projet : 101055916 – CIRCVET – ERASMUS-EDU-2021-PI-ALL-INNO
Programme	Erasmus+
Action clé	EACÉE. A - Erasmus+, corps de solidarité de l'UE A.2 - Compétences et innovation
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Titre du projet	CIRCVET - Matériel de formation pratique à l'économie circulaire pour les industries de la plasturgie
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Durée du projet	3 ans

Ce projet a reçu un financement de l'Union européenne

CONSORTIUM DE PROJET



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3b Manuale della piattaforma E-Learning

–

Linee guida per gli studenti



Co-funded by the
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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Document status			
Version	Date	Author	Description
V0.1	15/05/2024	Saint-Clair Lefèvre	Draft version
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Internal Revised version
V1.0	15/07/2024	Saint-Clair Lefèvre	First Version
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Reviewed	YES - NO		
Dissemination Level	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Restricted to other program participants (including Commission Services and project reviewers) <input type="checkbox"/> CO - Confidential, only for members of the consortium (including EACEA and Commission Services and project reviewers)		

Citare come: D3.3b - Piattaforma eLearning - Linee guida per gli studenti Se il Deliverable è pubblico, lo si può scaricare dal sito web del progetto CIRCNET.

Indice

Indice.....	4
1. Crea il tuo account	5
2 Login	7
3 Autoiscrizione a un corso	8

1. Crea il tuo account

Fare clic sul seguente link per creare il proprio account:

<https://project-spaces.eu/circvet/login/>

Cliccate quindi su "Crea nuovo account", come mostrato nella Figura 1a.

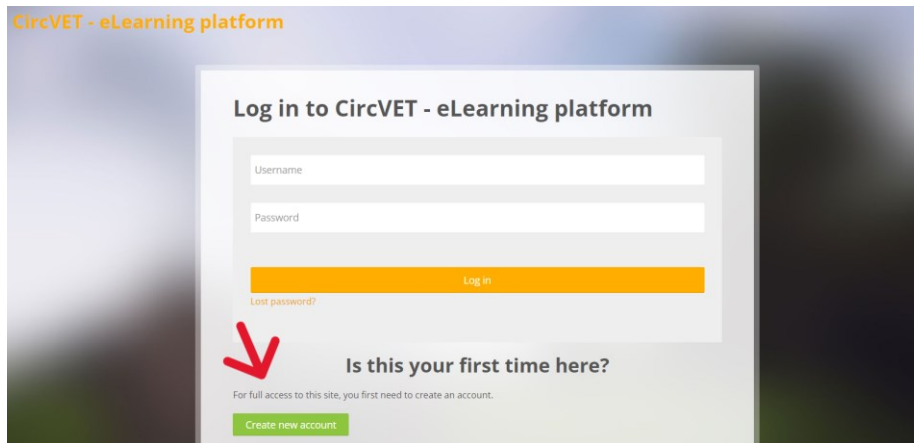


Figura 1a. Pagina di creazione di un nuovo account

È anche possibile creare direttamente un account facendo clic su "Crea nuovo account" nell'angolo in alto dello schermo, una volta entrati nella piattaforma (Figura 1b).

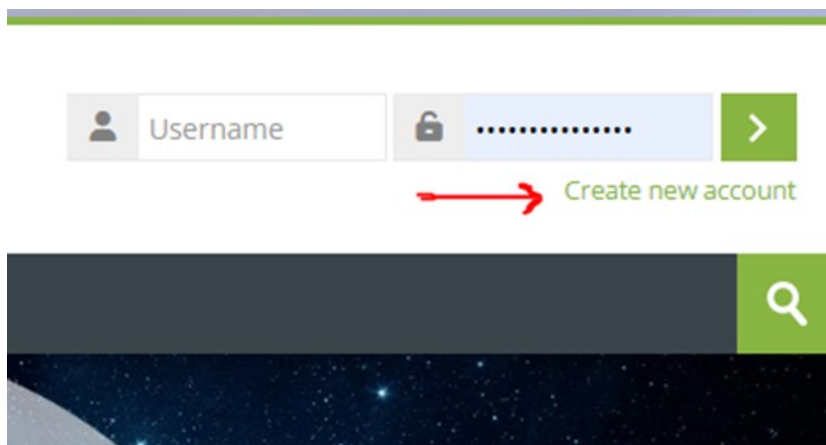


Figura 1b. "Pulsante "Crea nuovo account"

Si arriva alla pagina per l'inserimento dei dati e la creazione dell'account (Figura 2 e 3) e si clicca su "Crea il mio nuovo account" per completare la procedura.

CircVET - eLearning platform

New account

Username !

The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as as *, -, or #

Password !

Email address !

Email (again) !

First name !

Figura 2. Pagina di creazione dell'account (1)

Surname !

City/town

Country

Select a country ▼

➔

! Required

Figura 3. Pagina di creazione dell'account (2)

Riceverete un'e-mail di conferma della vostra registrazione. Quindi è possibile effettuare il login alla piattaforma eLearning CircVET seguendo il passo successivo.

2 Login

Per accedere all'account della piattaforma eLearning CircVET seguire questo link:

<https://project-spaces.eu/circvet/>.

Inserite quindi il nome utente e la password utilizzati durante la creazione dell'account nelle caselle delle credenziali nell'angolo superiore destro del sito (Figura 4).



Figure 4. Login

Ora siete connessi alla piattaforma!

3 Autoiscrizione a un corso

Una volta effettuato l'accesso alla piattaforma, è possibile cercare il corso a cui ci si vuole iscrivere utilizzando lo strumento di ricerca e scrivendo il nome del corso (Figura 6).



Figura 6 - Strumento di ricerca

È inoltre possibile accedere all'elenco di tutti i corsi cliccando sulla sezione "Tutti i corsi" del menu.

Potete anche cliccare sui seguenti link per accedere direttamente ai corsi:

- Economia circolare generale: <https://project-spaces.eu/circvet/course/view.php?id=7>
- Eco-design e LCA: <https://project-spaces.eu/circvet/course/view.php?id=6>
- Competenze digitali: <https://project-spaces.eu/circvet/course/view.php?id=8>
- Riciclaggio: <https://project-spaces.eu/circvet/course/view.php?id=9>
- Processi di produzione: <https://project-spaces.eu/circvet/course/view.php?id=10>
- Utenti e utilizzo: <https://project-spaces.eu/circvet/course/view.php?id=11>
- Recupero: <https://project-spaces.eu/circvet/course/view.php?id=12>
- Imprenditorialità: <https://project-spaces.eu/circvet/course/view.php?id=13>

Una volta cercato un corso, si può cliccare su "Clicca per entrare nel corso" (Figura 7).

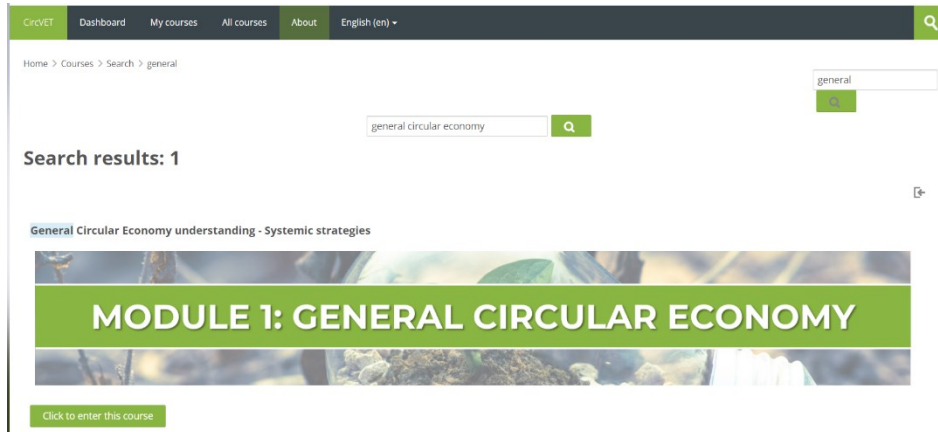


Figura 7 - Entrare nel corso

Una volta fatto, scorrere verso il basso, trovare la voce "autoiscrizione (studente)" e cliccare su "Iscrivimi" per iscriversi al corso (Figura 8).

Enrolment options

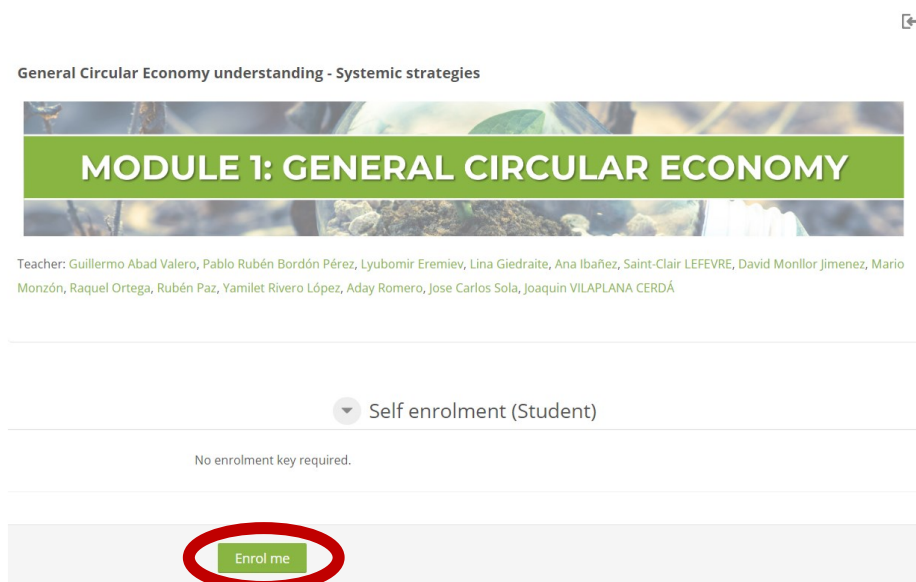


Figura 8 - Autoiscrizione

Ora siete iscritti al corso. Ora avete la possibilità di cliccare sul pulsante "I miei corsi" per avere l'elenco dei corsi a cui siete iscritti. Una volta cliccato su un corso, è possibile selezionare il livello (Istruzione superiore, I-VET, C-VET) facendo clic sull'opzione di selezione del livello (Figura 9). In questo modo si accede ai contenuti.

You are enrolled in the course. ×

Level selection

GROUP SELF-SELECTION
Level selection

Mark as done

Please select the level you want to access to.

Figura 9 - Selezione del livello

È ora possibile accedere al livello di contenuto selezionato e seguire il corso, oltre che accedere ai diversi forum e quiz.

Infine, nell'angolo in alto dello schermo, accanto al proprio nome, si trova il pulsante della chat per poter scambiare con gli altri studenti che seguono il corso e con gli insegnanti (Figura 10). Una volta cliccato, è possibile utilizzare la barra di ricerca per trovare il nome della persona che si desidera contattare attraverso la chat, e quindi inviarle un messaggio istantaneo.

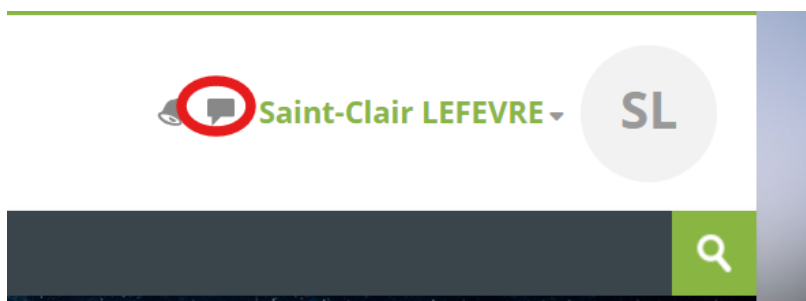


Figura 10. Pulsante Chat

Buon viaggio nella formazione con CircVET!

INFORMAZIONI PROGETTO

Grant Agreement	Project: 101055916 — CIRCNET — ERASMUS-EDU-2021-PI-ALL-INNO
Programme	Erasmus+
Key Action	EACEA.A – Erasmus+, EU Solidarity Corps A.2 – Skills and Innovation
Action Type	ERASMUS Lump Sum Grants
Project Title	CIRCNET – Circular Economy Practical Training Materials for Plastics Manufacturing Industries
Project starting date	01-09-2022
Project end date	31-08-2025
Project duration	3 years

Questo progetto è stato finanziato dall'Unione Europea

CONSORZIO DI PROGETTO



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3b E-mokymosi platformos vadovas

–

Moksleivio mokymosi gairės



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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Dokumento būsenā			
Versija	Data	Autorius	Apibūdinimas
V0.1	15/05/2024	Saint-Clair Lefèvre	Juodraštinė versija
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Vidinė pataisyta versija
V1.0	15/07/2024	Saint-Clair Lefèvre	Pirmoji versija
V1.1	26/07/2024	Saint-Clair Lefèvre	Pirmoji pataisyta versija
V2.0	31/07/2024	Saint-Clair Lefèvre	Galutinė versija
Peržiūrėta	TAIP - NE		
Sklaidos lygis	<input checked="" type="checkbox"/> PU - vieša <input type="checkbox"/> PP - Atribota kitiems programos dalyviams (įskaitant Komisijos tarnybas ir projekto vertintojus) <input type="checkbox"/> CO - Konfidencialu, skirta tik konsorciumo nariams (įskaitant EACEA ir Komisijos tarnybas bei projektų vertintojus)		

Cite As: D3.3b – E-mokymosi platforma - mokymosi gairės studentams
 Jei pristatymas yra viešas, galite jį gauti iš CIRCVET projekto svetainės.

Turinys

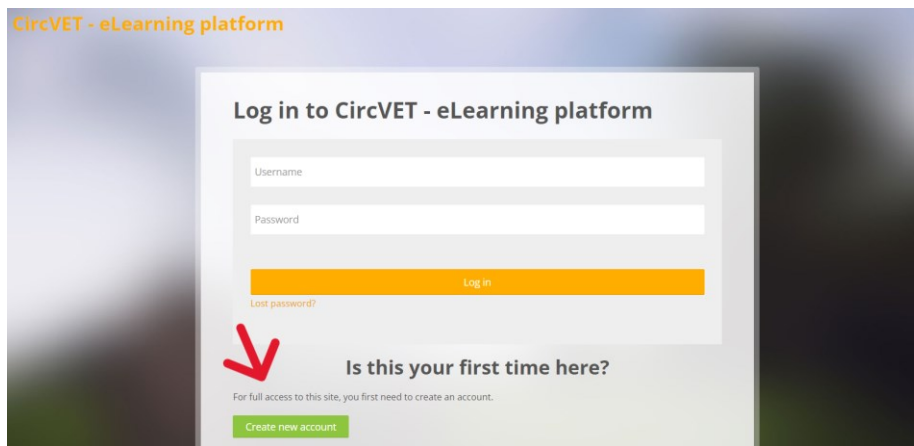
Turinys	¡Error! Marcador no definido.
1. Paskyros sukūrimas	5
2. Prisijungimas	7
3. Savarankiška registracija į kursus	8

1. Paskyros sukūrimas

Norėdami sukurti paskyrą, spustelėkite šią nuorodą:

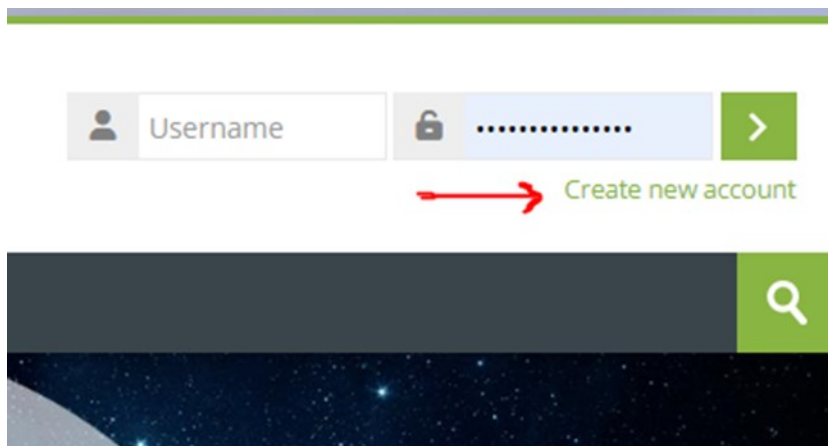
<https://project-spaces.eu/circvet/login/>

Tada spustelėkite „Sukurti naują paskyrą“, kaip parodyta toliau pateiktame 1a paveiksle.



Pav. 1a. Naujos paskyros sukūrimas

Taip pat galite tiesiogiai susikurti paskyrą spustelėdami „Sukurti naują paskyrą“ dešiniame ekrano kampe, tik įėjus į platformą (pav. 1b).



Pav. 1b. Naujos paskyros sukūrimas

Pasieksite puslapį, kuriame galėsite įvesti informaciją ir susikurti paskyrą (Pav. 2 ir 3), tuomet spustelėkite „Sukurti naują paskyrą“, kad užbaigtumėte procesą.

CircVET - eLearning platform

New account

Username !

The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as *, -, or #

Password !

Email address !

Email (again) !

First name !

Pav. 2. Paskyros sukūrimo puslapis (1)

Surname !

City/town

Country

Select a country ▼

→

! Required

Pav. 3. Paskyros sukūrimo puslapis (2)

Jūs gausite el. Laiškā, kuriame galēsite patvirtinti savo registracijā. Tuomet galēsite prisijungti prie CircVET E-mokymosi platformos, atliekant sekantj veiksma.

2 Prisijungimas

Norėdami prisijungti prie CircVET eLearning platformos paskyros, spustelėkite šią nuorodą:

<https://project-spaces.eu/circvet/>.

Tuomet viršutiniame dešiniajame lango kampe esančiuose kredencialų laukeliuose įveskite savo vartotojo vardą ir slaptažodį, naudotą kuriant paskyrą (Pav. 4).



Pav. 4. Prisijungimas

Dabar esate prisijungę prie platformos!

3 Savarankiška registracija į kursus

Prisijungę prie platformos, galite ieškoti kurso, į kurį norite užsiregistruoti, naudojant paieškos laukelį ir įrašant kurso pavadinimą (Pav. 6).



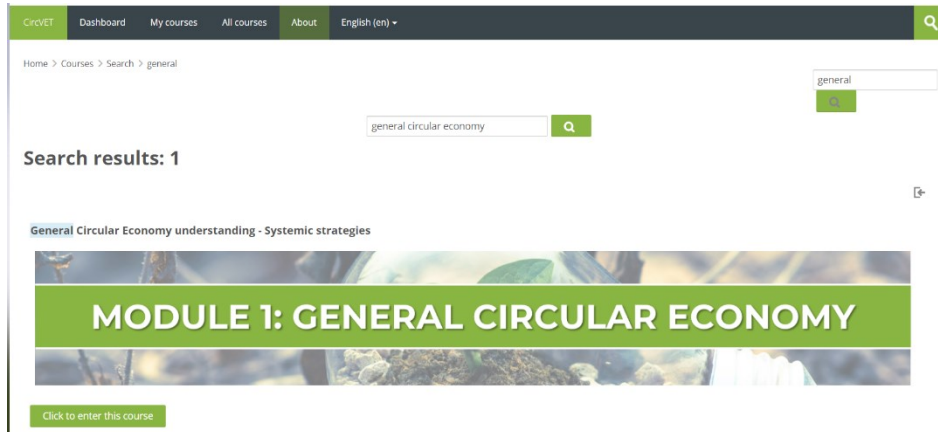
Pav. 6 – Paieškos laukelis

Visų kursų sąrašą taip pat galite pasiekti paspaudę meniu skyrių „Visi kursai“.

Taip pat galite spustelėti šias nuorodas, kad tiesiogiai patektumėte į kursus:

- Bendroji žiedinė ekonomika: <https://project-spaces.eu/circvet/course/view.php?id=7>
- Ekologinis dizainas ir LCA: <https://project-spaces.eu/circvet/course/view.php?id=6>
- Skaitmeniniai įgūdžiai: <https://project-spaces.eu/circvet/course/view.php?id=8>
- Perdirbimas: <https://project-spaces.eu/circvet/course/view.php?id=9>
- Gamybos procesai: <https://project-spaces.eu/circvet/course/view.php?id=10>
- Vartotojai ir vartojimas: <https://project-spaces.eu/circvet/course/view.php?id=11>
- Atsinaujinimas: <https://project-spaces.eu/circvet/course/view.php?id=12>
- Verslumas: <https://project-spaces.eu/circvet/course/view.php?id=13>

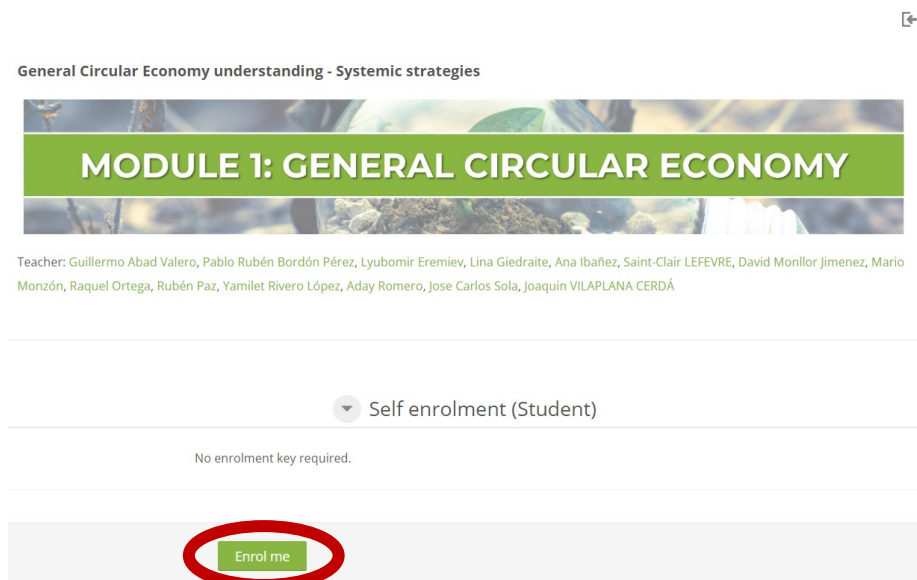
Kai ieškote kurso, galite spustelėti „Spustelėkite, kad įeitumėte į kursą“ laukelį (Pav. 7).



Pav. 7 – „Spustelėkite, kad įeitumėte į kursą“ laukelis

Pasirinkus kursą, slinkite žemyn, raskite “Registracija (moksleiviui)” ir spustelkite ant “Užsiregistruoti” lauko (Pav. 8).


Enrolment options



Pav. 8 – Registracija į kursus

Jau esate užsiregistravę į kursus. Dabar turite galimybę spustelėti mygtuką „Mano kursai“, kad pamatytumėte kursus, kuriuose esate užsiregistravę, sąrašą.

Spustelėjus ant atitinkamo kurso, galite pasirinkti savo lygį (aukštasis, I-PET, C-VET) dar karta paspaudus ant Lygio pasirinkimo parinktys (Pav. 9). Tai suteiks Jums prieigą prie turinio.




[CircVET](#) | [Dashboard](#) | [My courses](#) | [All courses](#) | [About](#) | [English \(en\) ▾](#)

Home > My courses > General Circular Economy

You are enrolled in the course. ×

Level selection



GROUP SELF-SELECTION
Level selection

Mark as done

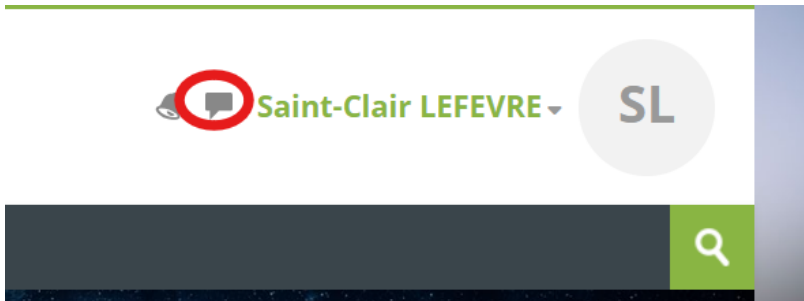
Please select the level you want to access to.

Pav. 9 – Lygio pasirinkimas

Dabar galite pasiekti pasirinktą turinio lygį ir sekti kursą, taip pat dalyvauti įvairiuose forumuose ir viktorinose.

Galiausiai, viršutiniame ekrano kampe, šalia savo vardo, galite rasti pokalbio mygtuką, kad galėtumėte bendrauti su kitais kurse dalyvaujančiais studentais ir mokytojais (Pav. 10).

Spustelėjus ant pokalbio ikonos, galite naudoti paieškos juostą, kad rastumėte asmens, su kuriuo norite susisiekti per pokalbį, vardą ir iškart išsiųsti jam pranešimą.



Pav. 10. Pokalbio ikona

Geros mokymosi kelionės su CircVET!

PROJEKTO INFORMACIJA

Dotacijos sutartis	Projektas: 101055916 — CIRC VET — ERASMUS-EDU-2021-PI-ALL-INNO
Programa	Erasmus+
Pagrindinis veiksmas	EACEA.A – Erasmus+, EU Solidarumo korpusas A.2 – Įgūdžiai ir naujovės
Veiksmo tipas	ERASMUS Vienkartinės dotacijos
Projekto pavadinimas	CIRC VET – Žiedinės ekonomikos praktinio mokymo medžiaga plastiko gamybos pramonei
Projekto pradžos data:	01-09-2022
Projekto pabaigos data:	31-08-2025
Projekto trukmė:	3 metai

Projektas finansuojamas Europos Sąjungos

PROJEKTO KONSORCIUMAS



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D3.3a – Manuale della piattaforma E-Learning

–

Linee guida per l'insegnante



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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Document status			
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V0.1	06/09/2023	Saint-Clair Lefèvre	Draft
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Internal Revised version
V1.0	15/07/2024	Saint-Clair Lefèvre	First version
V1.1	26/07/2024	Saint-Clair Lefèvre	First version revised
V2.0	31/07/2024	Saint-Clair Lefèvre	Final version
Reviewed	YES - NO		
Dissemination Level	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Restricted to other program participants (including Commission Services and project reviewers) <input type="checkbox"/> CO - Confidential, only for members of the consortium (including EACEA and Commission Services and project reviewers)		

Cite As: D3.3a – Manuale della piattaforma eLearning - Linee guida per i docenti
 Se il Deliverable è pubblico, lo si recupera dal sito web del Progetto CIRCNET.

TABLE OF CONTENTS

1. Introduzione	5
2. Glossario dei termini, abbreviazioni e acronimi.....	5
3. Linee guida della piattaforma eLearning	11
3.1 Crea il tuo account.....	11
3.2 Login	13
5 Allegato I - Slide della sessione online.....	20
Diapositiva	20

1. Introduzione

La piattaforma eLearning CircVET mira a definire un insieme di conoscenze e competenze da fornire ai discenti dei diversi gruppi target. Questo documento si propone come manuale per navigare nell'infrastruttura della piattaforma e guidare l'utente ad aggiungere nuovi contenuti ai corsi. Il documento presenta diversi passaggi per farlo.

2. Glossario dei termini, abbreviazioni e acronimi

Partner short name	
P1-AIJU	Partner 1 – ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Spain)
P2-CENTIMFE	Partner 2 – CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS – CENTIMFE (Portugal)
P3-KIMW-Q	Partner 3 – Gemeinnützige KIMW-Quaifizierungs GmbH (Germany)
P4-POLYMERIS	Partner 4 – POLYMERIS (France)
P5-PROPLAST	Partner 5 – Consorzio per la promozione della cultura plastica – PROPLAST (Italy)
P6-LINPRA	Partner 6 – LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Lithuania)
P7-ULPGC	Partner 7 – Universidad de las Palmas de Gran Canaria (Spain)

P8-IDL	Partner 8 – Infinity Design Labs (France)
P9-APRC	Partner 9 – ALYTAUS PROFESINIO RENGIMO CENTRAS (Lithuania)
P10-UNITR	Partner 10 – Università degli Studi di Trento (Italia)
P11-HIT	Partner 11 – HUB INNOVAZIONE TRENTO – Fondazione (Italia)
P12-VPM	Partner 12 – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lithuania)

Metodi di valutazione

L'intera gamma di prove/esami scritti, orali e pratici, progetti, performance, presentazioni e portfolio che vengono utilizzati per valutare i progressi del discente e accertare il raggiungimento dei risultati di apprendimento di una componente educativa (unità/modulo).

Criteri di valutazione

Descrizioni di ciò che ci si aspetta che lo studente faccia e a quale livello, al fine di dimostrare il raggiungimento di un risultato di apprendimento.

I metodi e i criteri di valutazione di una componente educativa devono essere appropriati e coerenti con i risultati di apprendimento definiti e con le attività di apprendimento svolte.

Competenza

Il Quadro europeo delle qualifiche (EQF) definisce la competenza come la capacità di utilizzare conoscenze, abilità e capacità personali, sociali e/o metodologiche, in situazioni di lavoro o di studio e nello sviluppo professionale e personale. Nel contesto dell'EQF la competenza è descritta in termini di responsabilità e autonomia. Promuovere le

competenze è l'obiettivo di tutti i programmi educativi. Le competenze sono sviluppate in tutte le unità del corso e valutate in diverse fasi del programma. Alcune competenze sono legate all'area tematica (specifiche di un settore di studio), altre sono generiche (comuni a qualsiasi corso di laurea). Di norma, lo sviluppo delle competenze procede in modo integrato e ciclico nel corso di un programma.

Unità del corso

Un'esperienza di apprendimento autonoma e formalmente strutturata. Dovrebbe avere un insieme coerente ed esplicito di risultati di apprendimento, attività di apprendimento definite coerenti con il tempo assegnato all'interno del curriculum e criteri di valutazione appropriati.

Crediti (ECTS)

I crediti ECTS esprimono il volume di apprendimento basato sui risultati di apprendimento definiti e sul carico di lavoro associato. 60 crediti ECTS sono assegnati ai risultati dell'apprendimento e al carico di lavoro associato di un anno accademico a tempo pieno o equivalente, che normalmente comprende diverse componenti didattiche a cui vengono assegnati crediti (basati sui risultati dell'apprendimento e sul carico di lavoro). I crediti ECTS sono generalmente espressi in numeri interi.

Sistema europeo di accumulazione e trasferimento dei crediti (ECTS)

Un sistema di accumulo e trasferimento dei crediti incentrato sul discente, basato sul principio della trasparenza dei processi di apprendimento, insegnamento e valutazione. Il suo obiettivo è quello di facilitare la pianificazione, l'erogazione e la valutazione dei programmi di studio e la mobilità degli studenti, riconoscendo i risultati e le qualifiche dell'apprendimento e i periodi di apprendimento.

Sistema europeo di crediti per l'istruzione e la formazione professionale (ECVET) The II sistema ECVET mira a consentire il trasferimento, il riconoscimento e l'accumulo dei

risultati dell'apprendimento per ottenere una qualifica. Si tratta di un sistema decentrato che si basa sulla partecipazione volontaria degli Stati membri e delle parti interessate alla formazione professionale, nel rispetto delle legislazioni e dei regolamenti nazionali.

Fornisce un quadro metodologico per descrivere le qualifiche in termini di risultati dell'apprendimento utilizzando le unità, consentendo l'assegnazione di punti trasferibili per gli Stati membri con quadri di istruzione e qualifiche diversi. ECVET si basa su accordi tra i partner in merito alla trasparenza delle qualifiche e alla fiducia reciproca delle parti interessate (ECVET, 2010).

Quadro europeo delle qualifiche per l'apprendimento permanente (EQF)

Il Quadro europeo delle qualifiche per l'apprendimento permanente è un quadro di riferimento comune europeo che consente ai Paesi dell'Unione europea di collegare tra loro i propri sistemi di qualificazione. È stato adottato dal Parlamento europeo e dal Consiglio il 23 aprile 2008. L'EQF utilizza otto livelli di riferimento basati su risultati di apprendimento definiti in termini di conoscenze, abilità e competenze.

Sposta l'attenzione dagli input (durata dell'esperienza di apprendimento, tipo di istituzione) a ciò che una persona in possesso di una determinata qualifica sa e può fare. Rende le qualifiche più leggibili e comprensibili nei diversi Paesi e sistemi dell'Unione Europea.

Risultato dell'apprendimento

Dichiarazioni di ciò che un discente sa, capisce e può fare al termine di un processo di apprendimento. Il raggiungimento dei risultati di apprendimento deve essere valutato attraverso procedure basate su criteri chiari e trasparenti. I risultati dell'apprendimento sono attribuiti alle singole componenti educative e ai programmi nel loro complesso. Sono anche utilizzati nei quadri delle qualifiche europei e nazionali per descrivere il livello della singola qualifica.

Carico di lavoro

Una stima del tempo di cui l'individuo ha tipicamente bisogno per completare tutte le attività di apprendimento come lezioni, seminari, progetti, lavoro pratico, tirocini e studio individuale necessari per raggiungere i risultati di apprendimento definiti in ambienti di apprendimento formali. La corrispondenza del carico di lavoro a tempo pieno di un anno accademico a 60 crediti è spesso formalizzata da disposizioni di legge nazionali. Nella maggior parte dei casi, il carico di lavoro varia da 1.500 a 1.800 ore per un anno accademico, il che significa che un credito corrisponde a 25-30 ore di lavoro. Si deve riconoscere che questo rappresenta il carico di lavoro tipico e che per i singoli studenti il tempo effettivo per raggiungere i risultati di apprendimento varierà.

Tirocinio

Un periodo pianificato di esperienza al di fuori dell'istituto (ad esempio, in un luogo di lavoro) per aiutare gli studenti a sviluppare particolari abilità, conoscenze o comprensione nell'ambito del loro programma.

Quadro nazionale delle qualifiche (QNQ)

Uno strumento per la classificazione delle qualifiche secondo una serie di criteri per determinati livelli di apprendimento raggiunti, che mira a integrare e coordinare i sottosistemi nazionali delle qualifiche e a migliorare la trasparenza, l'accesso, la progressione e la qualità delle qualifiche in relazione al mercato del lavoro e alla società civile (Raccomandazione del Consiglio 2012/C 398/01).

I quadri nazionali delle qualifiche comprendono tutte le qualifiche dell'istruzione - o tutte le qualifiche dell'istruzione superiore, a seconda della politica del Paese interessato - in un sistema educativo. Mostrano cosa ci si aspetta che gli studenti sappiano, comprendano e siano in grado di fare in base a una determinata qualifica (risultati dell'apprendimento) e come si articolano le qualifiche all'interno di un sistema, cioè come gli studenti possono passare da una qualifica all'altra in un sistema educativo.

I quadri nazionali delle qualifiche sono sviluppati dalle autorità pubbliche competenti del paese interessato, in collaborazione con un'ampia gamma di soggetti interessati, tra cui gli istituti di istruzione superiore, gli studenti, il personale e i datori di lavoro.

Programma (educativo)

Un insieme di componenti educative - basate su risultati di apprendimento - che sono riconosciute per il rilascio di una qualifica.

Qualifica

Qualsiasi laurea, diploma o altro certificato rilasciato da un'autorità competente che attesti il completamento di un programma di studi riconosciuto.

Apprendimento centrato sullo studente

Un approccio all'apprendimento caratterizzato da metodi innovativi di insegnamento che mirano a promuovere l'apprendimento in comunicazione con insegnanti e studenti e che prende sul serio gli studenti come partecipanti attivi al loro stesso apprendimento, promuovendo competenze trasferibili come la risoluzione di problemi, il pensiero critico e riflessivo (ESU, 2010).

Sistema di gestione dell'apprendimento

Un sistema di gestione dell'apprendimento (LMS) è un'applicazione software per l'amministrazione, la documentazione, il monitoraggio, la reportistica, l'automazione e l'erogazione di corsi di istruzione, programmi di formazione, materiali o programmi di apprendimento e sviluppo.

3. Linee guida della piattaforma eLearning

3.1 Crea il tuo account

Cliccate sul seguente link per creare il vostro account:

<https://project-spaces.eu/circvet/login/>

Cliccate quindi su "Crea nuovo account", come mostrato nella Figura 1a.

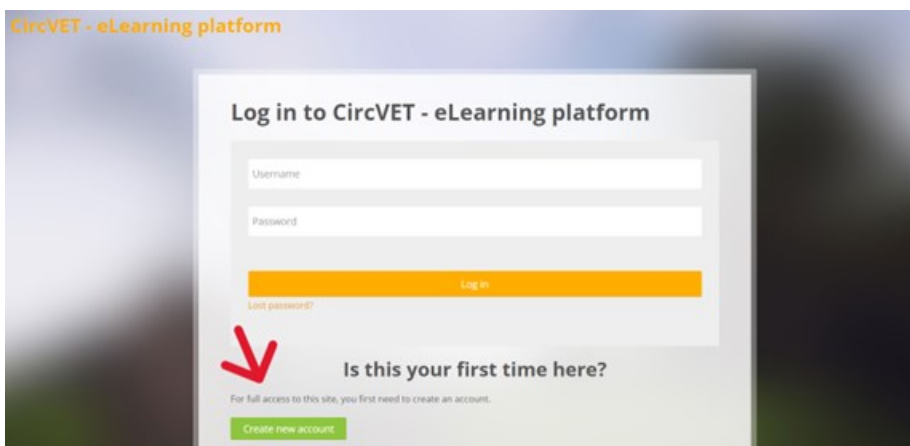


Figura 1a. Pagina di creazione di un nuovo account

È anche possibile creare direttamente un account facendo clic su "Crea nuovo account" nell'angolo in alto dello schermo, una volta entrati nella piattaforma (Figura 1b).

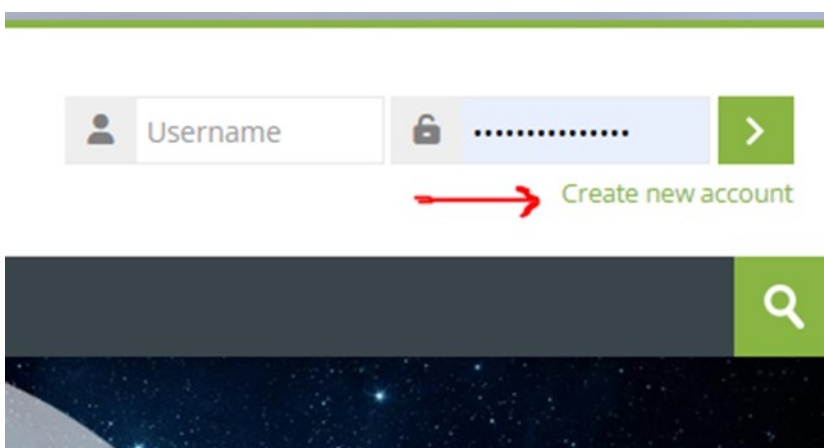


Figure 1b. "Create new account" button

You will reach the page to enter your information and create your account (Figure 2 & 3) and click on “Create my new account” to finalize the process.

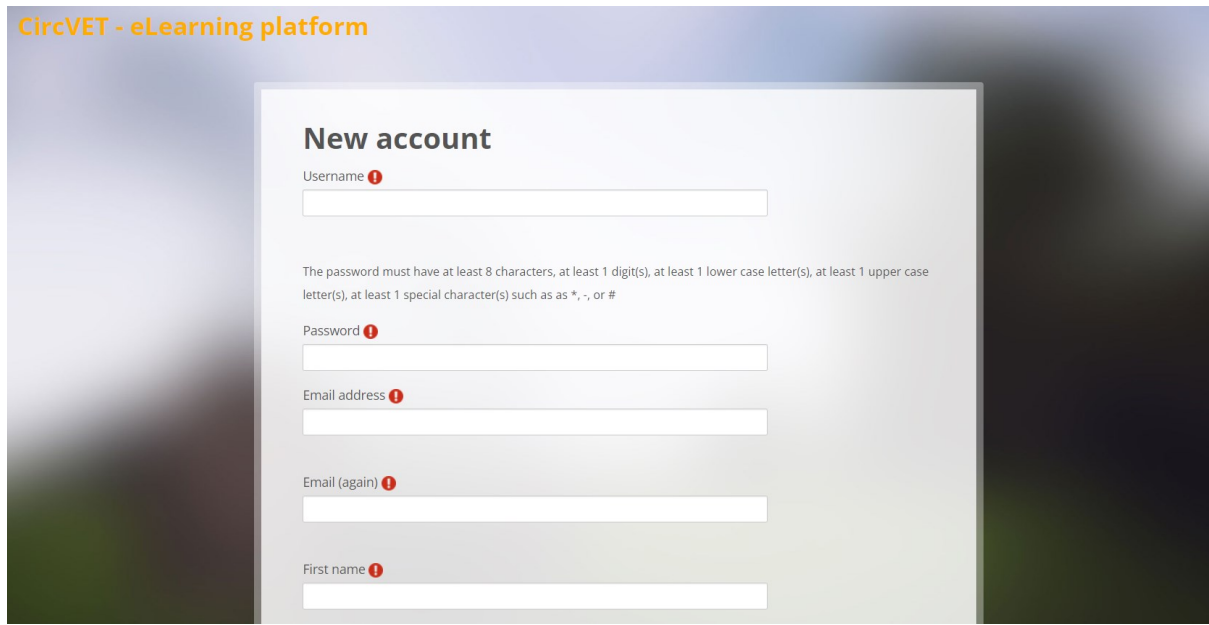


Figura 2. Pagina di creazione dell'account (1)

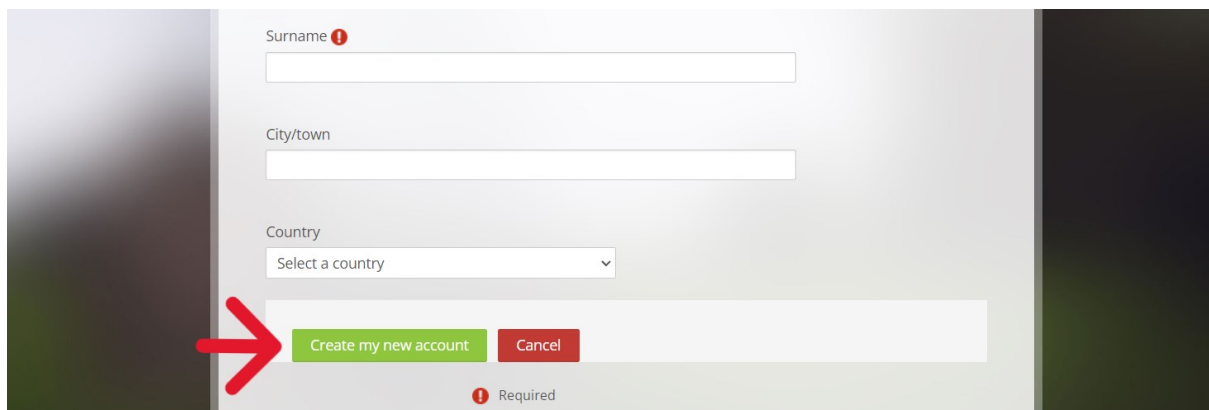


Figura 3. Pagina di creazione dell'account (2)

Riceverete un'e-mail di conferma della vostra registrazione. Quindi è possibile effettuare il login alla piattaforma eLearning CircVET seguendo il passo successivo.

3.2 Login

Per accedere all'account della piattaforma eLearning CircVET seguire questo link: <https://project-spaces.eu/circvet/>. Inserite quindi il nome utente e la password utilizzati durante la creazione dell'account nelle caselle delle credenziali nell'angolo superiore destro del sito (Figura 4).



Figura 4. Login

Si accede alla Dashboard della piattaforma. Potete cliccare su "I miei corsi" (Figura 5) per accedere ai corsi di cui siete responsabili e per modificarli.

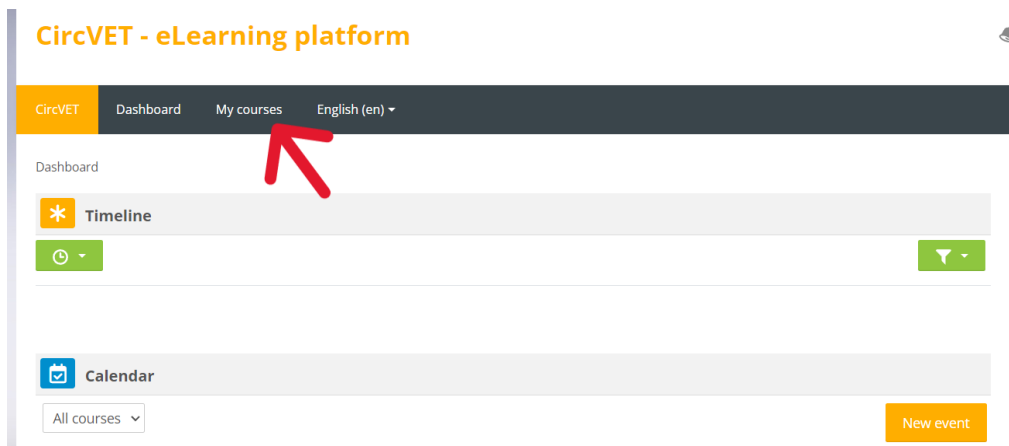


Figure 5. Dashboard

3.3 Editing del Corso

Una volta entrati nella sezione "I miei corsi", potete cliccare sul corso che volete modificare per accedervi (Figura 6).

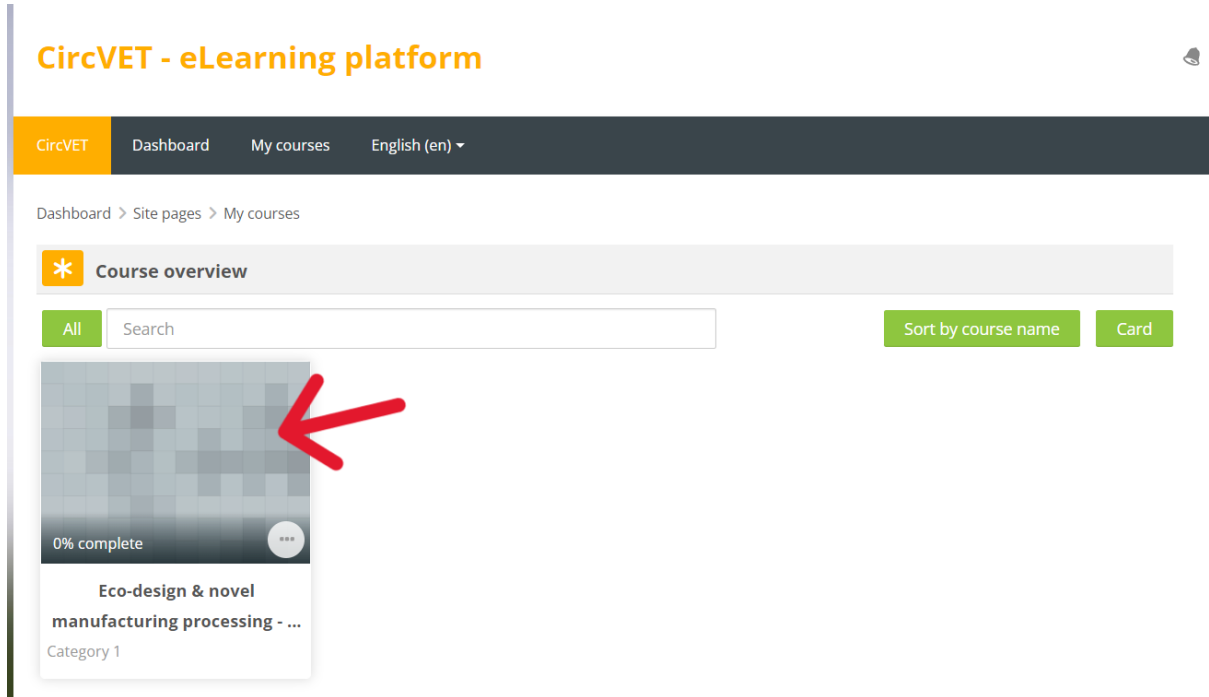


Figura 6. "Sezione "I miei corsi"

Una volta acceduto al corso, si può cliccare su "Attiva modifica" per poter apportare direttamente le modifiche desiderate al corso (Figura 7).

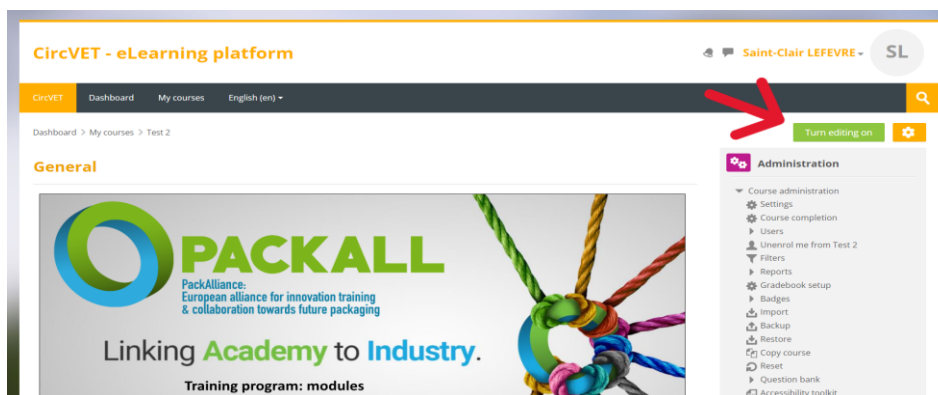
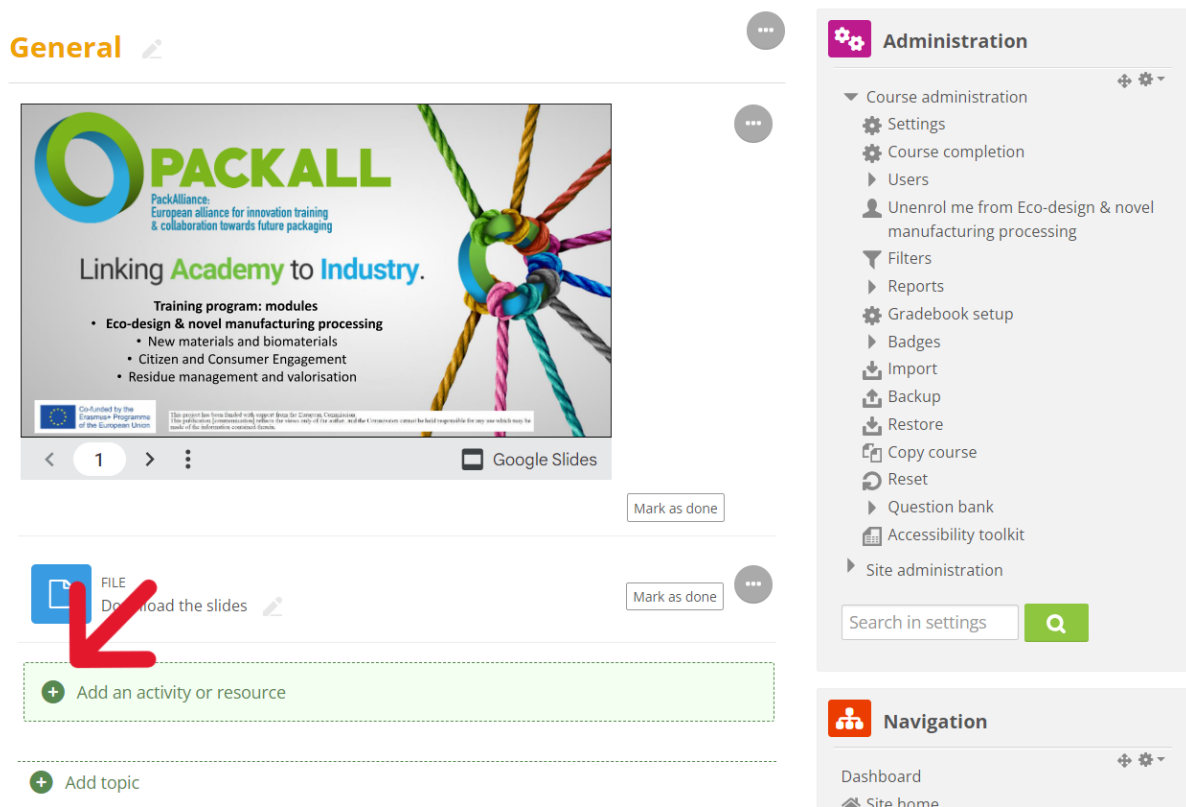


Figura 7. Modifica del corso

Una volta attivata la modalità di modifica, è possibile "Aggiungere le attività o le risorse" che si desidera nel corso (Figura 8), come ad esempio un file scaricabile, compiti o quiz,

forum o caselle di assegnazione. Se si desidera aggiungere del testo, è possibile selezionare la risorsa "Etichetta", che consente di aggiungere del testo nel corso.



The screenshot displays a course management interface. On the left, a slide titled "PACKALL" is shown, featuring the text "Linking Academy to Industry." and a list of training program modules: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button with a red arrow pointing to it, and a "Mark as done" button. A green dashed box highlights the "Add an activity or resource" button, and another "Mark as done" button is located to its right. Below this, there is an "Add topic" button. On the right side, the "Administration" sidebar is visible, containing options like "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". A search bar is also present in the sidebar. Below the sidebar, the "Navigation" section includes "Dashboard" and "Site home" options.

Figura 8. Aggiungere un'attività o una risorsa

C'è un'ampia scelta di attività o risorse che potete aggiungere al vostro corso (Figura 9).

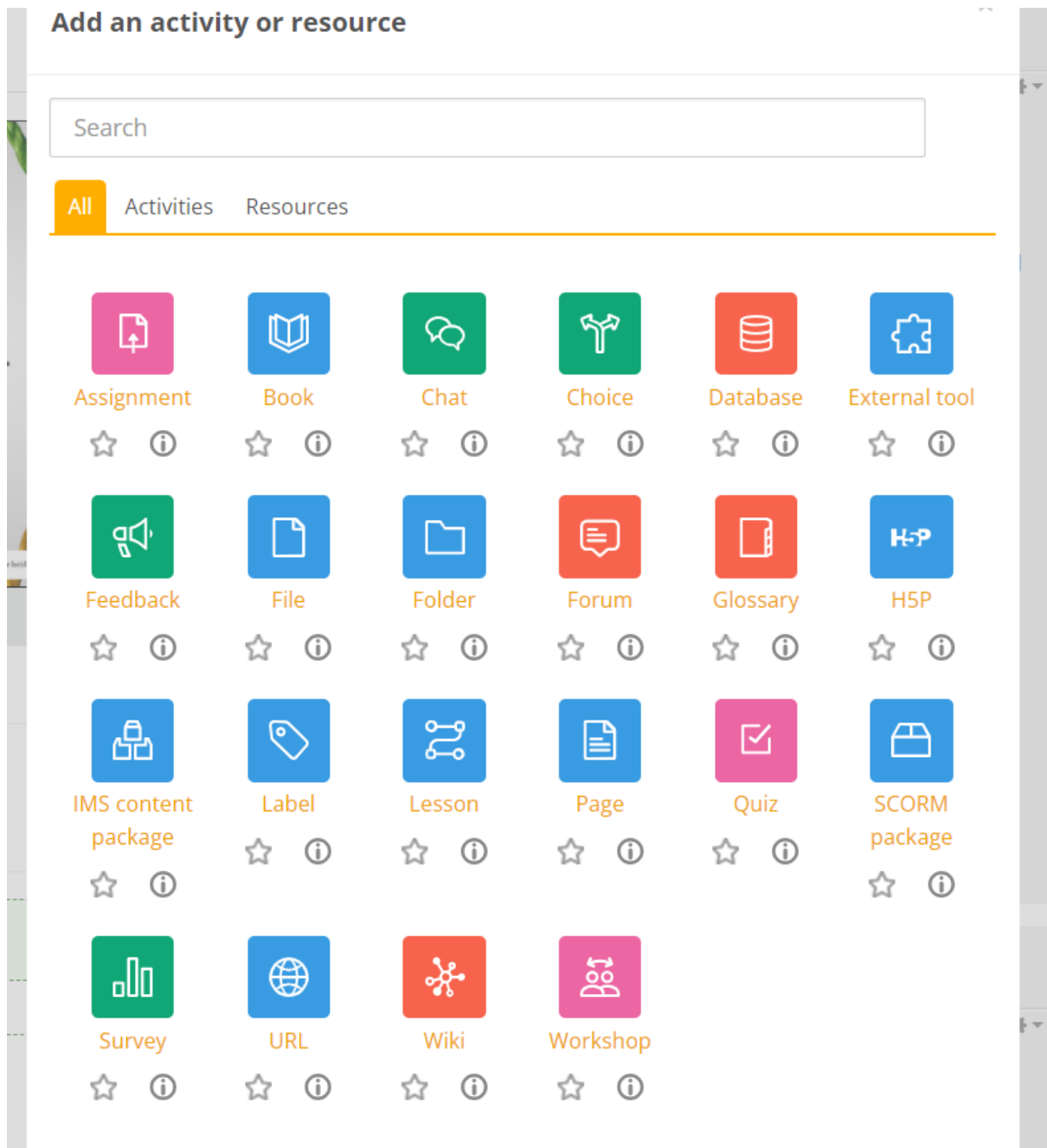


Figura 9. Attività e risorse disponibili Se volete incorporare le diapositive direttamente nel vostro corso, come nella dimostrazione, potete inviarci le diapositive e noi ce ne occuperemo.

È inoltre possibile modificare le impostazioni del corso (Figura 10) per cambiare il titolo, aggiungere una descrizione o un'immagine che rappresenti il corso, o giocare con altre caratteristiche diverse.

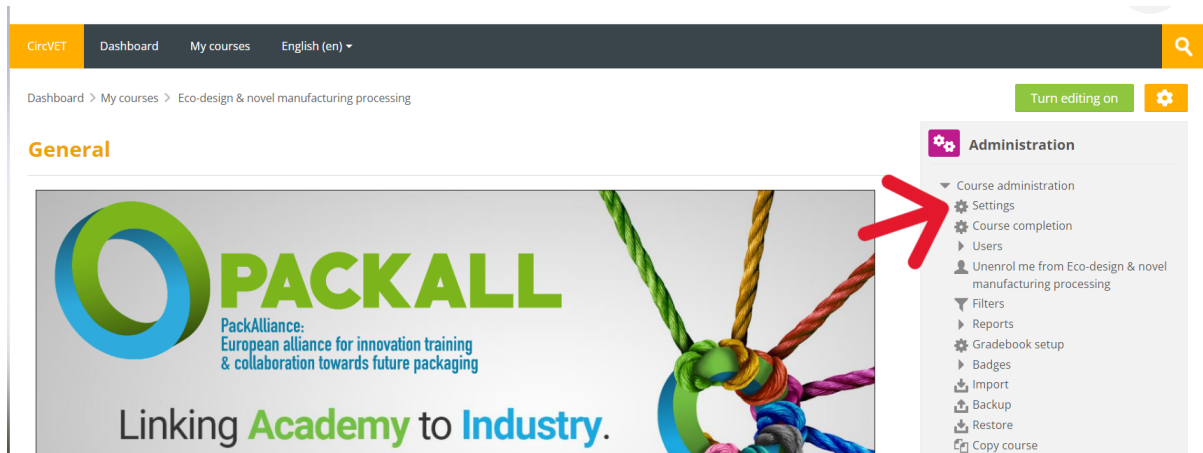


Figura 10. Impostazioni del corso

Nella sezione Amministrazione, avete anche la possibilità di seguire i progressi dei vostri studenti accedendo ai Report del modulo (Figura 11). Questi vi daranno informazioni sui diversi utilizzi della piattaforma da parte degli studenti. Il modulo tiene conto di tutte le attività svolte dagli studenti sulla piattaforma, dal tempo trascorso su una pagina specifica, al numero di clic sui pulsanti, fino alle pagine o alle attività a cui si è acceduto.

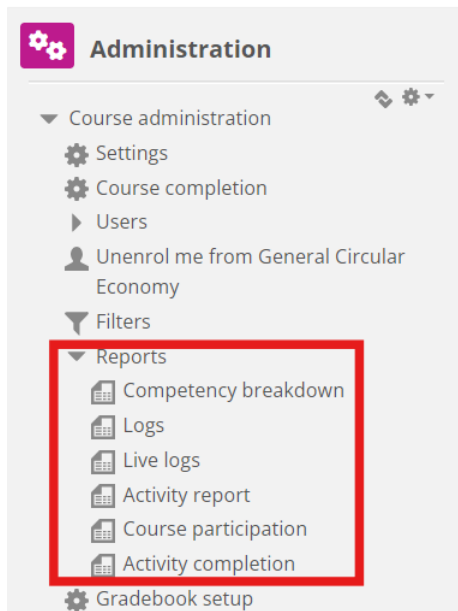


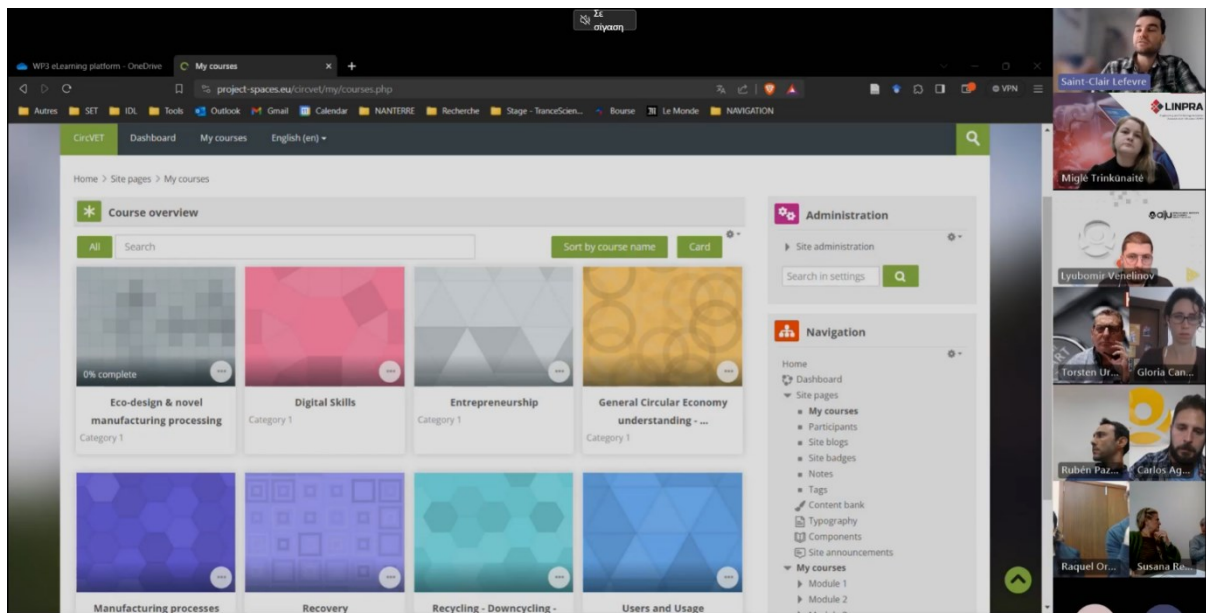
Figura 11. Rapporti

Se avete bisogno di assistenza di qualsiasi tipo durante la vostra navigazione nella piattaforma eLearning. Non esitate a comunicarlo all'IDL, saremo lieti di sostenervi e aiutarvi lungo il percorso.

4 Sessione di formazione online

Oltre alla creazione dei diversi manuali, è stata condotta una sessione di formazione per introdurre i partner all'uso della piattaforma di apprendimento.

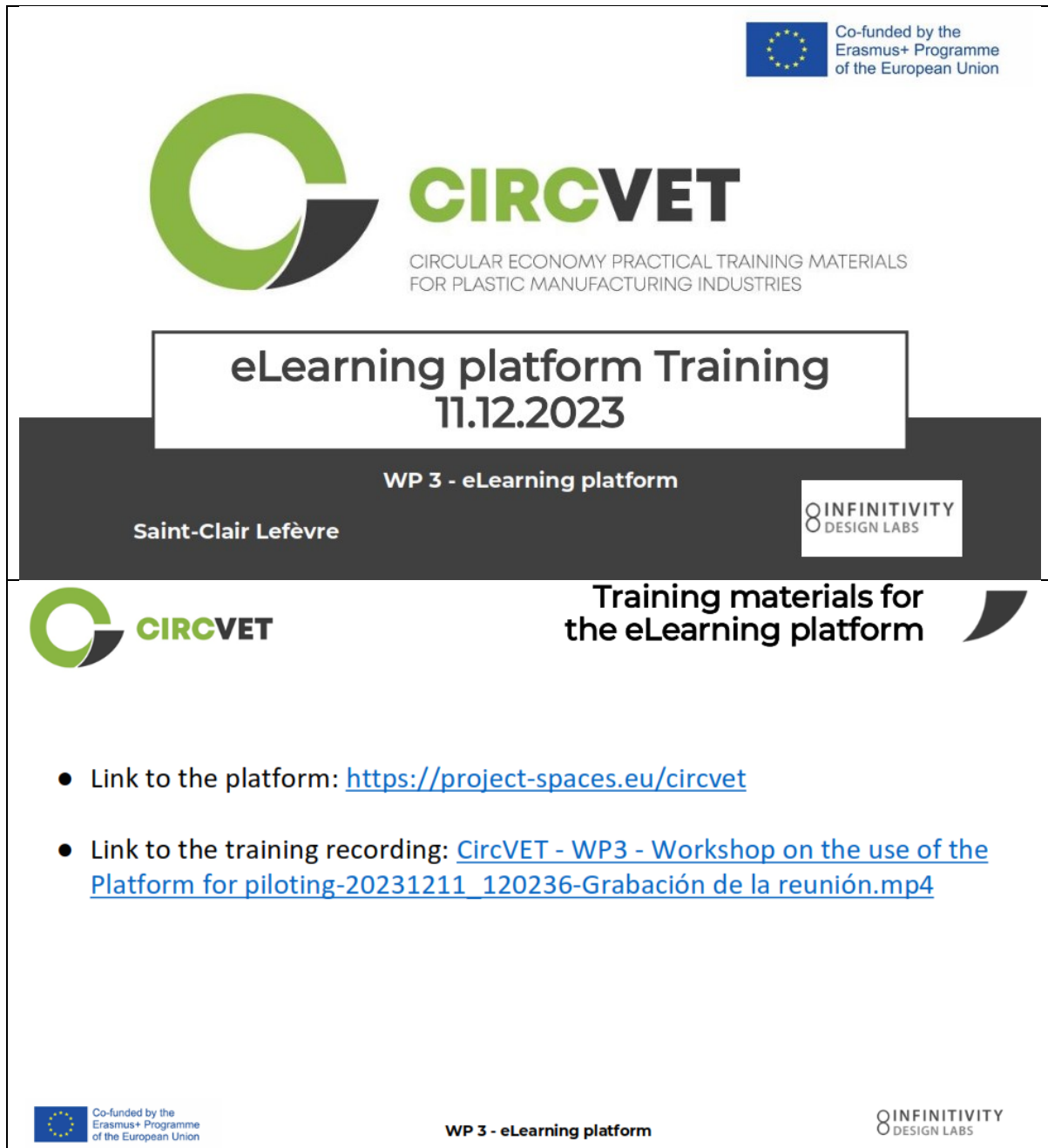
Il materiale della sessione di formazione è disponibile nel fascicolo allegato (Allegato I - Solo in inglese).



5 Allegato I - Slide della sessione online

Registrazione video dedicata della sessione: [Link alla registrazione](#)

Diapositiva



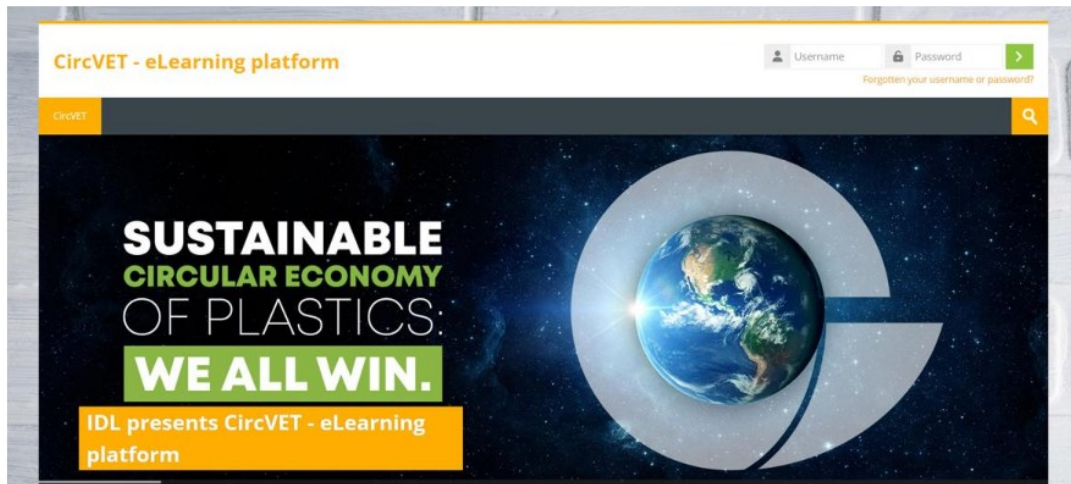
The slide is divided into two main sections. The top section features the CIRC VET logo and the text 'CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES'. It also includes the European Union logo and the text 'Co-funded by the Erasmus+ Programme of the European Union'. A central white box contains the text 'eLearning platform Training 11.12.2023'. Below this, a dark grey bar contains 'WP 3 - eLearning platform', 'Saint-Clair Lefèvre', and the 'INFINITIVITY DESIGN LABS' logo.

The bottom section features the CIRC VET logo and the text 'Training materials for the eLearning platform'. It contains a bulleted list of links:

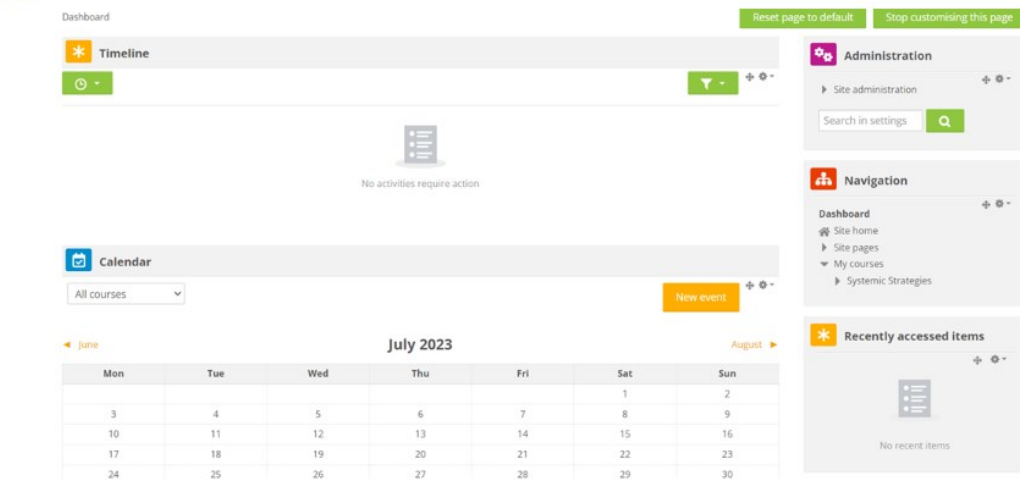
- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

At the bottom of the slide, there are logos for the European Union, 'WP 3 - eLearning platform', and 'INFINITIVITY DESIGN LABS'.

Frontpage of the platform



Dashboard



Dashboard

Reset page to default Stop customising this page

Timeline

No activities require action

Calendar

All courses

New event

June July 2023 August

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings

Navigation

Dashboard


Site home

My courses

Systemic Strategies

Recently accessed items

No recent items

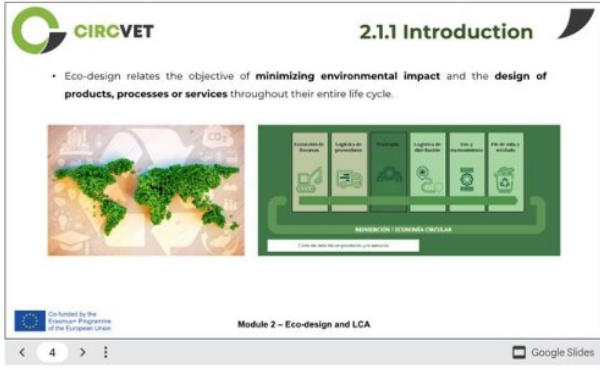


Example of one Topic of a course


I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector





[Mark as done](#)



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WP 3 - eLearning platform





Course display

CircNET - eLearning platform

CircNET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


Add an activity or resource

Add topic

Topic 1


QUIZ Quiz 1 - Systemic Strategies

[Mark as done](#)



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WP 3 - eLearning platform





Levels restrictions through group selection

CIRC VET

CIRC VET Dashboard My courses English (en) ▾

Home > My courses > Module 3

Level selection

GROUP SELF-SELECTION
Level selection Mark as done

Please select the level you want to access to.

I-VET-Higher Education

Topic 1 - Digital Skills

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WP 3 - eLearning platform


INFINITIVITY DESIGN LABS

What we need your help with

Co-funded by the Erasmus+ Programme of the European Union







WP 3 - eLearning platform

INFINITIVITY DESIGN LABS







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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WP 3 - eLearning platform






What we need your help with


Upload pdfs or word files on your course if necessary

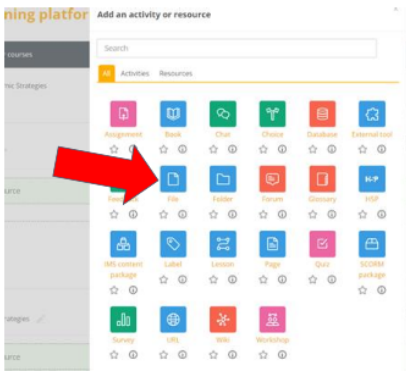
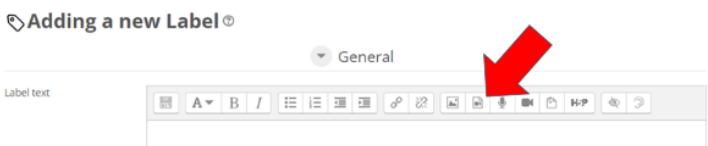
Videos can be added via URL or file in the "Label" Activity



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WP 3 - eLearning platform





What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1:

A005 This is the correct answer for question 02 of topic 1.

A006 This is a wrong answer for question 02 of topic 1.

A007 This is a mistaken answer for question 02 of topic 1.

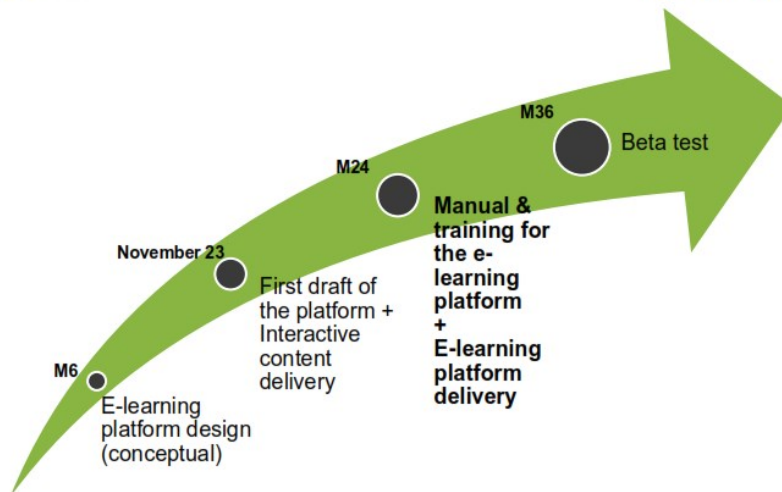
A008 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



INFORMAZIONI SUL PROGETTO

Grant Agreement	Project: 101055916 — CIRCJET — ERASMUS-EDU-2021-PI-ALL-INNO
Programme	Erasmus+
Key Action	EACEA.A – Erasmus+, EU Solidarity Corps A.2 – Skills and Innovation
Action Type	ERASMUS Lump Sum Grants
Project Title	CIRCJET – Circular Economy Practical Training Materials for Plastics Manufacturing Industries
Project starting date	01-09-2022
Project end date	31-08-2025
Project duration	3 years

Questo progetto è stato finanziato dall'Unione Europea

CONSORZIO DI PROGETTO



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a - E-Learning-Plattform Handbuch

-

Leitfaden für Lehrkräfte



Co-funded by the
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CIRC VET - Praktische Schulungsmaterialien zur
Kreislaufwirtschaft für die
Kunststoffverarbeitende Industrie

Status des Dokuments			
Version	Datum	Autor	Beschreibung
V0.1	06/09/2023	Saint-Clair Lefèvre	Entwurf
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Intern Überarbeitete Fassung
V1.0	15/07/2024	Saint-Clair Lefèvre	Erste Fassung
V1.1	26/07/2024	Saint-Clair Lefèvre	Erste überarbeitete Fassung
V2.0	31/07/2024	Saint-Clair Lefèvre	Endgültige Fassung
Überprüft	JA - NEIN		
Verbreitungsg rad	<input checked="" type="checkbox"/> PU - Öffentlich PP - Beschränkt auf andere Programmteilnehmer (einschließlich Kommissionsdienststellen und Projektprüfer) CO - Vertraulich, nur für Mitglieder des Konsortiums (einschließlich EACEA und Kommissionsdienststellen sowie Projektprüfer)		

Zitiert als: D3.3a - Handbuch zur eLearning-Plattform - Leitfaden für Lehrkräfte
 Wenn der Beitrag öffentlich ist, können Sie ihn von der CIRCVET-Projektwebsite abrufen.

INHALTSVERZEICHNIS

1. Einführung.....	4
2. Glossar der Begriffe, Abkürzungen und Akronyme.....	4
3. Leitlinien für eLearning-Plattformen.....	11
3.1 Erstellen Sie Ihr Konto.....	11
3.2 Anmeldung.....	13
3.3 Kursbearbeitung.....	14
4 Online-Schulung.....	19
5 Anhang I - Foliendatei der Online-Sitzung.....	20
Foliensatz.....	20

1. Einführung

Die CircVET eLearning-Plattform zielt darauf ab, eine Reihe von Kenntnissen und Fähigkeiten zu definieren, die den Lernenden der verschiedenen Zielgruppen vermittelt werden sollen. Dieses Dokument soll als Handbuch dienen, um durch die Infrastruktur der Lernplattform zu navigieren und den Benutzer beim Hinzufügen neuer Inhalte zu den Kursen anzuleiten. Das Dokument zeigt verschiedene Schritte auf, um dies zu tun.

2. Glossar der Begriffe, Abkürzungen und Akronyme

Kurzname des Partners	
P1-AIJU	Partner 1 - ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Spanien)
P2-CENTIMFE	Partner 2 - CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS - CENTIMFE (Portugal)
P3-KIMW-Q	Partner 3 - Gemeinnützige KIMW-Qualifizierungs GmbH (Deutschland)
P4-POLYMERIS	Partner 4 - POLYMERIS (Frankreich)
P5-PROPLAST	Partner 5 - Consorzio per la promozione della cultura plastica - PROPLAST (Italien)
P6-LINPRA	Partner 6 - LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Litauen)

P7-ULPGC	Partner 7 - Universidad de las Palmas de Gran Canaria (Spanien)
P8-IDL	Partner 8 - Infinitivity Design Labs (Frankreich)
P9-APRC	Partner 9 - ALYTAUS PROFESINIO RENGIMO CENTRAS (Litauen)
P10-UNITR	Partner 10 - Università degli Studi di Trento (Italien)
P11-HIT	Partner 11 - HUB INNOVAZIONE TRENTO - Fondazione (Italien)
P12-VPM	Partner 12 - VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Litauen)

Bewertungsmethoden

Das gesamte Spektrum schriftlicher, mündlicher und praktischer Tests/Prüfungen, Projekte, Leistungen, Präsentationen und Portfolios, die zur Bewertung der Fortschritte des Lernenden und zur Feststellung des Erreichens der Lernergebnisse einer Bildungskomponente (Einheit/Modul) verwendet werden.

Bewertungskriterien

Beschreibung dessen, was vom Lernenden erwartet wird und auf welchem Niveau, um das Erreichen eines Lernergebnisses nachzuweisen.

Die Bewertungsmethoden und -kriterien für eine Bildungskomponente müssen angemessen sein und mit den für sie definierten Lernergebnissen und den durchgeführten Lernaktivitäten übereinstimmen.

Kompetenz

Der Europäische Qualifikationsrahmen (EQR) definiert Kompetenz als die Fähigkeit, Kenntnisse, Fertigkeiten und persönliche, soziale und/oder methodische Fähigkeiten in Arbeits- oder Studiensituationen sowie in der beruflichen und persönlichen Entwicklung zu nutzen. Im Kontext des EQR wird Kompetenz im Sinne von Verantwortung und Selbstständigkeit beschrieben. Die Förderung von Kompetenzen ist das Ziel aller Bildungsprogramme. Kompetenzen werden in allen Lerneinheiten entwickelt und in verschiedenen Phasen eines Programms bewertet. Einige Kompetenzen sind fachbezogen (spezifisch für ein Studienfach), andere sind übergreifend (für alle Studiengänge gemeinsam). Normalerweise verläuft die Kompetenzentwicklung in einem Studiengang auf integrierte und zyklische Weise.

Kurseinheit

Eine in sich geschlossene, formal strukturierte Lerneinheit. Sie sollte eine kohärente und eindeutige Reihe von Lernergebnissen, definierte Lernaktivitäten enthalten, die mit der im Lehrplan vorgesehenen Zeit übereinstimmen, und geeignete Bewertungskriterien enthalten.

Kreditpunkte (ECTS)

ECTS-Kreditpunkte drücken den Umfang des Lernens auf der Grundlage der definierten Lernergebnisse und des damit verbundenen Arbeitsaufwands aus. 60 ECTS-Credits werden den Lernergebnissen und dem damit verbundenen Arbeitspensum eines akademischen Vollzeitjahres oder eines entsprechenden Äquivalents zugewiesen, das in der Regel mehrere Bildungskomponenten umfasst. ECTS-Credits werden im Allgemeinen in ganzen Zahlen ausgedrückt.

Europäisches System zur Übertragung und Akkumulierung von Studienleistungen (ECTS)

Ein auf den Lernenden ausgerichtetes System zur Akkumulierung und Übertragung von

Studienleistungen, das auf dem Grundsatz der Transparenz von Lern-, Lehr- und Bewertungsprozessen beruht. Sein Ziel ist es, die Planung, Durchführung und Bewertung von Studiengängen und die Mobilität der Studierenden durch die Anerkennung von Lernleistungen, Qualifikationen und Lernzeiten zu erleichtern.

Europäisches Leistungspunktesystem für die Berufsbildung (ECVET)

Das ECVET-System soll die Übertragung, Anerkennung und Akkumulierung von Lernergebnissen zum Erwerb einer Qualifikation ermöglichen. Es ist ein dezentralisiertes System, das sich auf die freiwillige Beteiligung der Mitgliedstaaten und der Akteure der Berufsbildung stützt und die nationalen Gesetze und Vorschriften respektiert. Es bietet einen methodischen Rahmen für die Beschreibung von Qualifikationen in Form von Lernergebnissen unter Verwendung von Einheiten und ermöglicht die Zuweisung von übertragbaren Punkten für Mitgliedstaaten mit unterschiedlichen Bildungs- und Qualifikationsrahmen. ECVET stützt sich auf Partnervereinbarungen über die Transparenz von Qualifikationen und das gegenseitige Vertrauen der Beteiligten (ECVET, 2010).

Europäischer Qualifikationsrahmen für lebenslanges Lernen (EQR)

Der Europäische Qualifikationsrahmen für lebenslanges Lernen ist ein gemeinsamer europäischer Referenzrahmen, der es den Ländern der Europäischen Union ermöglicht, ihre Qualifikationssysteme miteinander zu verknüpfen. Er wurde vom Europäischen Parlament und vom Rat am 23. April 2008 angenommen. Der EQR verwendet acht Referenzniveaus auf der Grundlage von Lernergebnissen, die in Form von Wissen, Fertigkeiten und Kompetenzen definiert sind.

Er verlagert den Schwerpunkt vom Input (Dauer einer Lernerfahrung, Art der Einrichtung) auf das, was eine Person mit einer bestimmten Qualifikation weiß und kann. Er macht Qualifikationen in den verschiedenen Ländern und Systemen der Europäischen Union lesbarer und verständlicher.

Lernergebnis

Aussagen darüber, was ein Lernender nach Abschluss eines Lernprozesses weiß, versteht und tun kann. Das Erreichen von Lernergebnissen muss durch Verfahren bewertet werden, die auf klaren und transparenten Kriterien beruhen. Lernergebnisse werden einzelnen Bildungskomponenten und Programmen als Ganzes zugeordnet. Sie werden auch in europäischen und nationalen Qualifikationsrahmen verwendet, um das Niveau der einzelnen Qualifikationen zu beschreiben.

Arbeitspensum

Eine Schätzung der Zeit, die der Einzelne typischerweise benötigt, um alle Lernaktivitäten wie Vorlesungen, Seminare, Projekte, praktische Arbeiten, Praktika und individuelles Lernen zu absolvieren, die erforderlich sind, um die festgelegten Lernergebnisse in formalen Lernumgebungen zu erreichen. Die Entsprechung des Vollzeit-Arbeitspensums eines akademischen Jahres zu 60 Credits ist häufig durch nationale Rechtsvorschriften formalisiert. In den meisten Fällen liegt das Arbeitspensum zwischen 1.500 und 1.800 Stunden für ein akademisches Jahr, was bedeutet, dass ein Credit 25 bis 30 Arbeitsstunden entspricht. Es sollte berücksichtigt werden, dass dies die typische Arbeitsbelastung darstellt und dass die tatsächliche Zeit für das Erreichen der Lernergebnisse bei den einzelnen Studierenden unterschiedlich ist.

Praktikum

Ein geplanter Erfahrungszeitraum außerhalb der Hochschule (z. B. an einem Arbeitsplatz), der den Studierenden helfen soll, bestimmte Fähigkeiten, Kenntnisse oder Verständnis im Rahmen ihres Programms zu entwickeln.

Nationaler Qualifikationsrahmen (NQR)

Ein Instrument zur Klassifizierung von Qualifikationen anhand einer Reihe von Kriterien

für bestimmte erreichte Lernniveaus, das darauf abzielt, die nationalen Teilsysteme für Qualifikationen zu integrieren und zu koordinieren und die Transparenz, den Zugang, die Progression und die Qualität von Qualifikationen in Bezug auf den Arbeitsmarkt und die Zivilgesellschaft zu verbessern (Empfehlung des Rates 2012/C 398/01).

Nationale Qualifikationsrahmen umfassen alle Bildungsabschlüsse - oder alle Hochschulabschlüsse, je nach Politik des betreffenden Landes - in einem Bildungssystem. Sie zeigen, was Lernende auf der Grundlage einer bestimmten Qualifikation wissen, verstehen und können sollten (Lernergebnisse) und wie Qualifikationen innerhalb eines Systems miteinander verknüpft sind, d. h. wie Lernende zwischen Qualifikationen in einem Bildungssystem wechseln können.

Nationale Qualifikationsrahmen werden von den zuständigen Behörden des jeweiligen Landes in Zusammenarbeit mit einem breiten Spektrum von Interessengruppen - darunter Hochschuleinrichtungen, Studierende, Personal und Arbeitgeber - entwickelt.

Programm (Bildung)

Eine Reihe von Bildungskomponenten - basierend auf Lernergebnissen -, die für die Vergabe einer Qualifikation anerkannt werden.

Qualifikation

Jeder von einer zuständigen Behörde ausgestellte Abschluss, jedes Diplom oder sonstiges Zeugnis, das den erfolgreichen Abschluss eines anerkannten Studiengangs bescheinigt.

Schülerzentriertes Lernen

Ein Lernansatz, der durch innovative Lehrmethoden gekennzeichnet ist, die darauf abzielen, das Lernen in Kommunikation mit Lehrern und Schülern zu fördern, und der die Schüler als aktive Teilnehmer an ihrem eigenen Lernen ernst nimmt und übertragbare

Fähigkeiten wie Problemlösung, kritisches und reflektierendes Denken fördert (ESU, 2010).

Lernmanagementsystem

Ein Lernmanagementsystem (LMS) ist eine Softwareanwendung für die Verwaltung, Dokumentation, Nachverfolgung, Berichterstattung, Automatisierung und Bereitstellung von Bildungskursen, Schulungsprogrammen, Materialien oder Lern- und Entwicklungsprogrammen.

3. Leitlinien für eLearning-Plattformen

3.1 Erstellen Sie Ihr Konto

Klicken Sie auf den folgenden Link, um Ihr Konto zu erstellen:

<https://project-spaces.eu/circvet/login/>

Klicken Sie dann auf "Neues Konto erstellen", wie in Abbildung 1a unten dargestellt.

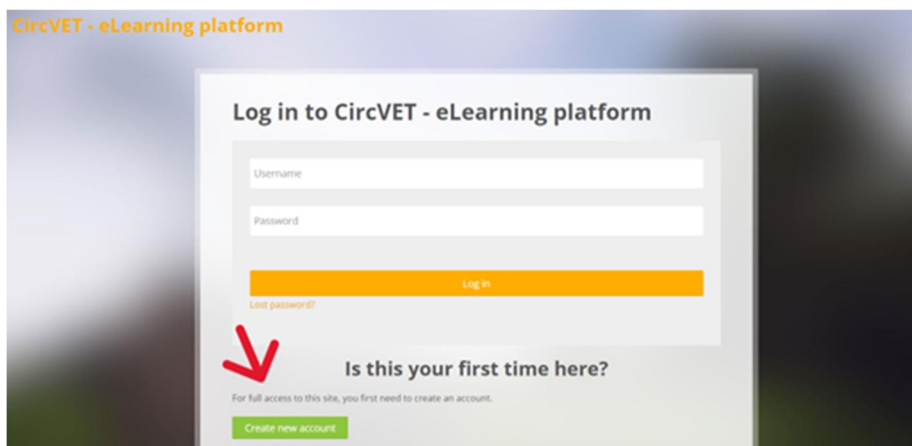


Abbildung 1a. Seite "Neues Konto erstellen"

Sie können auch direkt ein Konto erstellen, indem Sie auf "Neues Konto erstellen" in der rechten Ecke des Bildschirms klicken, sobald Sie die Plattform betreten (Abbildung 1b).

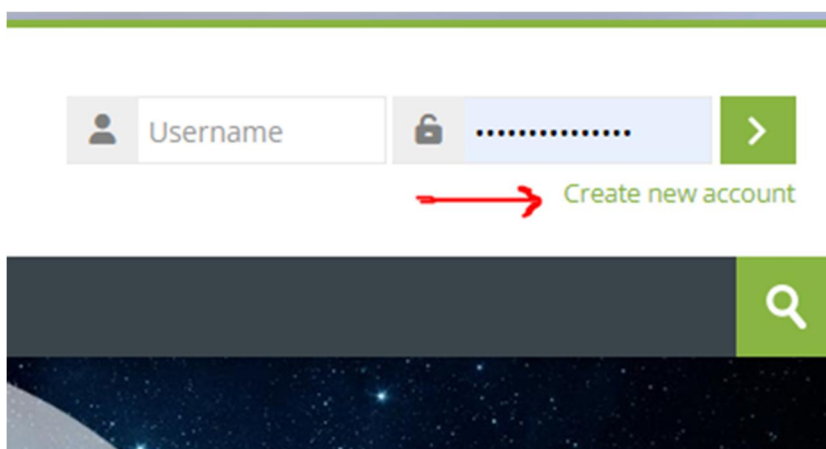


Abbildung 1b. Schaltfläche "Neues Konto erstellen".

Sie gelangen auf die Seite zur Eingabe Ihrer Daten und zur Erstellung Ihres Kontos (Abbildung 2 und 3) und klicken auf "Mein neues Konto erstellen", um den Vorgang abzuschließen.

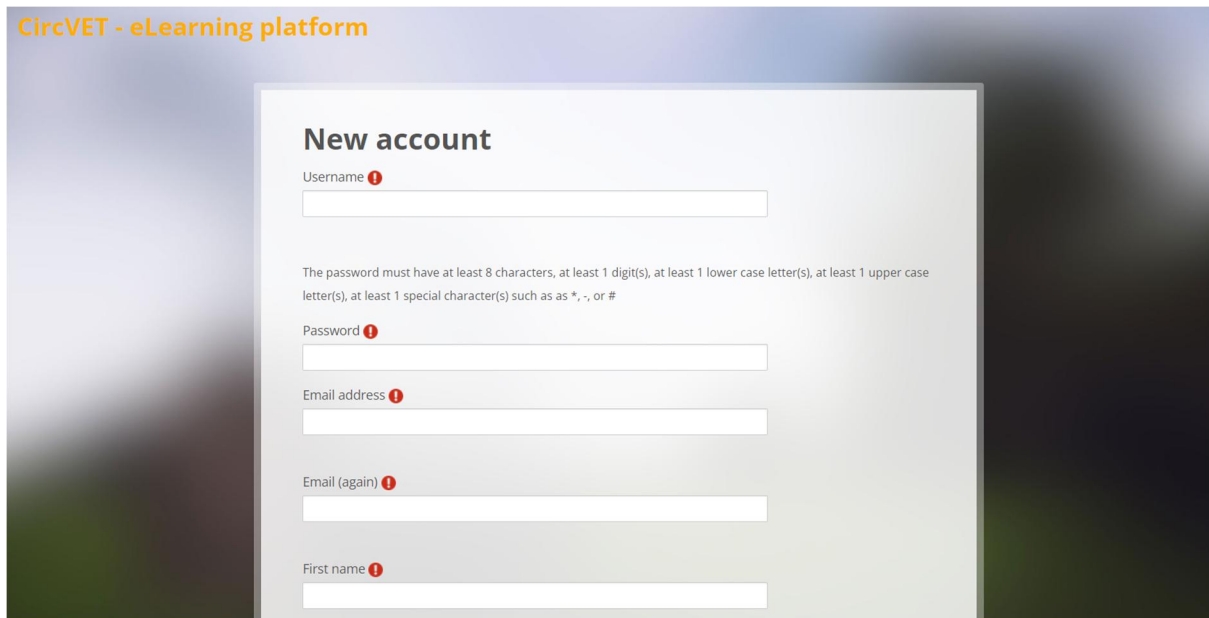


Abbildung 2. Seite zur Erstellung eines Kontos (1)

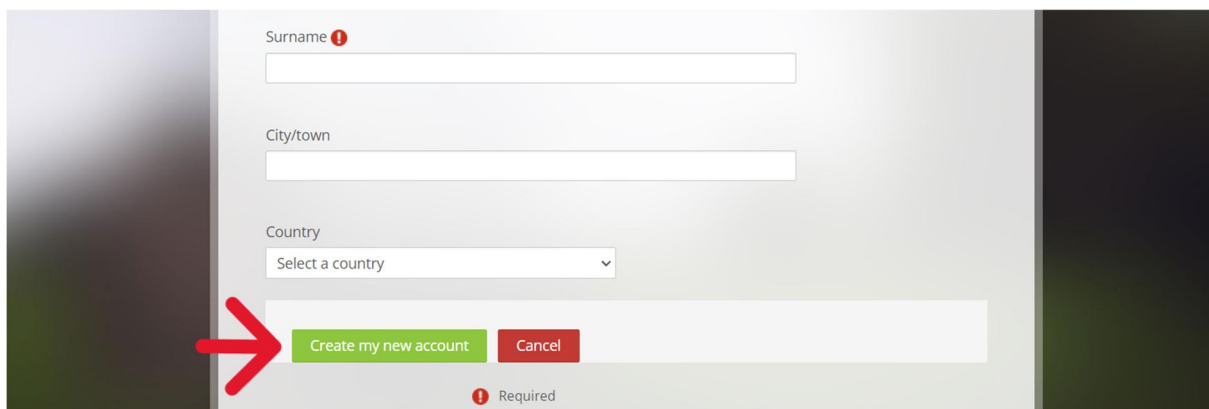


Abbildung 3. Seite zur Erstellung eines Kontos (2)

Sie erhalten eine E-Mail zur Bestätigung Ihrer Anmeldung. Danach können Sie sich auf der CircVET eLearning-Plattform anmelden, indem Sie dem nächsten Schritt folgen.

3.2 Anmeldung

Um sich in das Konto der CircVET eLearning-Plattform einzuloggen, folgen Sie diesem Link: <https://project-spaces.eu/circvet/> Geben Sie dann Ihren Benutzernamen und Ihr Passwort, das Sie bei der Erstellung Ihres Kontos verwendet haben, in die Anmeldefelder in der oberen rechten Ecke der Website ein (Abbildung 4).



Abbildung 4. Anmeldung

Sie gelangen auf das Dashboard der Plattform. Sie können auf "Meine Kurse" (Abbildung 5) klicken, um auf die Kurse zuzugreifen, für die Sie verantwortlich sind, um sie zu bearbeiten.

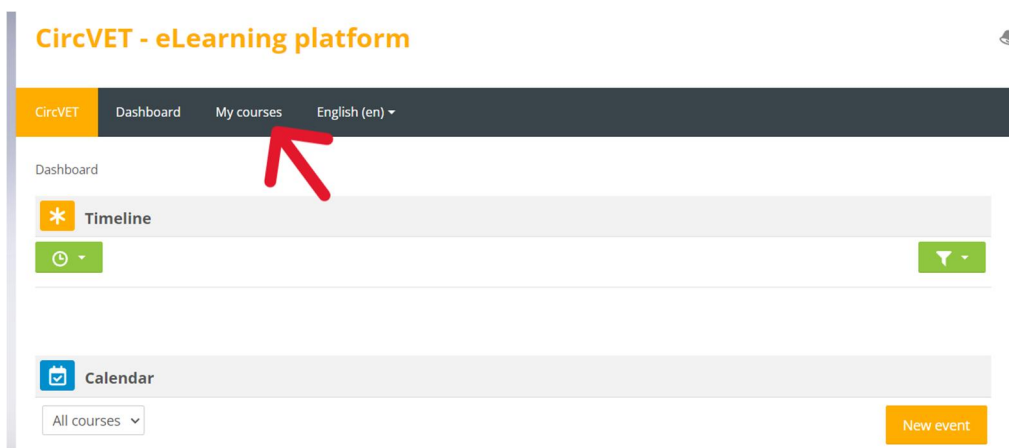


Abbildung 5. Dashboard

3.3 Kursbearbeitung

Wenn Sie sich im Bereich "Meine Kurse" befinden, können Sie auf den Kurs klicken, den Sie bearbeiten möchten, um ihn zu öffnen (Abbildung 6).

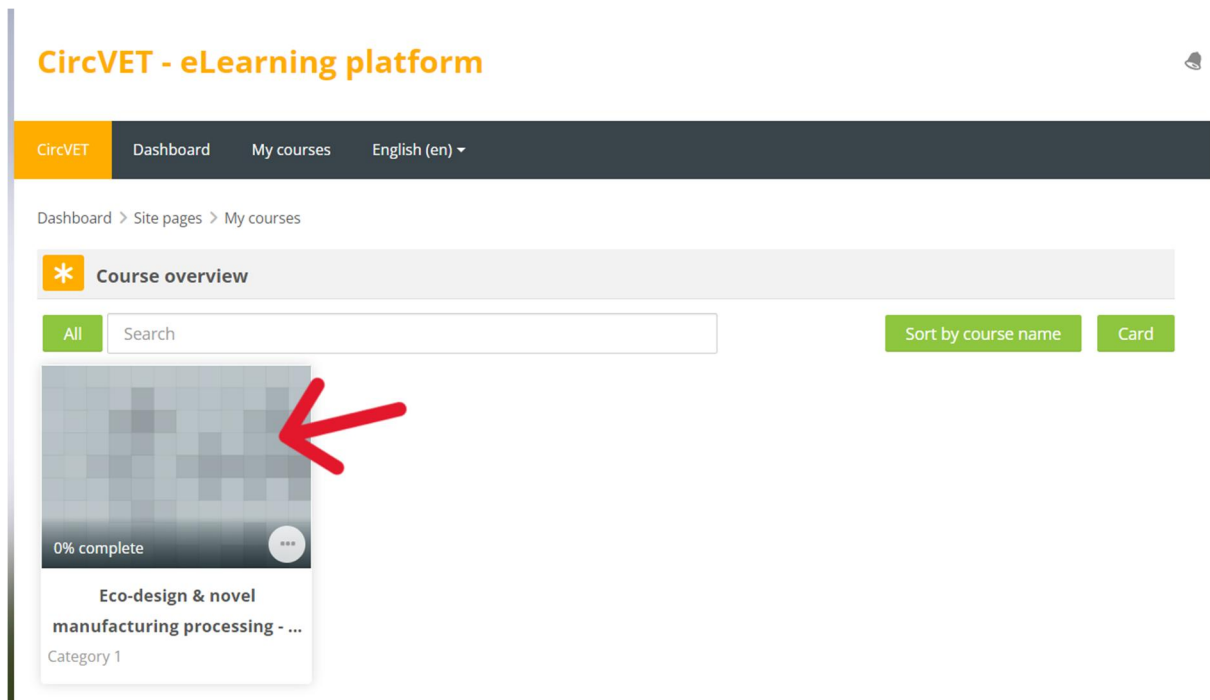


Abbildung 6. Abschnitt "Meine Kurse"

Wenn Sie auf Ihren Kurs zugegriffen haben, können Sie auf "Bearbeitung einschalten" klicken, um direkt die gewünschten Änderungen am Kurs vornehmen zu können (Abbildung 7).

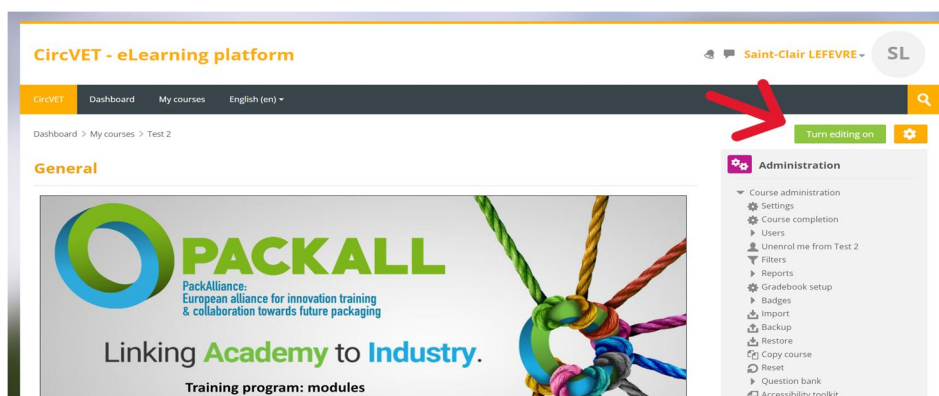
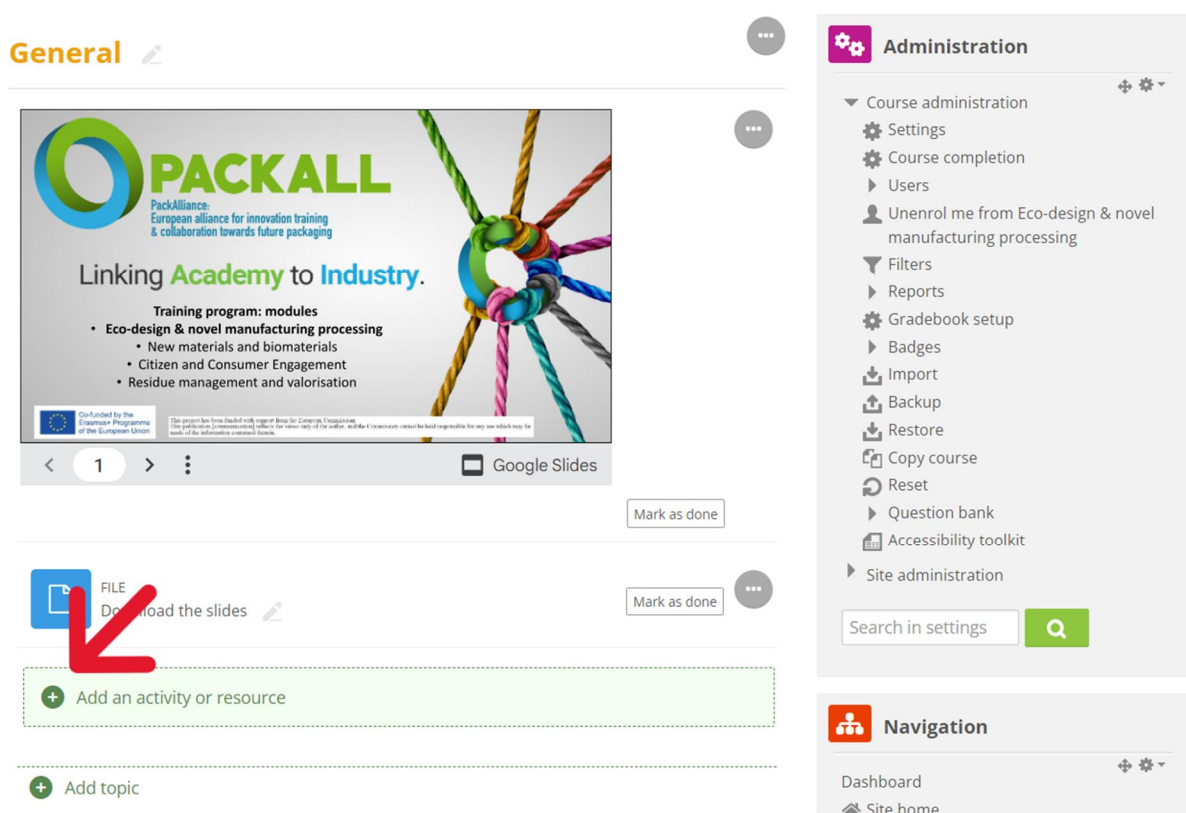


Abbildung 7. Kursbearbeitung

Sobald der Bearbeitungsmodus aktiviert ist, können Sie "Aktivitäten oder Ressourcen hinzufügen", die Sie in Ihrem Kurs haben möchten (Abbildung 8), z. B. eine herunterladbare Datei, Aufgaben oder Quiz, Foren oder Dropboxen für Aufgaben. Wenn Sie Text hinzufügen möchten, können Sie die Ressource "Label" auswählen, mit der Sie Text in den Kurs einfügen können.



The screenshot displays the course editor interface. On the left, a slide titled "PACKALL" is shown, featuring the text "Linking Academy to Industry" and a list of training program modules: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button and a "Mark as done" button. A red arrow points to a green dashed box containing a plus sign and the text "Add an activity or resource". Below this box is another button labeled "Add topic". On the right side, the "Administration" sidebar is visible, listing various course management options such as "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". Below the sidebar is a search bar labeled "Search in settings". At the bottom right, the "Navigation" sidebar shows "Dashboard" and "Site home" options.

Abbildung 8. Hinzufügen einer Aktivität oder Ressource

Es gibt eine große Auswahl an Aktivitäten oder Ressourcen, die Sie Ihrem Kurs hinzufügen können (Abbildung 9).

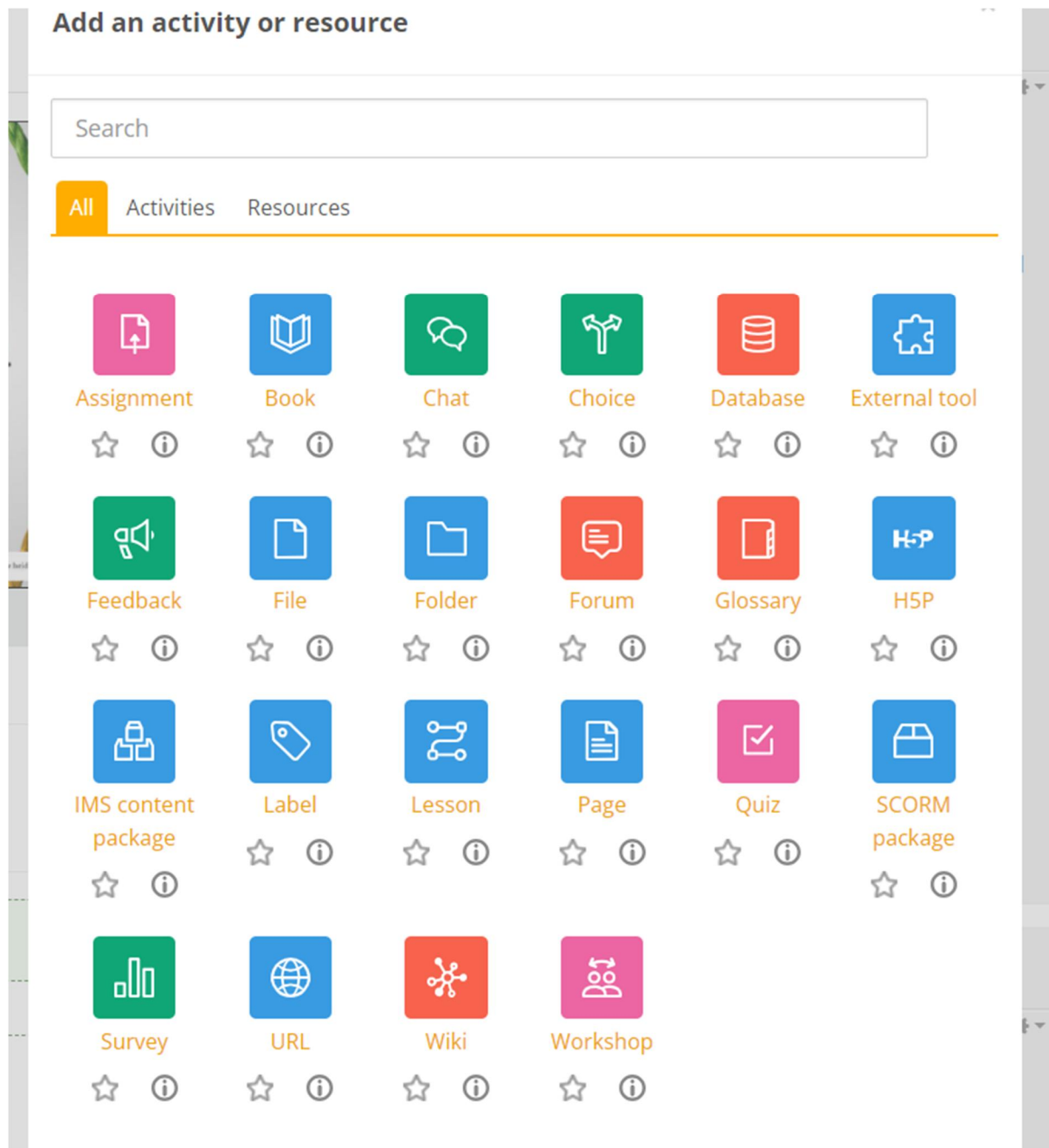


Abbildung 9. Aktivitäten und verfügbare Ressourcen

Wenn Sie Folien direkt in Ihren Kurs einbinden möchten, wie z. B. in die Demonstration, können Sie uns die Folien schicken und wir kümmern uns darum.

Sie haben auch die Möglichkeit, die Kurseinstellungen zu bearbeiten (Abbildung 10), um den Titel zu ändern, eine Beschreibung oder ein Bild hinzuzufügen, oder mit anderen Funktionen experimentieren.

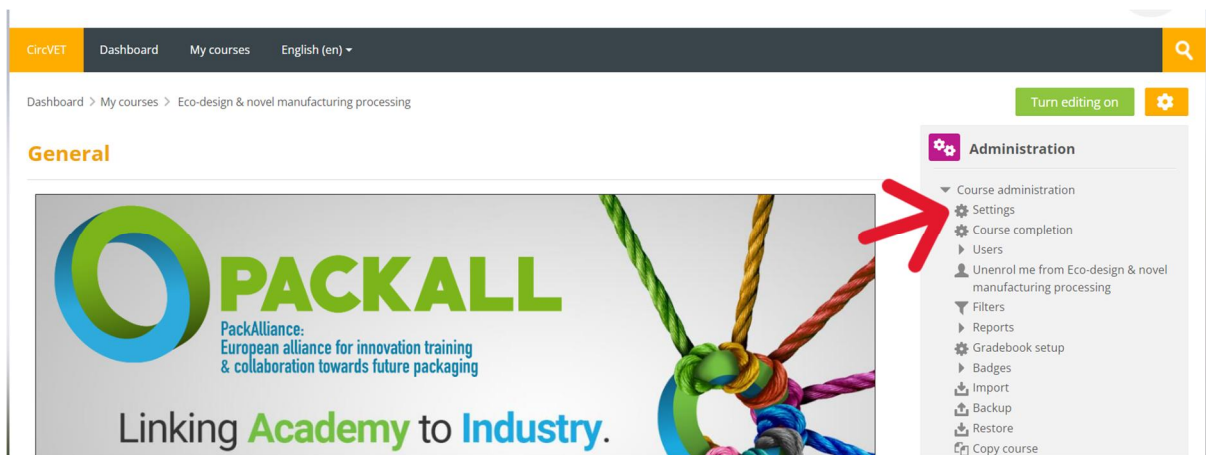


Abbildung 10. Kurseinstellungen

Im Verwaltungsbereich haben Sie auch die Möglichkeit, die Fortschritte Ihrer Schüler zu verfolgen, indem Sie auf die Berichte des Moduls zugreifen (Abbildung 11). Diese geben Ihnen Informationen über die verschiedenen Nutzungen der Plattform durch die Schüler. Dabei werden alle Aktivitäten der SchülerInnen auf der Plattform berücksichtigt: von der Zeit, die sie auf einer bestimmten Seite verbracht haben, über die Anzahl der Klicks auf Schaltflächen bis hin zu den Seiten oder Aktivitäten, auf die sie zugegriffen haben.

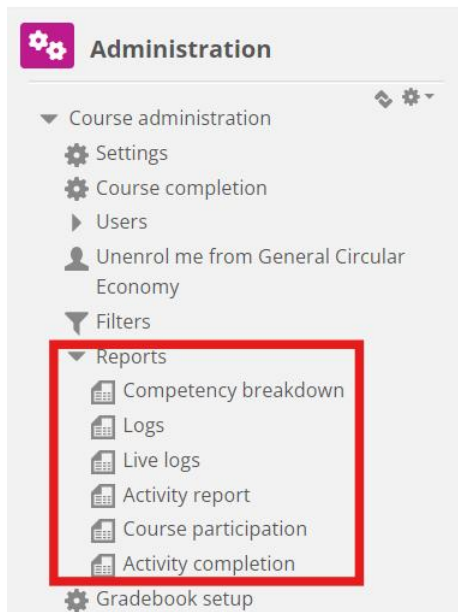


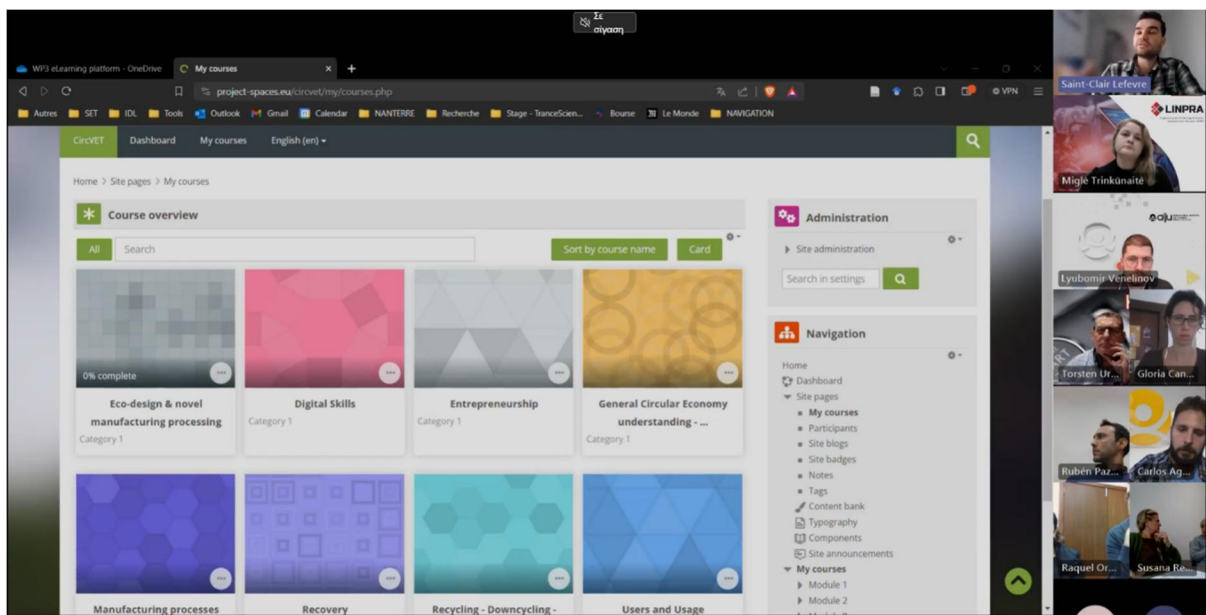
Abbildung 11. Berichte

Wenn Sie während Ihrer Navigation durch die eLearning-Plattform Hilfe benötigen, zögern Sie nicht, dies dem IDL mitzuteilen, wir unterstützen Sie gerne und helfen Ihnen auf Ihrem Weg.

4 Online-Schulung

Neben der Erstellung der verschiedenen Handbücher wurde auch eine Schulung durchgeführt, um die Partner in die Nutzung der Lernplattform einzuführen.

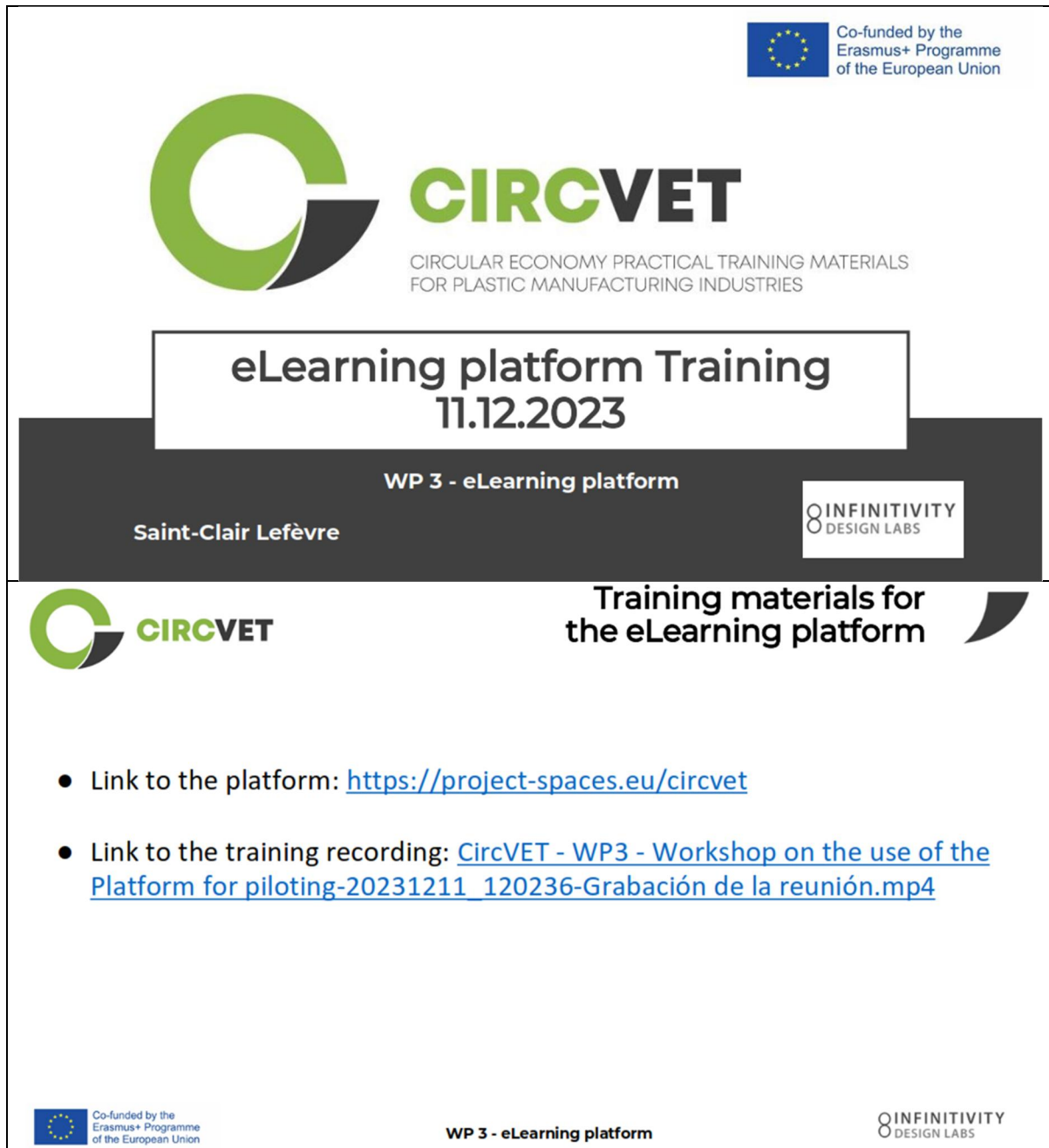
Die Schulungsunterlagen sind über das beigefügte Foliendokument (Anhang I - nur auf Englisch) verfügbar.



5 Anhang I - Foliendatei der Online-Sitzung

Dedizierte Videoaufzeichnung der Sitzung: [Link zur Aufzeichnung](#)

Foliensatz



The slide is divided into two main sections. The top section features the CIRC VET logo and the text 'CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES'. It also includes the Erasmus+ logo and the text 'Co-funded by the Erasmus+ Programme of the European Union'. A central white box contains the text 'eLearning platform Training 11.12.2023'. Below this, a dark grey bar contains 'WP 3 - eLearning platform', 'Saint-Clair Lefèvre', and the 'INFINITIVITY DESIGN LABS' logo.

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre

INFINITIVITY
DESIGN LABS


**Training materials for
the eLearning platform**

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

Co-funded by the Erasmus+ Programme of the European Union

WP 3 - eLearning platform

INFINITIVITY
DESIGN LABS




Frontpage of the platform

CircVET - eLearning platform


CircVET

Forgotten your username or password?




SUSTAINABLE
CIRCULAR ECONOMY
OF PLASTICS:
WE ALL WIN.


IDL presents CircVET - eLearning platform



Co-funded by the Erasmus+ Programme of the European Union

WP 3 - eLearning platform





Dashboard

Dashboard

Timeline

No activities require action

Calendar

All courses

July 2023

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings

Navigation

Dashboard

Site home


Site pages

My courses

Systemic Strategies


Recently accessed items


No recent items



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WP 3 - eLearning platform



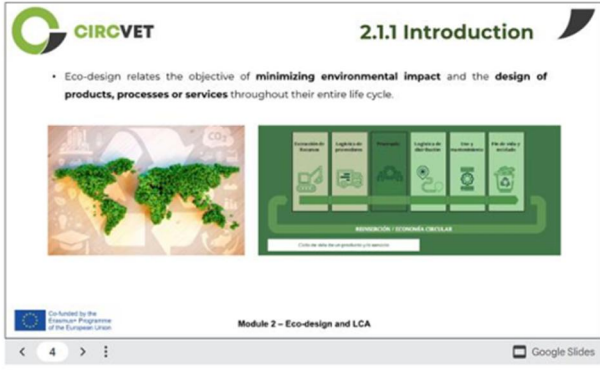


Example of one Topic of a course

I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector




2.1.1 Introduction

Eco-design relates the objective of **minimizing environmental impact** and the **design of products, processes or services** throughout their entire life cycle.


Module 2 – Eco-design and LCA


Mark as done



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Course display

CircVET - eLearning platform

CircVET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


+ Add an activity or resource

+ Add topic

Topic 1

QUIZ Quiz 1 - Systemic Strategies

Mark as done



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WP 3 - eLearning platform



 **CIRCVET** **Levels restrictions through group selection**

 **CIRCVET**
CIRCVET Dashboard My courses English (en) ▾


Home > My courses > Module 3

Level selection


 GROUP SELF-SELECTION
Level selection Mark as done

Please select the level you want to access to.


I-VET-Higher Education

 You are not allowed to access to I-VET Higher Education


Topic 1 - Digital Skills


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 **CIRCVET**







What we need your help with

 Co-funded by the Erasmus+ Programme of the European Union **WP 3 - eLearning platform** **INFINITIVITY DESIGN LABS**







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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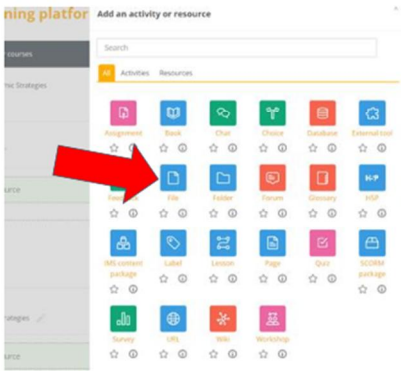




What we need your help with

Upload pdfs or word files on your course if necessary


Videos can be added via URL or file in the "Label" Activity




Adding a new Label

General


Label text





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What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1.

A01 This is the correct answer for question 01 of topic 1.

A02 This is a wrong answer for question 01 of topic 1.

A03 This is a mistaken answer for question 01 of topic 1.

A04 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1.

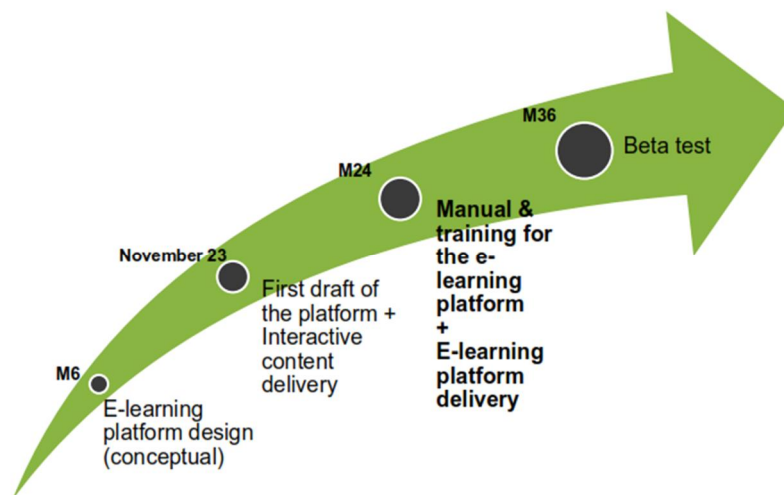
A05 This is the correct answer for question 02 of topic 1.

A06 This is a wrong answer for question 02 of topic 1.

A07 This is a mistaken answer for question 02 of topic 1.

A08 This is an incorrect answer for question 02 of topic 1.

Next steps



PROJEKT-INFO

Finanzhilfevereinbarung	Projekt: 101055916 - CIRC VET - ERASMUS-EDU-2021-PI-ALL-INNO
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Titel des Projekts	CIRC VET - Praktische Schulungsmaterialien zur Kreislaufwirtschaft für die kunststoffverarbeitende Industrie
Datum des Projektbeginns	01-09-2022
Datum des Projektende	31-08-2025
Dauer des Projekts	3 Jahre

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PROJEKTKONSORTIUM



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – Manual de la plataforma E-Learning

–

Directrices para profesores



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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Document status			
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V1.1	26/07/2024	Saint-Clair Lefèvre	First version revised
V2.0	31/07/2024	Saint-Clair Lefèvre	Final version
Reviewed	YES - NO		
Dissemination Level	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Restricted to other program participants (including Commission Services and project reviewers) <input type="checkbox"/> CO - Confidential, only for members of the consortium (including EACEA and Commission Services and project reviewers)		

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TABLA DE CONTENIDOS

1. Introducción	5
2. Glosario de términos, abreviaciones y acrónimos	5
3. Directrices de la plataforma eLearning	11
3.1 Crea tu propia cuenta	11
3.2 Login	13
3.3 Edición de cursos	14
4 Sesión de formación online	18
5 Anexo I – Presentación de diapositivas de la sesión online	19
Presentación de diapositivas	19

1. Introducción

La plataforma de aprendizaje CircVET tiene como objetivo definir un conjunto de conocimientos y habilidades que se proporcionarán a los alumnos de los diferentes grupos destinatarios. Este documento pretende utilizarse como manual para navegar por la infraestructura de la plataforma de aprendizaje y guiar al usuario para agregar nuevos contenidos a los cursos. El documento presenta diferentes pasos para hacerlo.

2. Glosario de términos, abreviaciones y acrónimos

Partner short name	
P1-AIJU	Partner 1 – ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Spain)
P2-CENTIMFE	Partner 2 – CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS – CENTIMFE (Portugal)
P3-KIMW-Q	Partner 3 – Gemeinnützige KIMW-Quaòifizierungs GmbH (Germany)
P4-POLYMERIS	Partner 4 – POLYMERIS (France)
P5-PROPLAST	Partner 5 – Consorzio per la promozione della cultura plastica – PROPLAST (Italy)
P6-LINPRA	Partner 6 – LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Lithuania)
P7-ULPGC	Partner 7 – Universidad de las Palmas de Gran Canaria (Spain)

P8-IDL	Partner 8 – Infinity Design Labs (France)
P9-APRC	Partner 9 – ALYTAUS PROFESINIO RENGIMO CENTRAS (Lithuania)
P10-UNITR	Partner 10 – Università degli Studi di Trento (Italy)
P11-HIT	Partner 11 – HUB INNOVAZIONE TRENINO – Fondazione (Italy)
P12-VPM	Partner 12 – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lithuania)

Métodos de evaluación

Toda la gama de pruebas/exámenes escritos, orales y prácticos, proyectos, actuaciones, presentaciones y portafolios que se utilizan para evaluar el progreso del alumno y determinar el logro de los resultados de aprendizaje de un componente educativo (unidad/módulo).

Criterio de evaluación

Descripciones de lo que se espera que haga el alumno y en qué nivel, para demostrar la consecución de un resultado de aprendizaje. Los métodos y criterios de evaluación de un componente educativo deben ser apropiados y coherentes con los resultados de aprendizaje que se han definido para él y con las actividades de aprendizaje que se han llevado a cabo.

Competencia

El Marco Europeo de Calificaciones (EQF) define la competencia como la capacidad de utilizar conocimientos, habilidades y capacidades personales, sociales y/o metodológicas en situaciones de trabajo o estudio y en el desarrollo profesional y personal. En el contexto del EQF, la competencia se describe en términos de responsabilidad y autonomía. El

desarrollo de competencias es el objetivo de todos los programas educativos. Las competencias se desarrollan en todas las unidades curriculares y se evalúan en diferentes etapas del programa. Algunas competencias están relacionadas con el área temática (específicas de un campo de estudio), otras son genéricas (comunes a cualquier carrera). Normalmente, el desarrollo de competencias se produce de forma integrada y cíclica a lo largo de un programa.

Unidad del curso

Una experiencia de aprendizaje autónoma y formalmente estructurada. Debe tener un conjunto coherente y explícito de resultados de aprendizaje, actividades de aprendizaje definidas y coherentes con el tiempo asignado dentro del currículo y criterios de evaluación adecuados.

Crédito (ECTS)

Los créditos ECTS expresan el volumen de aprendizaje basado en los resultados de aprendizaje definidos y su carga de trabajo asociada. Se asignan 60 créditos ECTS a los resultados de aprendizaje y la carga de trabajo asociada de un año académico a tiempo completo o su equivalente, que normalmente comprende varios componentes educativos a los que se asignan créditos (basados en los resultados de aprendizaje y la carga de trabajo). Los créditos ECTS generalmente se expresan en números enteros.

Sistema Europeo de acumulación y transferencia de crédito (ECTS)

Un sistema de acumulación y transferencia de créditos centrado en el alumno, basado en el principio de transparencia de los procesos de aprendizaje, enseñanza y evaluación. Su objetivo es facilitar la planificación, impartición y evaluación de los programas de estudio y la movilidad de los estudiantes mediante el reconocimiento de los logros y calificaciones y de los períodos de aprendizaje.

Sistema Europeo de créditos para la Educación y Formación Profesional (ECVET)

El sistema ECVET tiene como objetivo permitir la transferencia, el reconocimiento y la

acumulación de resultados de aprendizaje para obtener una calificación. Es un sistema descentralizado que se basa en la participación voluntaria de los Estados miembros y las partes interesadas en la formación profesional, respetando las legislaciones y normativas nacionales. Proporciona un marco metodológico para describir las calificaciones en términos de resultados de aprendizaje utilizando unidades, lo que permite la asignación de puntos transferibles para los Estados miembros con diferentes marcos educativos y de calificación. ECVET se basa en acuerdos con los socios en materia de transparencia de las calificaciones y confianza mutua entre las partes interesadas. (ECVET, 2010).

Marco Europeo de Cualificaciones para el Aprendizaje Permanente (EQF)

The El Marco Europeo de Calificaciones para el Aprendizaje Permanente es un marco de referencia europeo común que permite a los países de la Unión Europea vincular sus sistemas de calificación entre sí. Fue adoptado por el Parlamento Europeo y el Consejo el 23 de abril de 2008. El EQF utiliza ocho niveles de referencia basados en resultados de aprendizaje definidos en términos de conocimientos, habilidades y competencias.

El foco se desplaza desde los datos de entrada (duración de una experiencia de aprendizaje, tipo de institución) a lo que sabe y puede hacer una persona que posee una calificación en particular. Hace que las calificaciones sean más legibles y comprensibles en diferentes países y sistemas de la Unión Europea.

Resultado del aprendizaje

Declaraciones de lo que un alumno sabe, entiende y puede hacer al finalizar un proceso de aprendizaje. La consecución de los resultados de aprendizaje debe evaluarse mediante procedimientos basados en criterios claros y transparentes. Los resultados del aprendizaje se atribuyen a los componentes educativos individuales y a los programas en su conjunto. También se utilizan en los marcos de calificaciones europeos y nacionales para describir el nivel de la calificación individual.

Carga de trabajo

Una estimación del tiempo que el individuo normalmente necesita para completar todas las actividades de aprendizaje, como conferencias, seminarios, proyectos, trabajos prácticos, prácticas laborales y estudios individuales necesarios para lograr los resultados de aprendizaje definidos en entornos de aprendizaje formales. La correspondencia entre la carga de trabajo a tiempo completo de un año académico y 60 créditos suele estar formalizada por disposiciones legales nacionales. En la mayoría de los casos, la carga de trabajo oscila entre 1.500 y 1.800 horas por año académico, lo que significa que un crédito corresponde a entre 25 y 30 horas de trabajo. Debe reconocerse que esto representa la carga de trabajo típica y que, para cada estudiante, el tiempo real para alcanzar los resultados de aprendizaje variará.

Prácticas laborales

Un período planificado de experiencia fuera de la institución (por ejemplo, en un lugar de trabajo) para ayudar a los estudiantes a desarrollar habilidades, conocimientos o comprensión particulares como parte de su programa.

Marco Nacional de Cualificaciones (NQF)

Un instrumento para la clasificación de las calificaciones según un conjunto de criterios para niveles específicos de aprendizaje alcanzados, cuyo objetivo es integrar y coordinar los subsistemas nacionales de calificaciones y mejorar la transparencia, el acceso, la progresión y la calidad de las calificaciones en relación con el mercado de trabajo y la sociedad civil (Recomendación del Consejo 2012/C 398/01).

Los marcos nacionales de calificaciones abarcan todas las calificaciones educativas (o todas las calificaciones de educación superior, según la política del país en cuestión) de un sistema educativo. Muestran lo que se espera que los alumnos sepan, comprendan y puedan hacer en función de una calificación determinada (resultados de aprendizaje), así

como la forma en que se articulan las calificaciones dentro de un sistema, es decir, cómo los alumnos pueden pasar de una calificación a otra en un sistema educativo.

Los marcos nacionales de calificaciones son desarrollados por las autoridades públicas competentes del país en cuestión, en cooperación con una amplia gama de partes interesadas, incluidas instituciones de educación superior, estudiantes, personal y empleadores.

Programa (educativo)

Un conjunto de componentes educativos, basados en resultados de aprendizaje, que se reconocen para la concesión de una cualificación.

Calificación

Cualquier título, diploma u otro certificado expedido por una autoridad competente que acredite la finalización con éxito de un programa de estudios reconocido.

Aprendizaje centrado en el estudiante

Un enfoque de aprendizaje caracterizado por métodos de enseñanza innovadores que tienen como objetivo promover el aprendizaje en comunicación con profesores y estudiantes y que toma a los estudiantes en serio como participantes activos en su propio aprendizaje, fomentando habilidades transferibles como la resolución de problemas, el pensamiento crítico y reflexivo. (ESU, 2010).

Sistema de Gestión del Aprendizaje

Un sistema de gestión de aprendizaje (LMS) es una aplicación de software para la administración, documentación, seguimiento, informes, automatización y entrega de cursos educativos, programas de capacitación, materiales o programas de aprendizaje y desarrollo.

3. Directrices de la plataforma eLearning

3.1 Crea tu propia cuenta

Haz click en el siguiente link para crear tu cuenta:

<https://project-spaces.eu/circnet/login/>

Ahora haz click en “Create new account” como se muestra en la Figura 1a abajo.

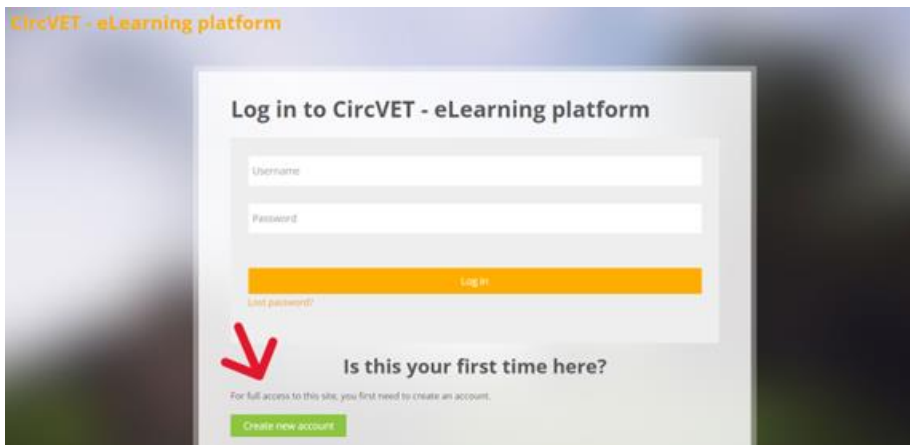


Figura 1a. Página de creación de una cuenta nueva

También puedes crear una cuenta directamente haciendo click en “Create new account” en la esquina superior derecha de la pantalla, una vez entres en la plataforma (Figura 1b).

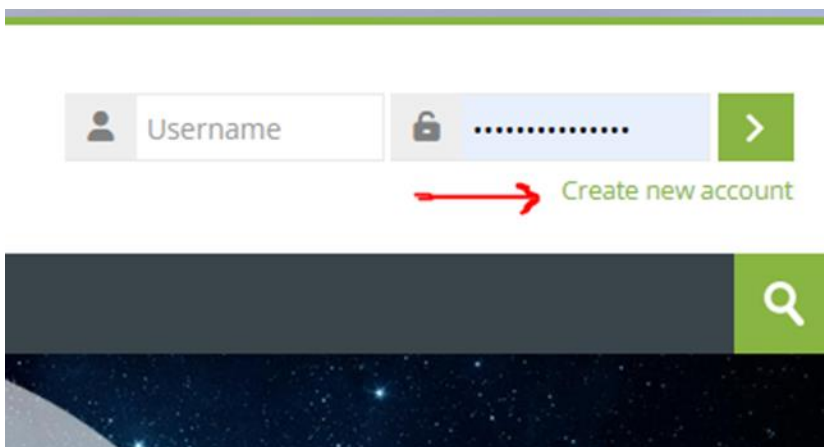


Figura 1b. Botón “Crear nueva cuenta”

Alcanzarás la página para introducir tu información y crear tu cuenta (Figura 2 & 3) y, por último, hacer click en “Create my new account” para finalizar el proceso.

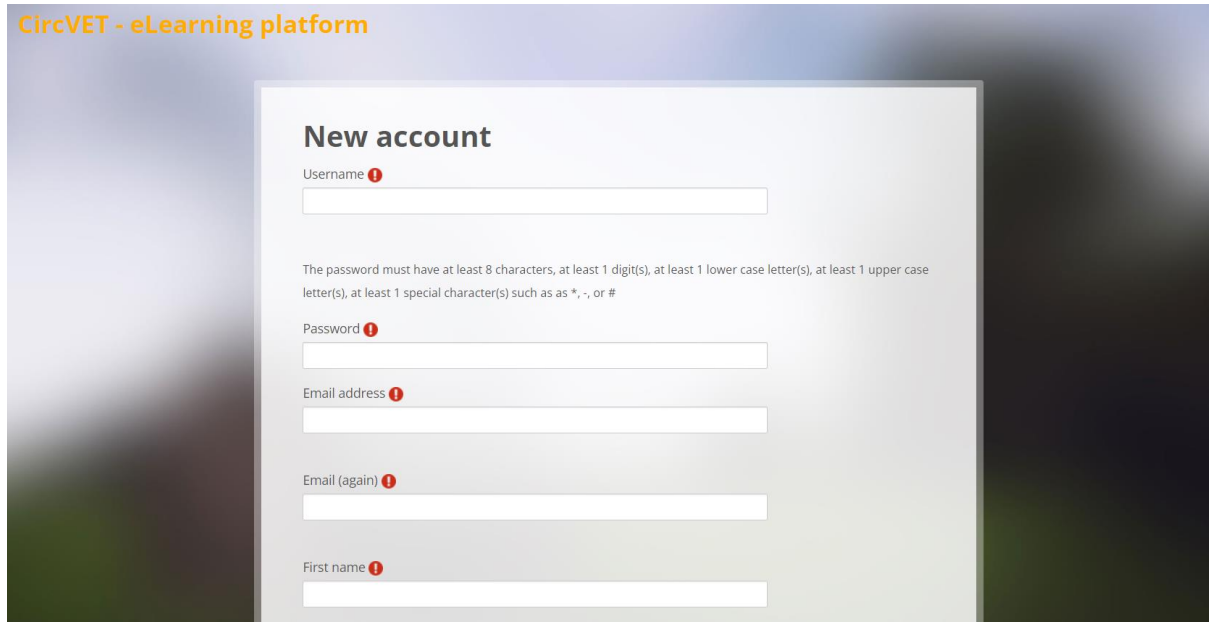


Figura 2. Página de creación de cuenta (1)

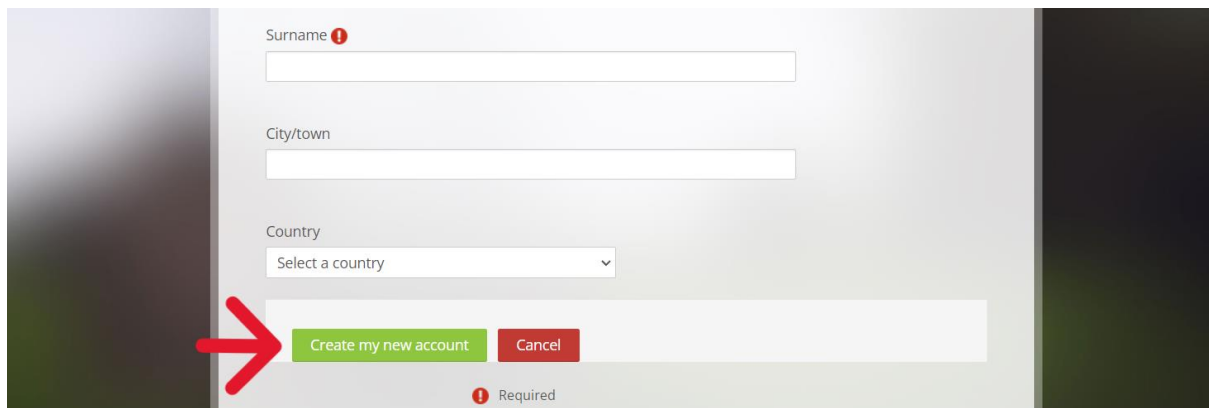


Figura 3. Página de creación de cuenta (2)

Recibirás un email para confirmar tu registro. Entonces podrás acceder a la plataforma CircVET con el siguiente paso.

3.2 Login

Para acceder a tu cuenta de la plataforma CircVET, haz click en el siguiente link:

<https://project-spaces.eu/circvet/>. Ahora introduce el nombre de usuario y la contraseña utilizada durante la creación de la cuenta en las casillas de la esquina superior derecha de la web (Figura 4).



Figura 4. Login

Alcanzarás el panel de la plataforma y podrás hacer click en “My courses” (Figure 5) para acceder a los cursos en los que serás responsable para editarlos.

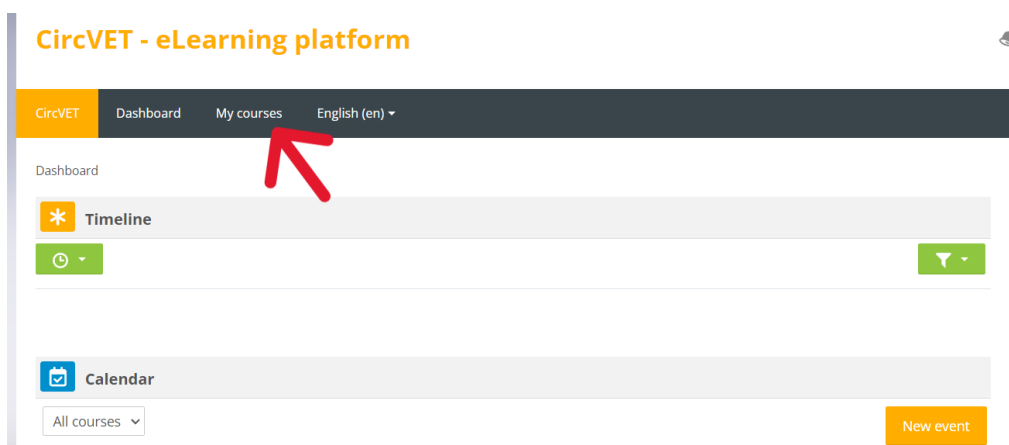


Figura 5. Dashboard

3.3 Edición de cursos

Una vez estés en la sección “My courses”, podrás hacer click en el curso que quieras editar para acceder a él (Figura 6).

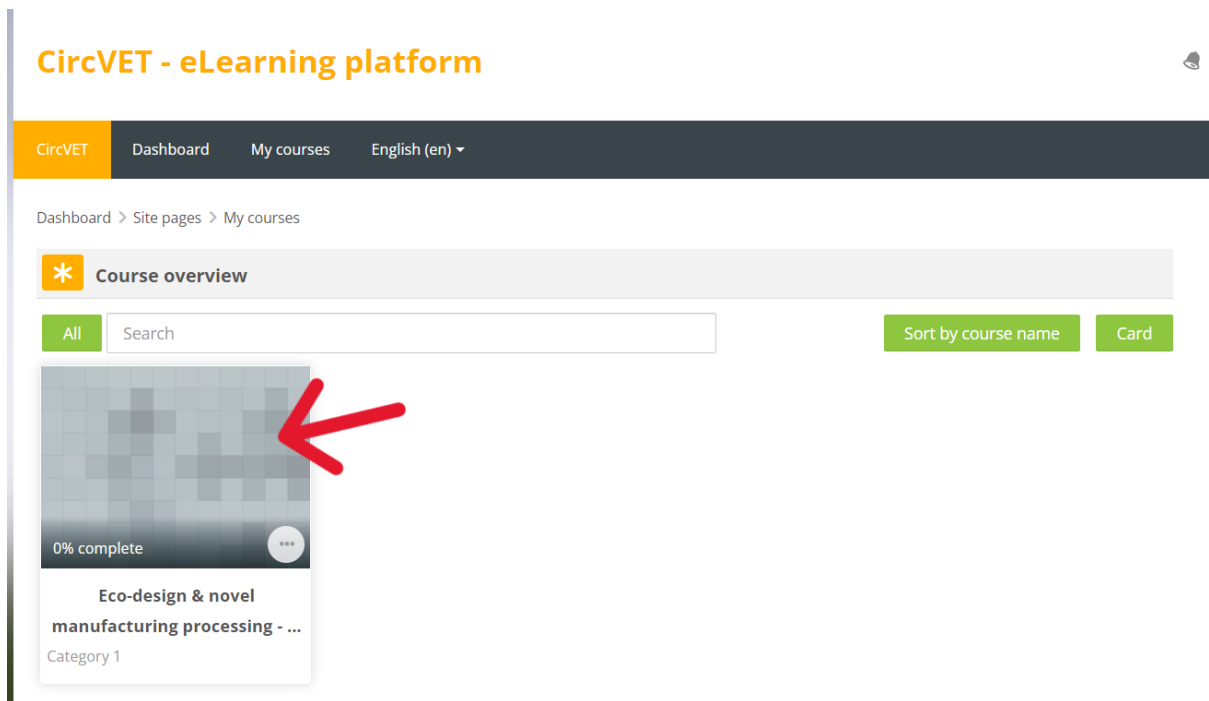


Figura 6. Sección “My courses”

Cuando hayas accedido al curso, podrás hacer click en “Turn editing on” para realizar los cambios deseados (Figura 7).

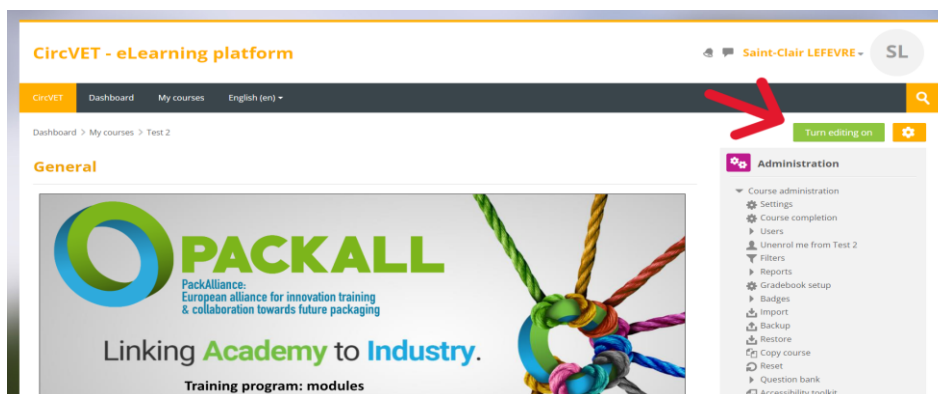
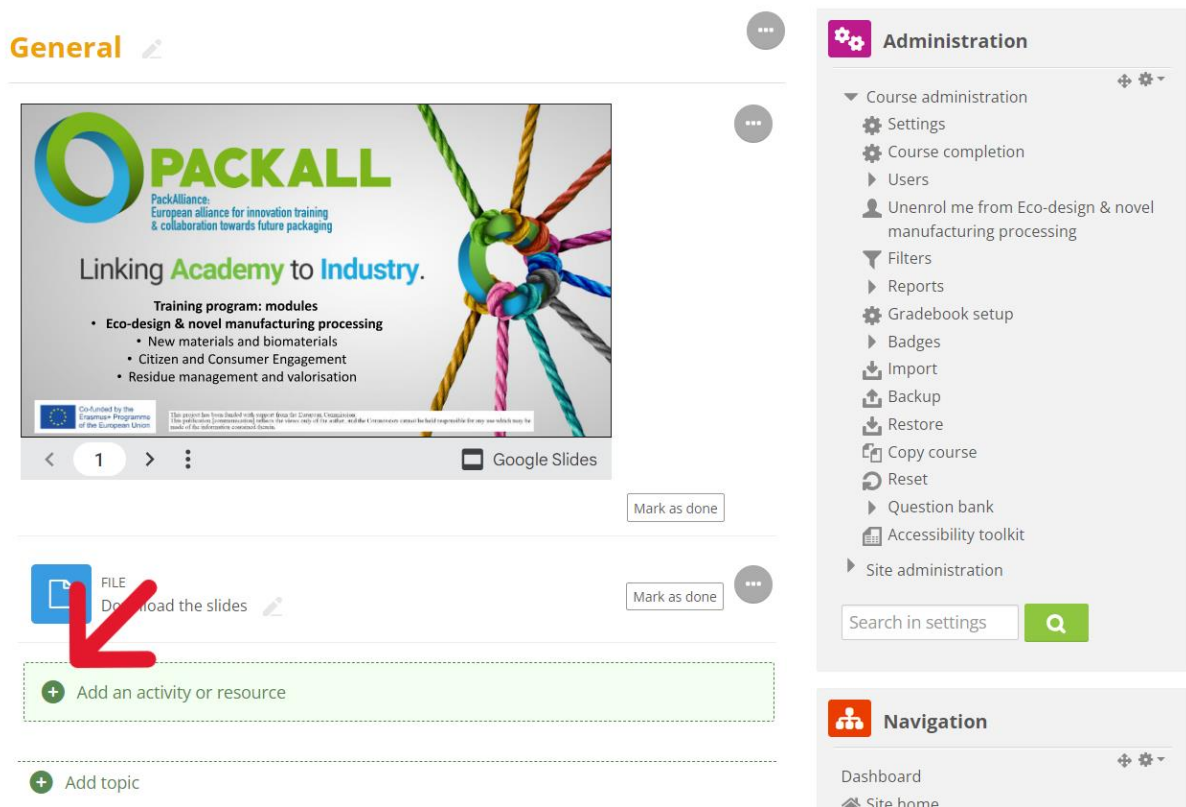


Figura 7. Edición del Curso

Una vez activado el modo de edición, puedes “Agregar las actividades o recursos” que desees en tu curso (Figura 8), como un archivo descargable, tareas o cuestionarios, foros o buzones desplegables de tareas. Si deseas agregar texto, puedes seleccionar el recurso “Etiqueta” que te permitirá agregar texto en el curso.



The screenshot displays the course editor interface. On the left, a slide titled "PACKALL" is shown, featuring the text "Linking Academy to Industry." and a list of training program modules: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button and a "Mark as done" button. A red arrow points to a green button labeled "Add an activity or resource". Below this button is another green button labeled "Add topic". On the right, the "Administration" sidebar is visible, containing options such as "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". Below the sidebar is a search bar labeled "Search in settings". At the bottom right, the "Navigation" sidebar is visible, containing "Dashboard" and "Site home" options.

Figura 8. Añadir una actividad o recurso

Hay una amplia selección de actividades y recursos que es posible añadir (Figura 9).

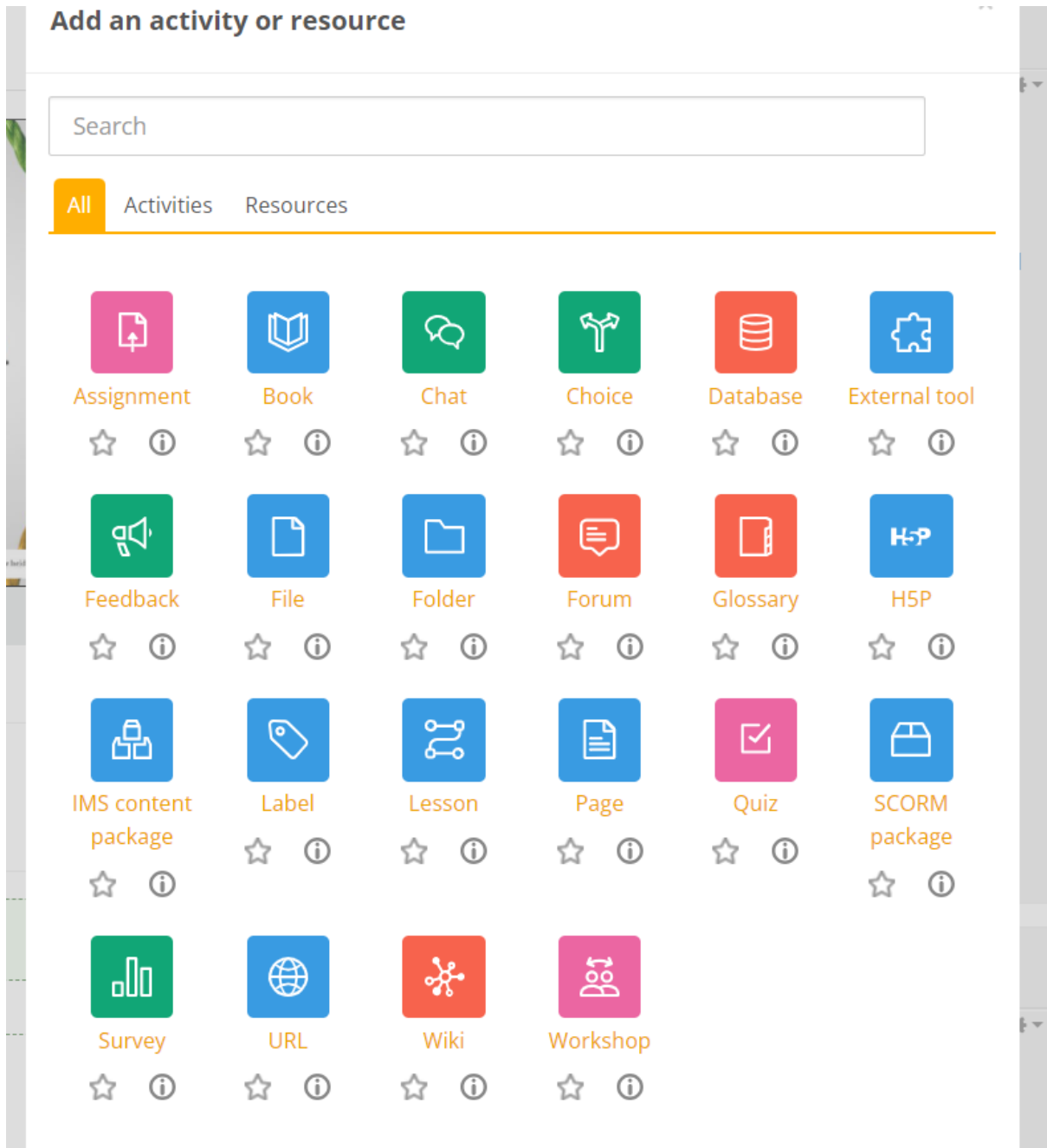


Figura 9. Actividades y recursos disponibles

Si desea incrustar diapositivas directamente en su curso, como en la demostración, puede enviarnos las diapositivas y nos encargaremos de ello.

También tienes la posibilidad de editar la configuración del curso (Figura 10) para cambiar el título, añadir una descripción o una imagen que represente el curso, o jugar con otras funcionalidades diferentes.

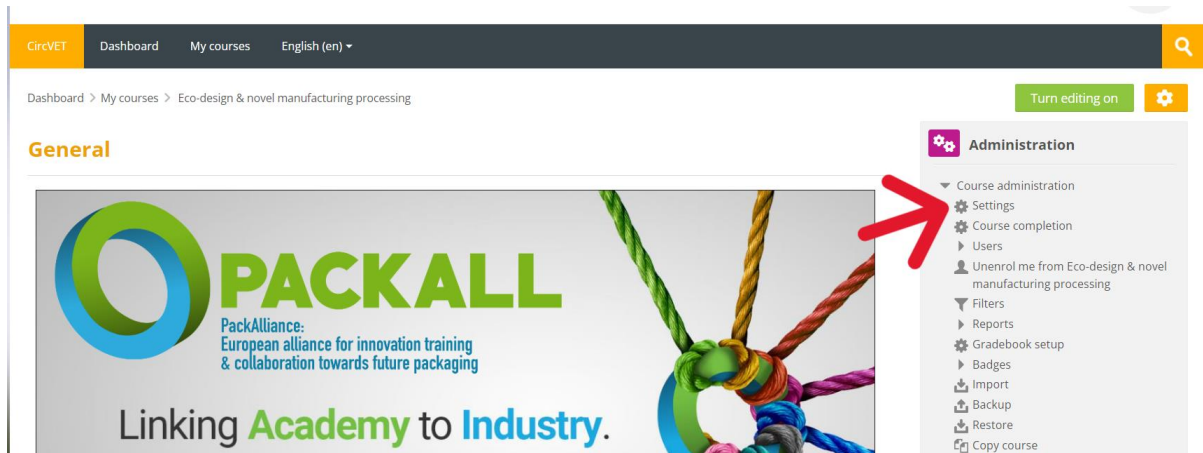


Figura 10. Configuración del curso

En la sección de Administración, también tienes la posibilidad de hacer un seguimiento de la evolución de tus alumnos accediendo a los Informes del módulo (Figura 11). Estos te darán información sobre los diferentes usos que han hecho los alumnos de la plataforma. Se tienen en cuenta todas las actividades que realizan los alumnos mientras están en la plataforma, desde el tiempo que pasan en una página concreta, hasta el número de clics en botones, así como a qué páginas o actividades han accedido.

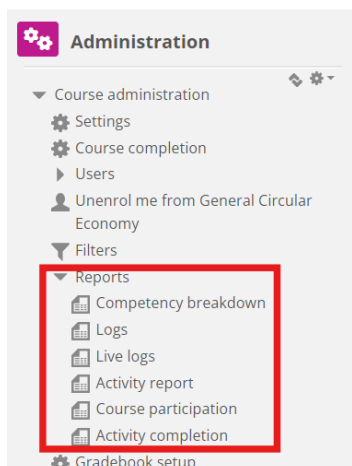


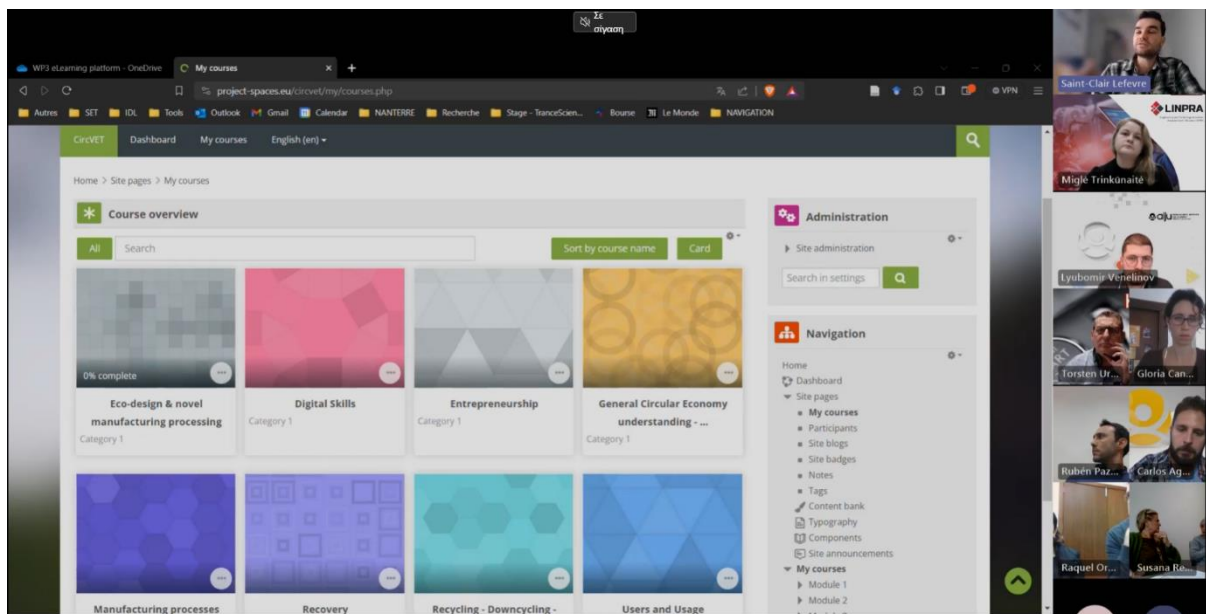
Figura 11. Reports

Si necesita ayuda de cualquier tipo durante su navegación por la plataforma de aprendizaje electrónico, no dude en comunicárselo al IDL. Estaremos encantados de ayudarle y apoyarle en todo momento.

4 Sesión de formación online

Además de la creación de los diferentes manuales, se llevó a cabo una sesión de capacitación para familiarizar a los socios con el uso de la plataforma de aprendizaje.

El material de la sesión de capacitación está disponible en el paquete de diapositivas adjunto (Anexo I – Solo en inglés).



5 Anexo I – Presentación de diapositivas de la sesión online

Grabación de video dedicada a la sesión: [Link to recording](#)

Presentación de diapositivas



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CIRC VET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

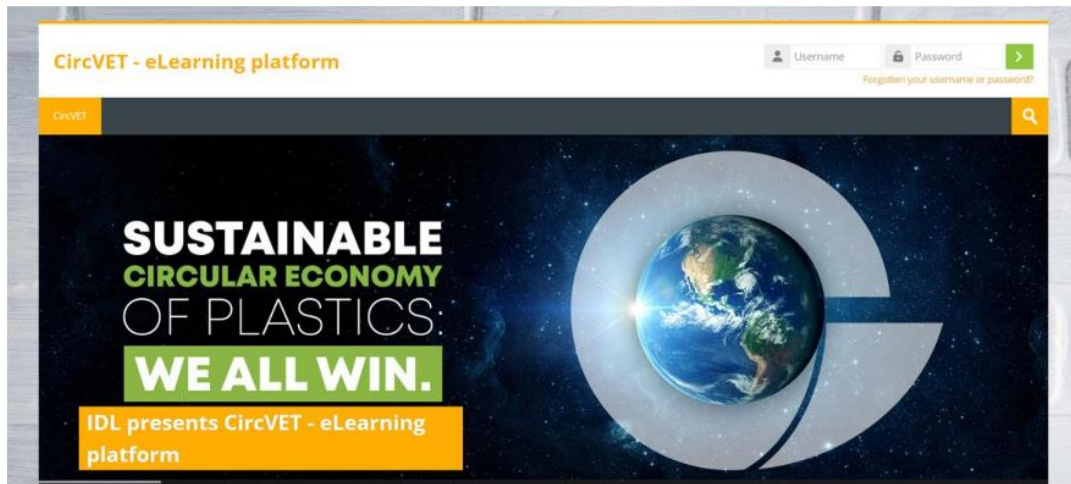
Saint-Clair Lefèvre



Training materials for the eLearning platform

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

Frontpage of the platform



Dashboard

Dashboard

[Reset page to default](#)
[Stop customising this page](#)

Timeline

No activities require action

Calendar

All courses

July 2023

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings

Navigation

Dashboard

Site home


Site pages

My courses

Systemic Strategies

Recently accessed items

No recent items




Example of one Topic of a course


I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education


Topic 1 - General aspects of eco-design: application to the plastic sector




Mark as done


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Course display

CircVET - eLearning platform

CircVET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


+ Add an activity or resource

+ Add topic


Topic 1


QUIZ Quiz 1 - Systemic Strategies

Mark as done


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WP 3 - eLearning platform











The screenshot displays the CIRC VET eLearning platform interface. At the top left is the CIRC VET logo. The main header reads "Levels restrictions through group selection". Below the header is a navigation bar with "CIRC VET", "Dashboard", "My courses", and "English (en)". The breadcrumb trail shows "Home > My courses > Module 3". The "Level selection" section contains a "GROUP SELF-SELECTION" card with a "Level selection" dropdown and a "Mark as done" button. Below this is a dropdown menu for "I-VET-Higher Education" with a warning icon and the text "You are not authorized to access this content". The "Topic 1 - Digital Skills" section is visible below. The page is co-funded by the Erasmus+ Programme of the European Union, as indicated by logos on the left and right. The footer includes the text "WP 3 - eLearning platform" and the INFINITIVITY DESIGN LABS logo.

What we need your help with







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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What we need your help with


Upload pdfs or word files on your course if necessary

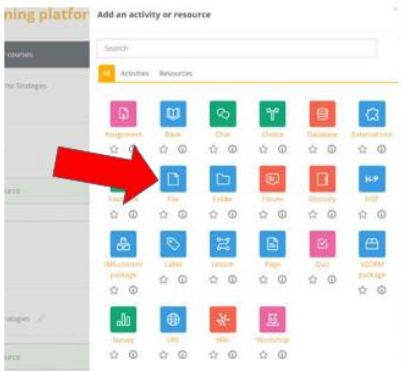
Videos can be added via URL or file in the "Label" Activity



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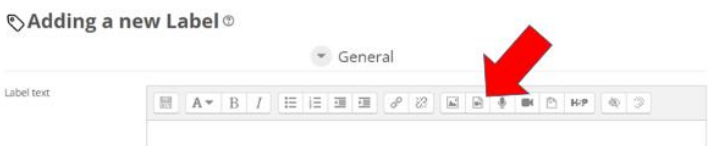




Adding a new Label

General

Label text





What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1:

A005 This is the correct answer for question 02 of topic 1.

A006 This is a wrong answer for question 02 of topic 1.

A007 This is a mistaken answer for question 02 of topic 1.

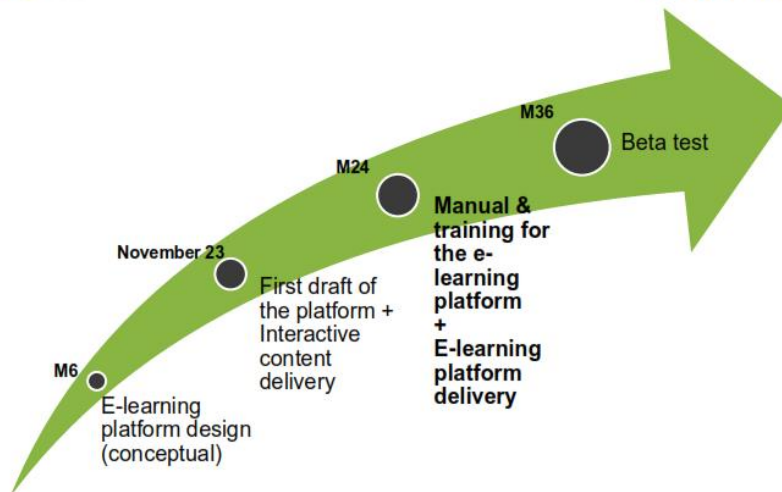
A008 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



PROJECT INFO

Grant Agreement	Project: 101055916 — CIRCVET — ERASMUS-EDU-2021-PI-ALL-INNO
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Key Action	EACEA.A – Erasmus+, EU Solidarity Corps A.2 – Skills and Innovation
Action Type	ERASMUS Lump Sum Grants
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Project end date	31-08-2025
Project duration	3 years

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CONSORCIO DEL PROYECTO



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – Manuel de la plateforme d'apprentissage en ligne – Guide pour l'enseignant



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CIRC VET – Matériel de formation pratique à
l'économie circulaire pour les industries de la
plasturgie

Statut du document			
Version	Date	Auteur	Description
V0.1	06/09/2023	Saint-Clair Lefèvre	Brouillon
V0.2	09/07/2024	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Version interne révisée
V1.0	15/07/2024	Saint-Clair Lefèvre	Première version
V1.1	26/07/2024	Saint-Clair Lefèvre	Première version révisée
V2.0	31/07/2024	Saint-Clair Lefèvre	Version finale
Revu	OUI - NON		
Niveau de diffusion	<input checked="" type="checkbox"/> PU - Public <input type="checkbox"/> PP - Limité aux autres participants au programme (y compris les services de la Commission et les examinateurs de projet) <input type="checkbox"/> CO - Confidentiel, uniquement pour les membres du consortium (y compris l'EACEA et les services de la Commission et les examinateurs de projets)		

Citer comme suit : D3.3a - Manuel de la plateforme d'apprentissage en ligne - Guide pour l'enseignant

Si le Livrable est Public, vous le récupérez sur le site du Projet CIRCVET.

TABLE DES MATIÈRES

1. Introduction.....	5
2. Glossaire de termes, d'abréviations et d'acronymes	5
3. Lignes directrices de la plateforme d'apprentissage en ligne	12
3.1 Créez votre compte.....	12
3.2 Connexion.....	14
3.3 Édition du cours	15
4 Séance de formation en ligne.....	21
5 Annexe I - Diaporama de la session en ligne.....	22
Diaporama	22

1. Introduction

La plateforme d'apprentissage en ligne CircVET vise à définir un ensemble de connaissances et de compétences à fournir aux apprenants des différents groupes cibles. Ce document vise à être utilisé comme un manuel pour naviguer dans l'infrastructure de la plateforme d'apprentissage et guider l'utilisateur dans l'ajout de nouveaux contenus aux cours. Le document présente différentes étapes pour y parvenir.

2. Glossaire de termes, d'abréviations et d'acronymes

Nom abrégé du partenaire	
P1-AIJU	Partenaire 1 - RELATED TOY INDUSTRY RESEARCH ASSOCIATION (Espagne)
P2-CENTIMFE	Partenaire 2 - CENTRE TECHNOLOGIQUE POUR L'INDUSTRIE DES MOULES, DES OUTILS SPÉCIAUX ET DES PLASTIQUES - CENTIMFE (Portugal)
P3-KIMW-Q	Partenaire 3 - Gemeinnützige KIMW-Quaòifikationungs GmbH (Allemagne)
P4-POLYMÈRE	Partenaire 4 - POLYMERIS (France)
P5-PROPLAST	Partenaire 5 - Consortium pour la promotion de la culture plastique - PROPLAST (Italie)
P6-LINPRA	Partenaire 6 - ASSOCIATION LITUANIENNE DES INDUSTRIES INZINÉREINES LINPRA (Lituanie)

P7-ULPGC	Partenaire 7 - Universidad de las Palmas de Gran Canaria (Espagne)
P8-IDL	Partenaire 8 - Infinitivity Design Labs (France)
P9-APRC	Partenaire 9 - CENTRE DE FORMATION PROFESSIONNELLE ALYTUS (Lituanie)
P10-UNITR	Partenaire 10 - Université de Trente (Italie)
P11-HIT	Partenaire 11 - TRENTO INNOVATION HUB - Fondation (Italie)
P12-VPM	Partenaire 12 - CENTRE DE FORMATION PROFESSIONNELLE DE VISAGINAS TECHNOLOGY AND BUSINESS (Lituanie)

Méthodes d'évaluation :

Ensemble des tests/examens écrits, oraux et pratiques, des projets, des performances, des présentations et des portfolios qui permettent d'évaluer les progrès de l'apprenant et de déterminer l'atteinte des acquis d'apprentissage d'un volet éducatif (unité/module).

Critères d'évaluation :

Descriptions de ce que l'apprenant est censé faire et à quel niveau, afin de démontrer l'atteinte d'un résultat d'apprentissage. Les méthodes et les critères d'évaluation d'un volet éducatif doivent être appropriés et cohérents avec les résultats d'apprentissage qui ont été définis pour celui-ci et avec les activités d'apprentissage qui ont été menées.

Compétence :

Le cadre européen des certifications (CEC) définit la compétence comme l'aptitude à utiliser des connaissances, des aptitudes et des aptitudes personnelles, sociales et/ou méthodologiques, dans des situations de travail ou d'études et dans le cadre du développement professionnel et personnel. Dans le contexte du CEC, la compétence est décrite en termes de responsabilité et d'autonomie. La promotion des compétences est l'objet de tous les programmes éducatifs. Les compétences sont développées dans toutes les unités de cours et évaluées à différentes étapes d'un programme. Certaines compétences sont liées à une discipline (spécifiques à un domaine d'études), d'autres sont génériques (communes à tout cursus). Il est normal que le développement des compétences se déroule de manière intégrée et cyclique tout au long d'un programme.

Unité de cours :

Une expérience d'apprentissage autonome et formellement structurée. Il doit comporter un ensemble cohérent et explicite d'objectifs d'apprentissage, des activités d'apprentissage définies et cohérentes avec le temps alloué dans le cadre du programme d'études et des critères d'évaluation appropriés.

Crédit (ECTS) :

Les crédits ECTS expriment le volume d'apprentissage sur la base des acquis d'apprentissage définis et de la charge de travail qui leur est associée. 60 crédits ECTS sont attribués aux objectifs d'apprentissage et à la charge de travail associée d'une année académique à temps plein ou équivalente, qui comprend normalement plusieurs composantes éducatives auxquelles des crédits (en fonction des acquis d'apprentissage et de la charge de travail) sont attribués. Les crédits ECTS sont généralement exprimés en nombres entiers.

Système européen de transfert et d'accumulation de crédits (ECTS) :

Système d'accumulation et de transfert de crédits centré sur l'apprenant, fondé sur le principe de la transparence des processus d'apprentissage, d'enseignement et d'évaluation. Son objectif est de faciliter la planification, la mise en œuvre et l'évaluation des programmes d'études et de la mobilité des étudiants en reconnaissant les acquis et les qualifications d'apprentissage et les périodes d'apprentissage.

Système européen de crédits pour l'enseignement et la formation professionnels (ECVET) :

Le système ECVET vise à permettre le transfert, la reconnaissance et l'accumulation des acquis d'apprentissage en vue de l'obtention d'une qualification. Il s'agit d'un système décentralisé reposant sur la participation bénévole des États membres et des acteurs de la formation professionnelle, dans le respect des législations et réglementations nationales. Il fournit un cadre méthodologique pour décrire les qualifications en termes d'acquis d'apprentissage à l'aide d'unités, permettant l'attribution de points transférables aux États membres ayant des cadres d'éducation et de certification différents. ECVET est fondé sur des accords de partenariat en matière de transparence des qualifications et de confiance mutuelle entre les parties prenantes (ECVET, 2010).

Cadre européen des certifications pour l'éducation et la formation tout au long de la vie (CEC) :

Le Cadre européen des certifications pour l'éducation et la formation tout au long de la vie est un cadre de référence européen commun qui permet aux pays de l'Union européenne de relier leurs systèmes de certification les uns aux autres. Il a été adopté par le Parlement européen et le Conseil le 23 avril 2008. Le CEC utilise huit niveaux de référence basés sur des acquis d'apprentissage définis en termes de connaissances, d'aptitudes et de compétences.

Il déplace l'attention de l'entrée (durée d'une expérience d'apprentissage, type d'établissement) vers ce qu'une personne détenant une qualification particulière sait et peut faire. Il rend les qualifications plus lisibles et plus compréhensibles dans les différents pays et systèmes de l'Union européenne.

Résultat d'apprentissage :

Énoncés de ce qu'un apprenant sait, comprend et peut faire à la fin d'un processus d'apprentissage. L'atteinte des résultats d'apprentissage doit être évaluée au moyen de procédures fondées sur des critères clairs et transparents. Les résultats d'apprentissage sont attribués à des composantes éducatives individuelles et à des programmes dans leur ensemble. Ils sont également utilisés dans les cadres européens et nationaux de certification pour décrire le niveau de qualification individuelle.

Charge de travail :

Estimation du temps dont la personne a généralement besoin pour mener à bien toutes les activités d'apprentissage telles que les conférences, les séminaires, les projets, les travaux pratiques, les stages et les études individuelles nécessaires pour atteindre les résultats d'apprentissage définis dans des environnements d'apprentissage formels. La correspondance entre la charge de travail à temps plein d'une année académique et 60 crédits est souvent formalisée par des dispositions juridiques nationales. Dans la plupart des cas, la charge de travail varie de 1 500 à 1 800 heures pour une année universitaire, ce qui signifie qu'un crédit correspond à 25 à 30 heures de travail. Il faut reconnaître qu'il s'agit d'une charge de travail typique et que, pour chaque élève, le temps réel nécessaire pour atteindre les résultats d'apprentissage variera.

Stage en entreprise :

Période d'expérience prévue en dehors de l'établissement (par exemple, sur un lieu de travail) pour aider les étudiants à développer des compétences, des connaissances ou une compréhension particulières dans le cadre de leur programme.

Cadre national des certifications (CNC)

Instrument de classification des qualifications en fonction d'un ensemble de critères pour des niveaux d'apprentissage spécifiés atteints, qui vise à intégrer et à coordonner les sous-systèmes nationaux de certifications et à améliorer la transparence, l'accès, la progression et la qualité des qualifications par rapport au marché du travail et à la société civile (recommandation 2012/C 398/01 du Conseil).

Les cadres nationaux de certification englobent toutes les qualifications de l'éducation - ou toutes les qualifications de l'enseignement supérieur, selon la politique du pays concerné - dans un système éducatif. Ils montrent ce que l'on peut attendre des apprenants qu'ils sachent, comprennent et sont capables de faire sur la base d'une qualification donnée (résultats d'apprentissage), ainsi que la manière dont les qualifications au sein d'un système s'articulent, c'est-à-dire comment les apprenants peuvent passer d'une qualification à l'autre dans un système éducatif.

Les cadres nationaux de certifications sont élaborés par les autorités publiques compétentes du pays concerné, en coopération avec un large éventail de parties prenantes, notamment les établissements d'enseignement supérieur, les étudiants, le personnel et les employeurs.

Programme (éducatif) :

Ensemble de composantes éducatives - basées sur les résultats d'apprentissage - qui sont reconnues pour l'obtention d'une qualification.

Qualification :

Tout grade, diplôme ou autre certificat délivré par une autorité compétente attestant la réussite d'un programme d'études reconnu.

Apprentissage centré sur l'élève :

Approche d'apprentissage caractérisée par des méthodes d'enseignement innovantes qui visent à promouvoir l'apprentissage en communication avec les enseignants et les élèves et qui prennent les élèves au sérieux en tant que participants actifs dans leur propre apprentissage, en favorisant des compétences transférables telles que la résolution de problèmes, la pensée critique et réflexive (ESU, 2010).

Système de gestion de l'apprentissage :

Un système de gestion de l'apprentissage (LMS) est une application logicielle pour l'administration, la documentation, le suivi, la création de rapports, l'automatisation et la prestation de cours éducatifs, de programmes de formation, de supports ou de programmes d'apprentissage et de développement.

3. Lignes directrices de la plateforme d'apprentissage en ligne

3.1 Créez votre compte

Cliquez sur le lien suivant pour créer votre compte :

<https://project-spaces.eu/circvet/login/>

Cliquez ensuite sur « Créer un nouveau compte » comme illustré à la figure 1a ci-dessous.

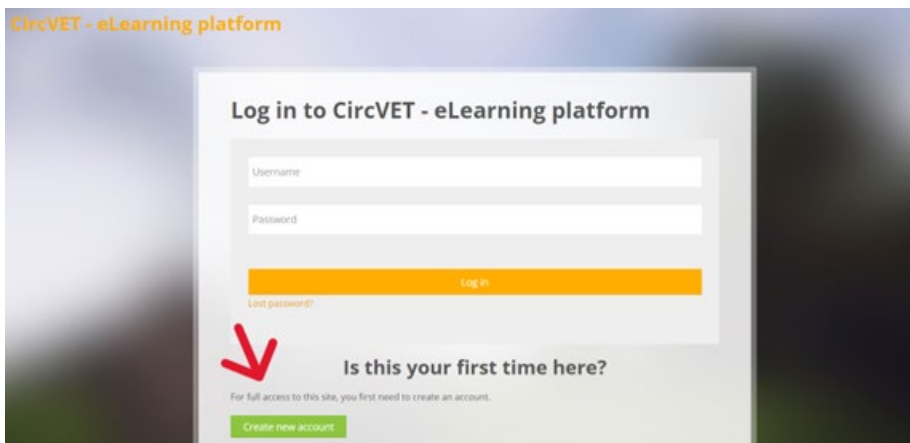


Figure 1a. Page Créer un compte

Vous pouvez également créer directement un compte en cliquant sur « Créer un nouveau compte » dans le coin supérieur de l'écran, une fois que vous êtes entré sur la plateforme (Figure 1b).

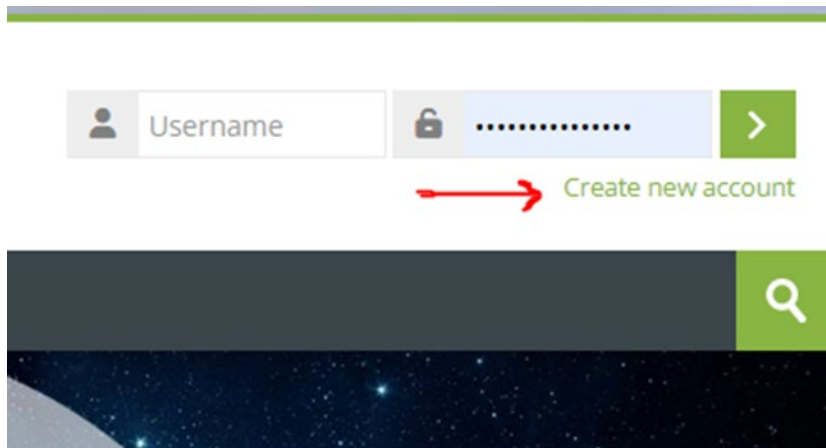


Figure 1b. Bouton « Créer un nouveau compte »

Vous accédez à la page pour entrer vos informations et créer votre compte (Figure 2 et 3) et cliquer sur « Créer mon nouveau compte » pour finaliser le processus.

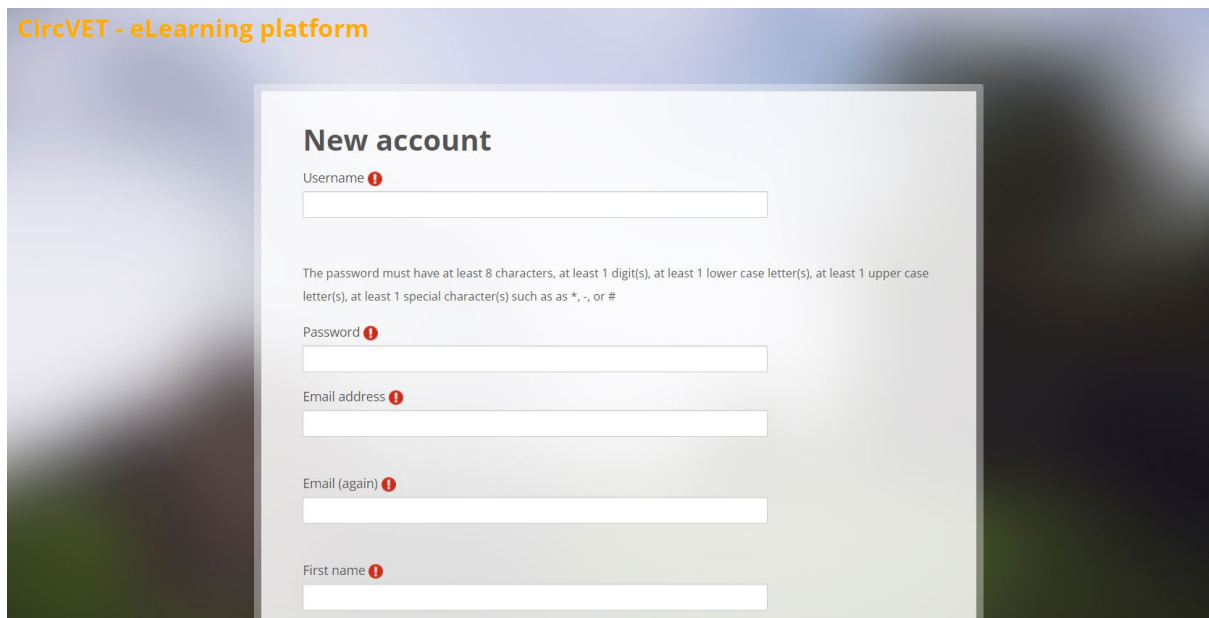
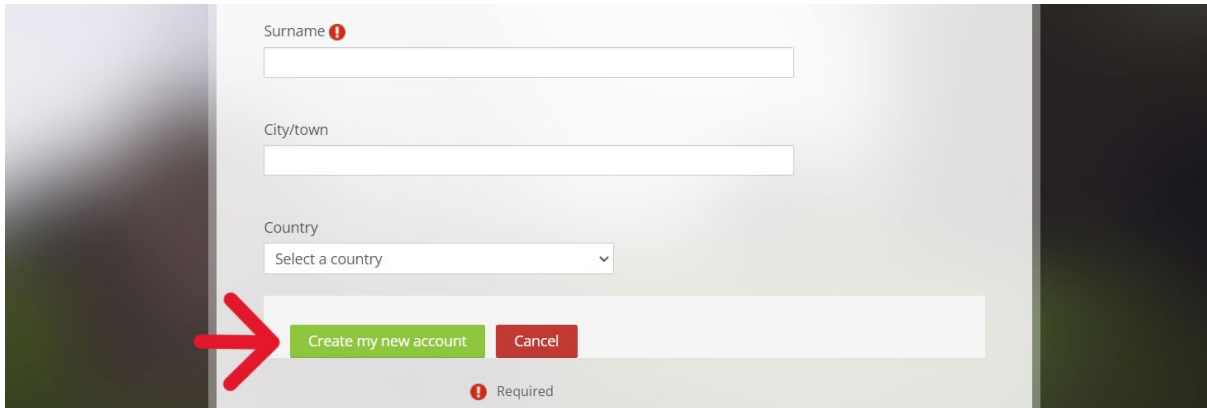
A screenshot of the 'New account' registration page on the CIRCNET eLearning platform. The page title is 'CircNET - eLearning platform'. The form is titled 'New account' and contains the following fields: 'Username', 'Password', 'Email address', 'Email (again)', and 'First name'. Each field has a red exclamation mark icon indicating a required field. A password requirement note is displayed above the password field: 'The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as *, -, or #'. The background is a blurred image of a space scene.

Figure 2. Page de création de compte (1)



Surname !

City/town

Country

Select a country v

! Required

Figure 3. Page de création de compte (2)

Vous recevrez un e-mail pour confirmer votre inscription. Ensuite, vous pouvez vous connecter à la plateforme d'apprentissage en ligne CircVET en suivant l'étape suivante.

3.2 Connexion

Pour vous connecter au compte de la plateforme d'apprentissage en ligne CircVET, suivez ce lien : <https://project-spaces.eu/circvet/>. Entrez ensuite votre nom d'utilisateur et votre mot de passe utilisés lors de la création de votre compte dans les zones d'identification dans le coin supérieur droit du site Web (Figure 4).

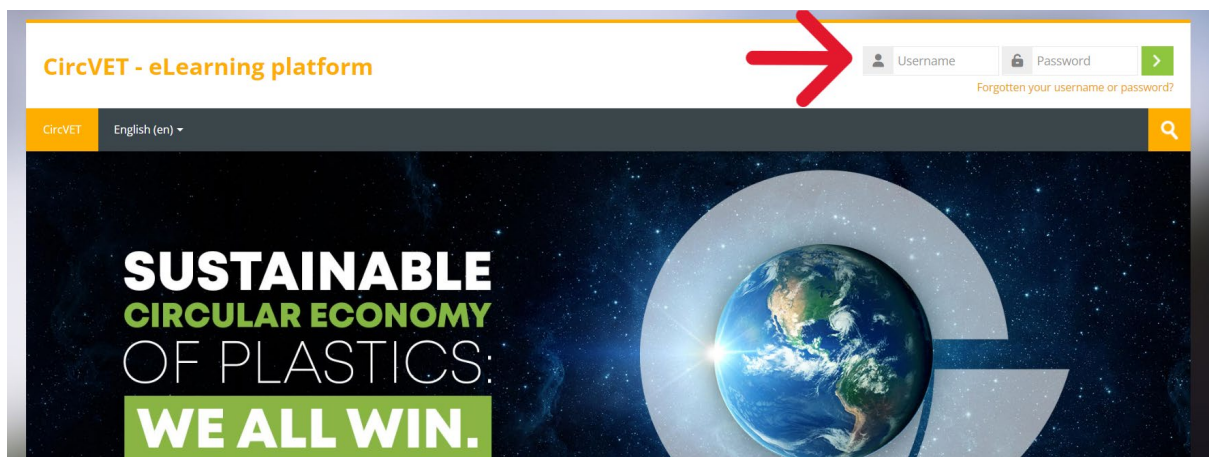


Figure 4. Connectez-vous

Vous accédez au tableau de bord de la plateforme. Vous pouvez cliquer sur « Mes cours » (Figure 5) pour accéder aux cours dont vous avez la responsabilité, pour les modifier.

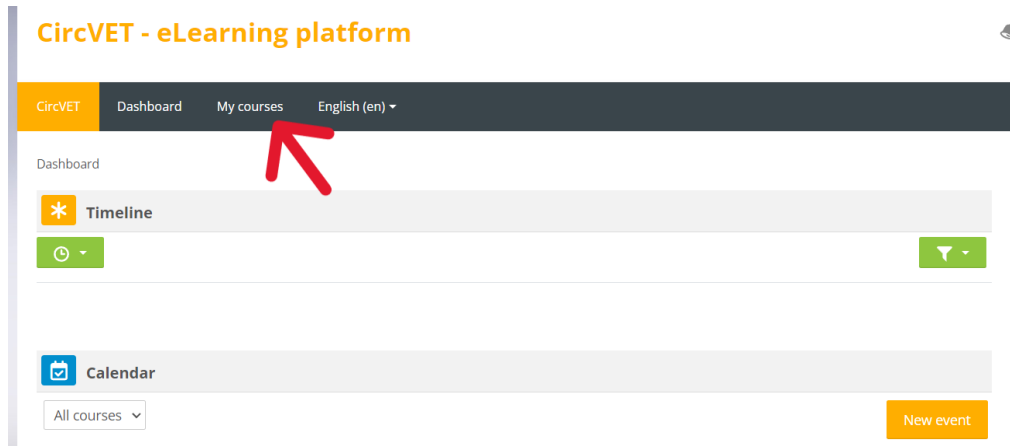


Figure 5. Tableau de bord

3.3 Édition du cours

Une fois que vous êtes dans la section « Mes cours », vous pouvez cliquer sur le cours que vous souhaitez modifier pour y accéder (Figure 6).

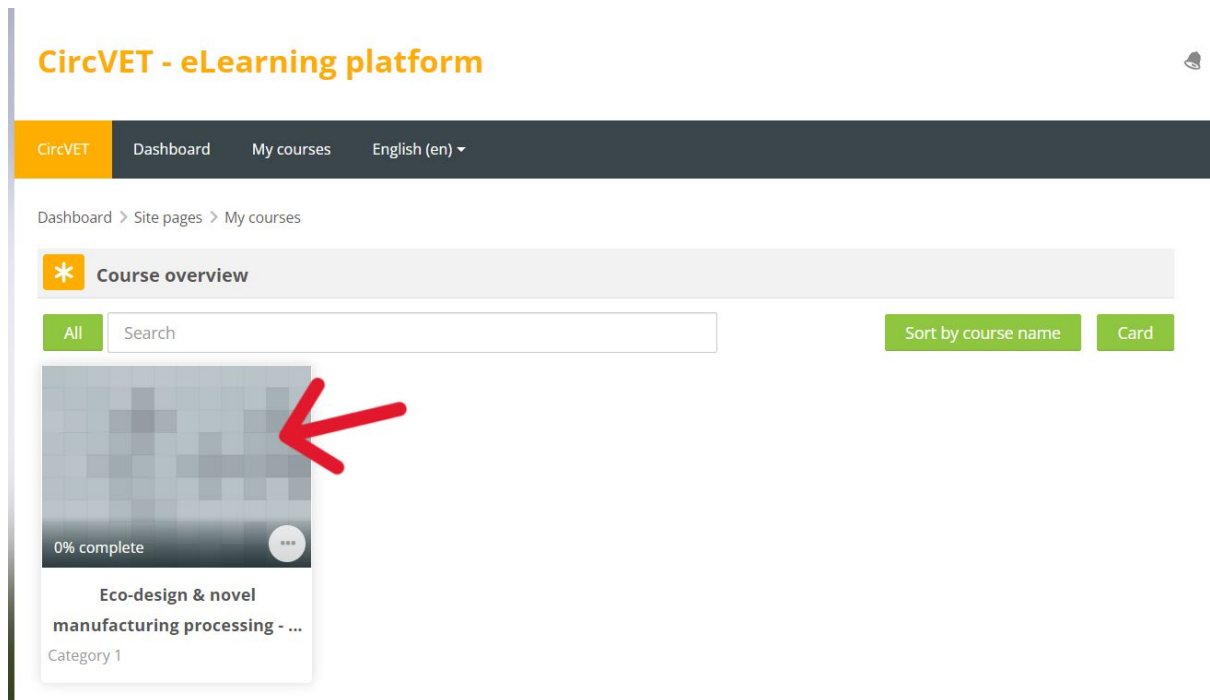


Figure 6. Section « Mes cours »

Lorsque vous avez accédé à votre cours, vous pouvez cliquer sur « Activer l'édition » pour pouvoir effectuer directement les modifications souhaitées sur le cours (Figure 7).

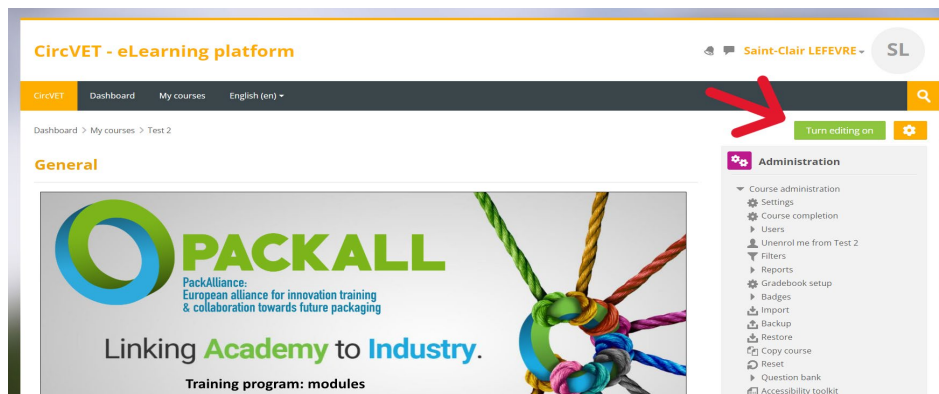
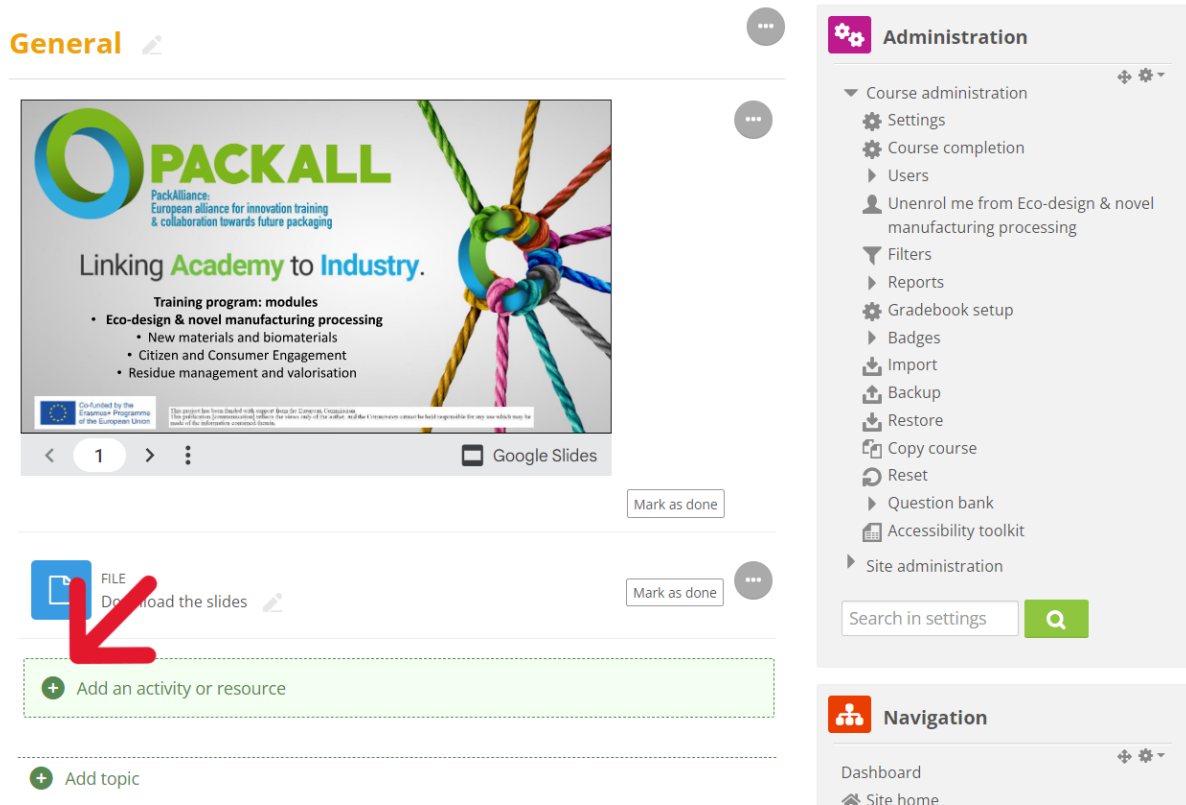


Figure 7. Édition de cours

Une fois le mode d'édition activé, vous pouvez « Ajouter les activités ou les ressources » que vous souhaitez inclure dans votre cours (Figure 8), telles qu'un fichier téléchargeable, des devoirs ou des quiz, des forums ou des boîtes déroulantes de devoirs. Si vous

souhaitez ajouter du texte, vous pouvez sélectionner la ressource « Étiquette » qui vous permettra d'ajouter du texte dans le cours.



The screenshot shows a course editor interface. On the left, a slide titled "PACKALL" is displayed. The slide content includes the PackAlliance logo, the text "Linking Academy to Industry.", and a list of training program modules: "Eco-design & novel manufacturing processing", "New materials and biomaterials", "Citizen and Consumer Engagement", and "Residue management and valorisation". Below the slide, there is a "Download the slides" button with a red arrow pointing to it, and a "Mark as done" button. Below the slide, there is a green dashed box with a plus icon and the text "Add an activity or resource". Below that, there is a "Add topic" button. On the right, there is a sidebar with two main sections: "Administration" and "Navigation". The "Administration" section includes options like "Course administration", "Settings", "Course completion", "Users", "Unenrol me from Eco-design & novel manufacturing processing", "Filters", "Reports", "Gradebook setup", "Badges", "Import", "Backup", "Restore", "Copy course", "Reset", "Question bank", "Accessibility toolkit", and "Site administration". The "Navigation" section includes "Dashboard" and "Site home".

Figure 8. Ajouter une activité ou une ressource

Il existe une grande sélection d'activités ou de ressources que vous pouvez ajouter à votre cours (Figure 9).

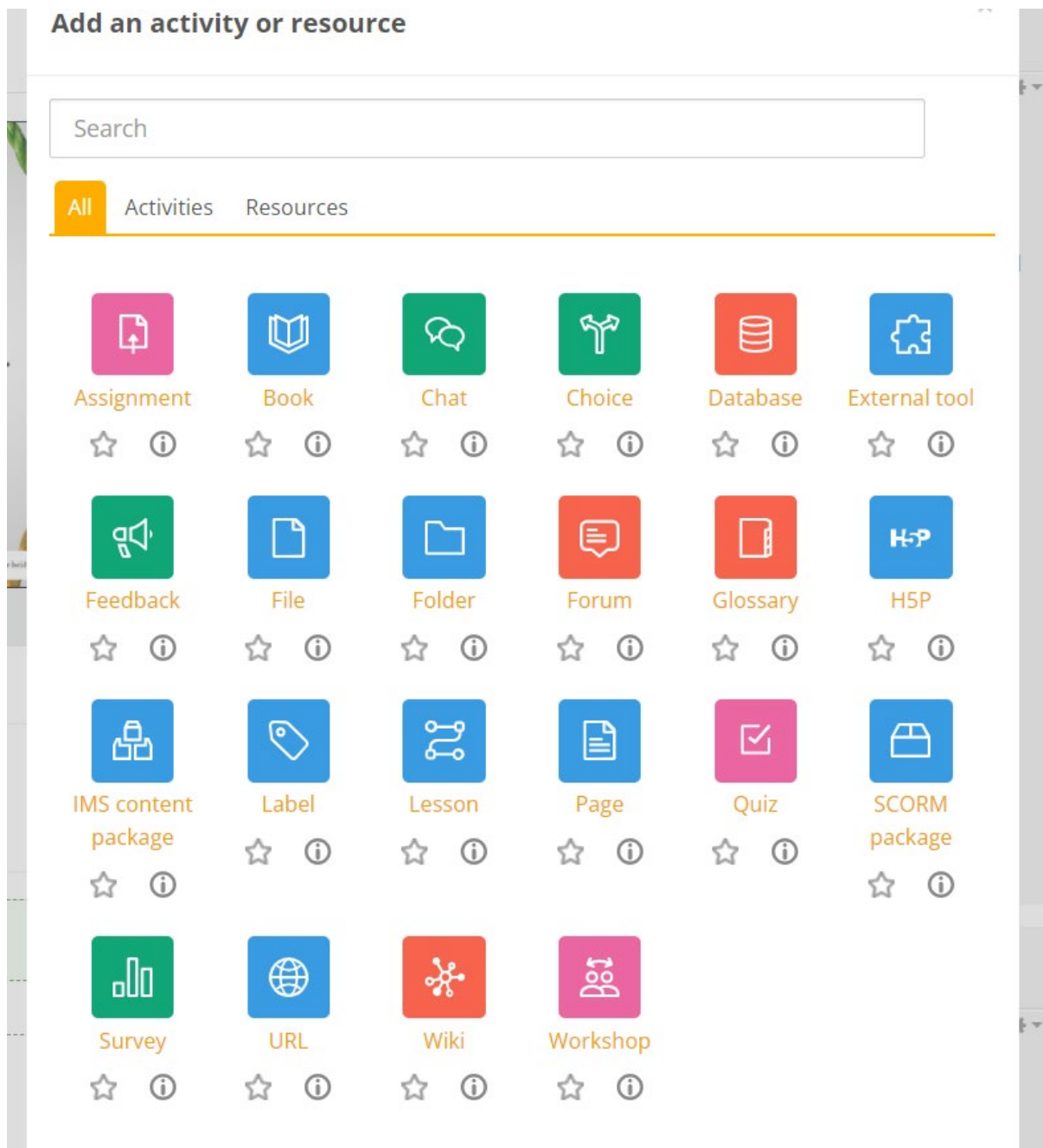


Figure 9. Activités et ressources disponibles

Si vous souhaitez intégrer des diapositives directement dans votre cours, comme dans la démonstration, vous pouvez nous envoyer les diapositives et nous nous en occuperons.

Vous avez également la possibilité d'éditer les paramètres du parcours (Figure 10) pour changer le titre, ajouter une description ou une image représentant le parcours, ou jouer avec d'autres fonctionnalités différentes.

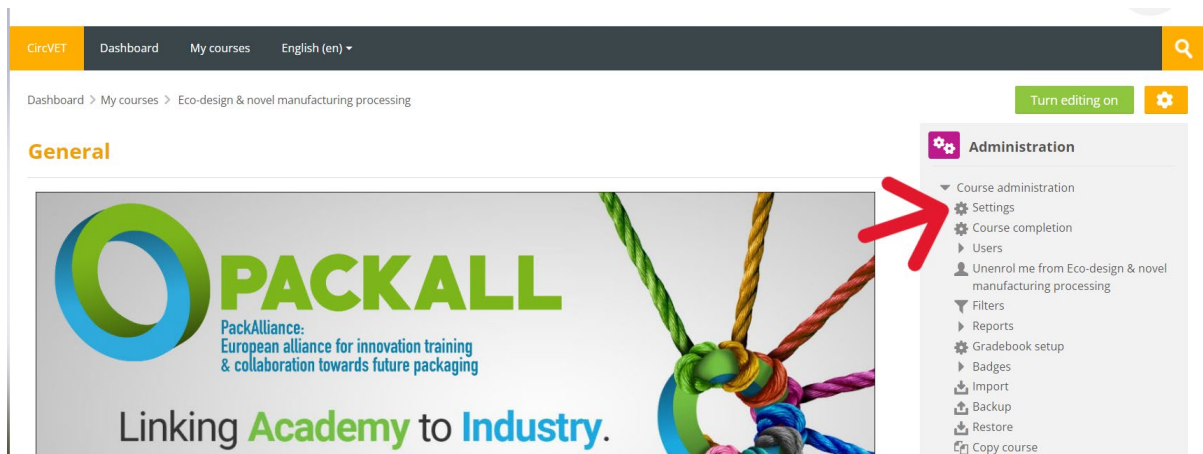


Figure 10. Paramètres du cours

Dans la section Administration, vous avez également la possibilité de suivre la progression de vos étudiants en accédant aux rapports du module (Figure 11). Ceux-ci vous donneront des informations sur les différentes utilisations de la plateforme que les étudiants ont faites. Il prend en compte toutes les activités que les élèves font pendant qu'ils sont sur la plateforme, du temps passé sur une page spécifique, au nombre de clics sur les boutons, ainsi qu'aux pages ou activités auxquelles ils ont accédé.

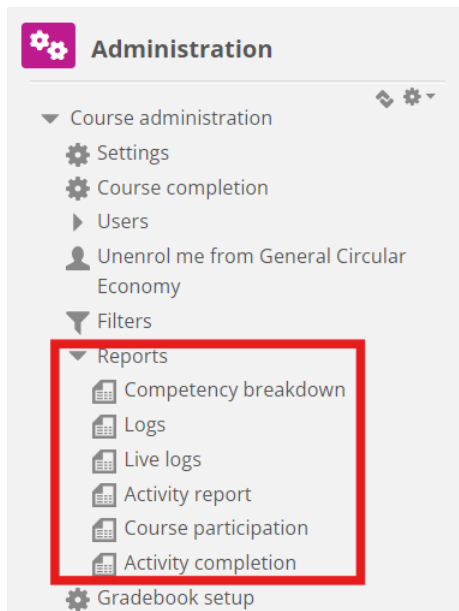


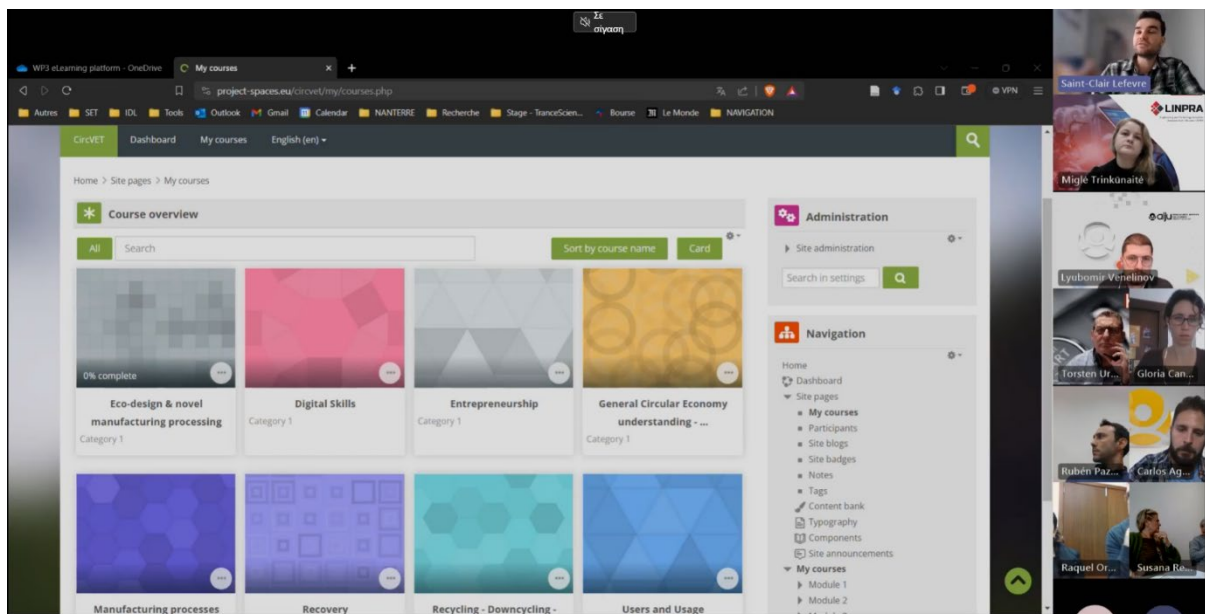
Figure 11. Rapports

Si vous avez besoin d'une assistance de quelque nature que ce soit lors de votre navigation sur la plateforme d'apprentissage en ligne. N'hésitez pas à le faire savoir à l'IDL, nous serons heureux de vous soutenir et de vous aider tout au long du processus.

4 Séance de formation en ligne

Outre la création des différents manuels, une session de formation a été organisée afin d'initier les partenaires à l'utilisation de la plateforme d'apprentissage.

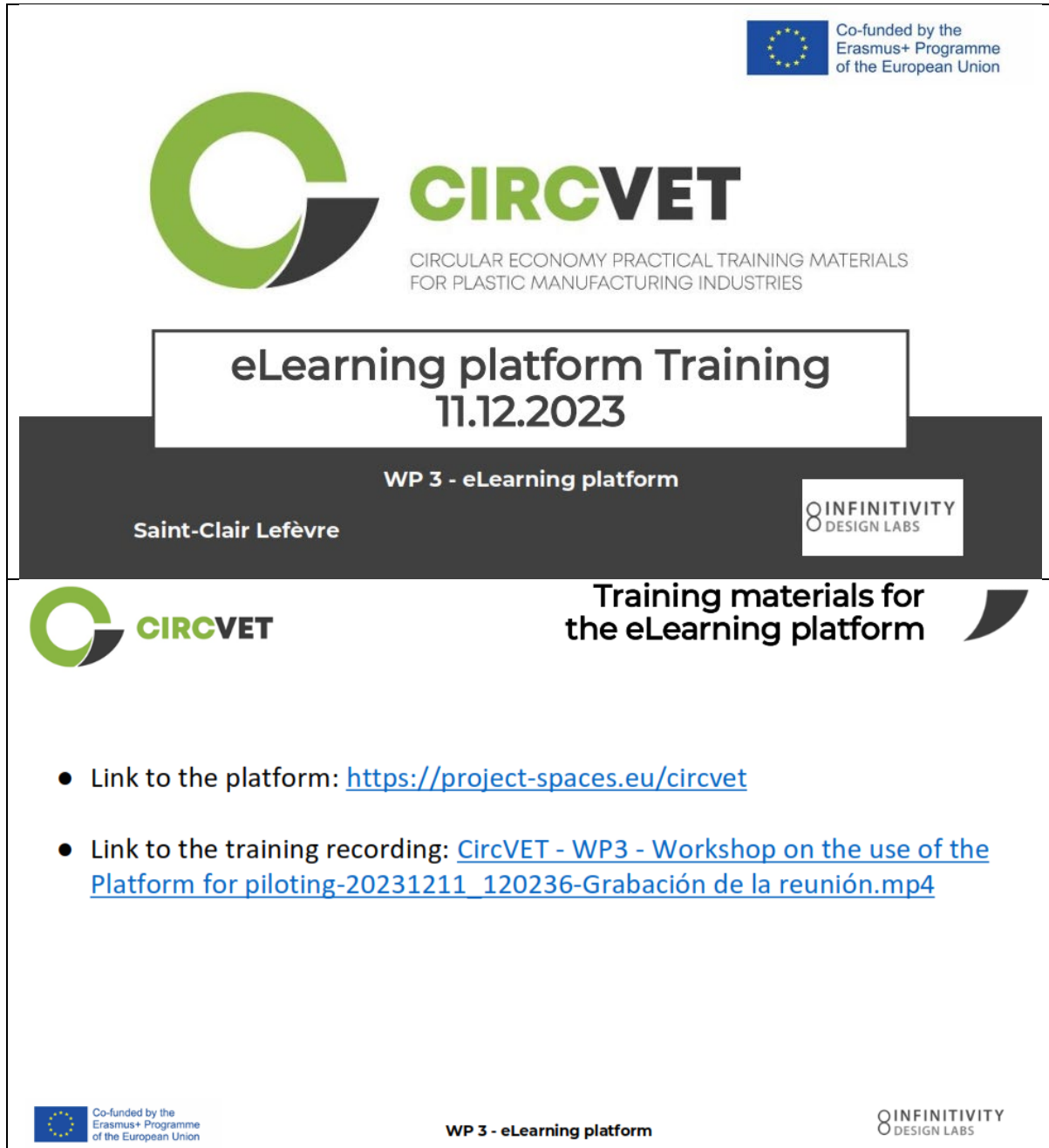
Le matériel de la session de formation est disponible sur le diaporama ci-joint (annexe I - uniquement en anglais).



5 Annexe I - Diaporama de la session en ligne

Enregistrement vidéo dédié de la session : [Lien vers l'enregistrement](#)

Diaporama



The slide is a presentation slide with a white background and a dark grey footer. It features the CIRC VET logo (a green circle with a black swoosh) and the text 'CIRC VET' in green and black. Below the logo, it reads 'CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES'. In the top right corner, there is a European Union flag logo and the text 'Co-funded by the Erasmus+ Programme of the European Union'. The main content is centered in a white box with a black border, containing the text 'eLearning platform Training' and the date '11.12.2023'. Below this box, the text 'WP 3 - eLearning platform' is centered. On the left side of the slide, the name 'Saint-Clair Lefèvre' is written. On the right side, there is a logo for 'INFINITIVITY DESIGN LABS'.

Co-funded by the
Erasmus+ Programme
of the European Union




CIRC VET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES


eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre



INFINITIVITY
DESIGN LABS




CIRC VET

**Training materials for
the eLearning platform**

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

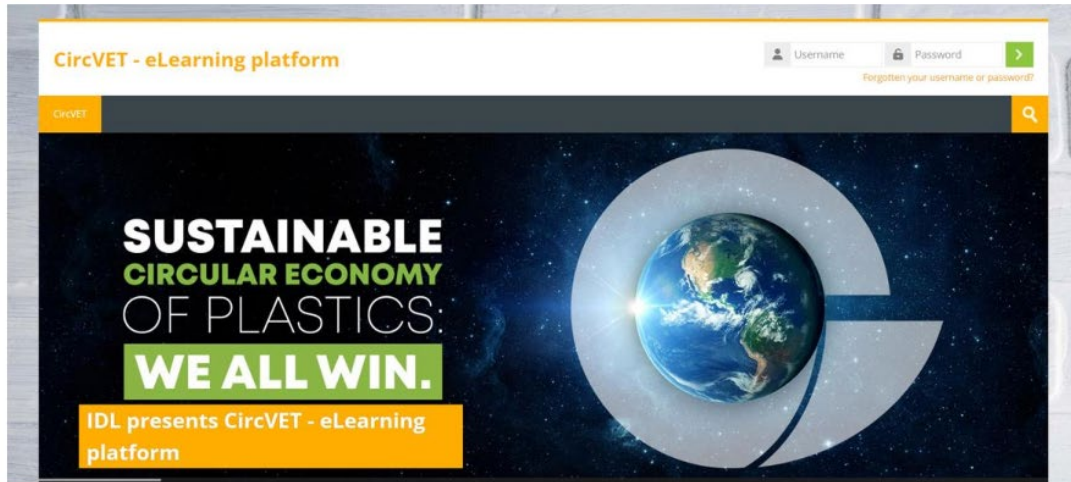
Co-funded by the
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of the European Union

WP 3 - eLearning platform

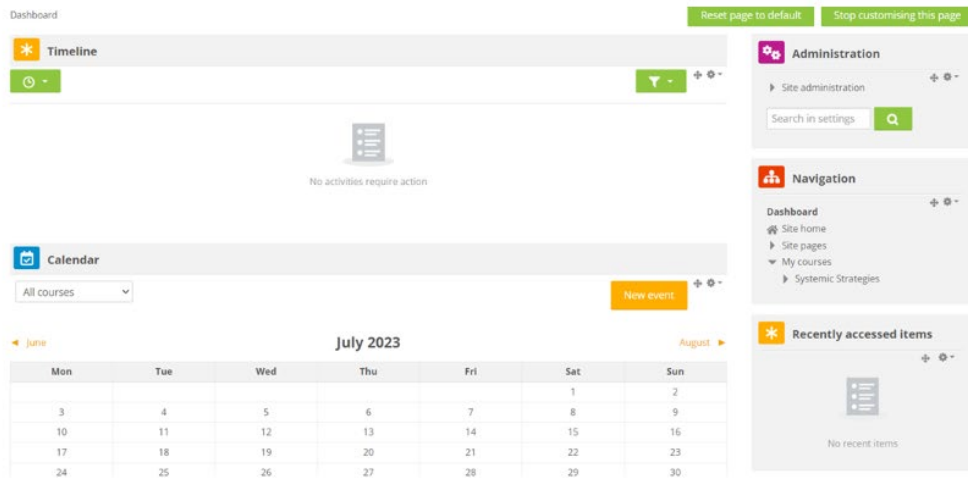


INFINITIVITY
DESIGN LABS

Frontpage of the platform



Dashboard



Reset page to default Stop customising this page

Timeline

No activities require action

Calendar

All courses

New event

July 2023

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

Site administration

Search in settings

Navigation

Dashboard


Site home

My courses

Systemic Strategies

Recently accessed items

No recent items

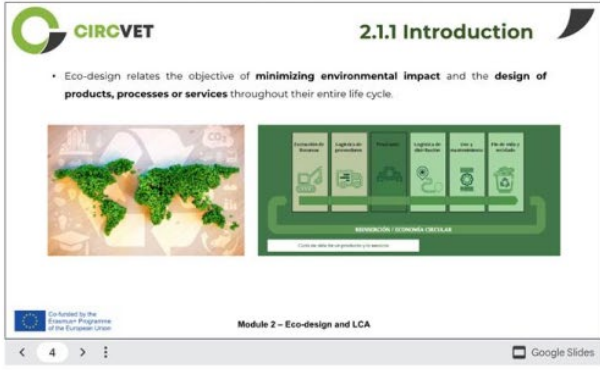


Example of one Topic of a course

I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector




2.1.1 Introduction

Eco-design relates the objective of **minimizing environmental impact** and the **design of products, processes or services** throughout their entire life cycle.


Module 2 - Eco-design and LCA


Mark as done



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WP 3 - eLearning platform





Course display

CircNET - eLearning platform

CircNET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


+ Add an activity or resource

+ Add topic

Topic 1


QUIZ Quiz 1 - Systemic Strategies

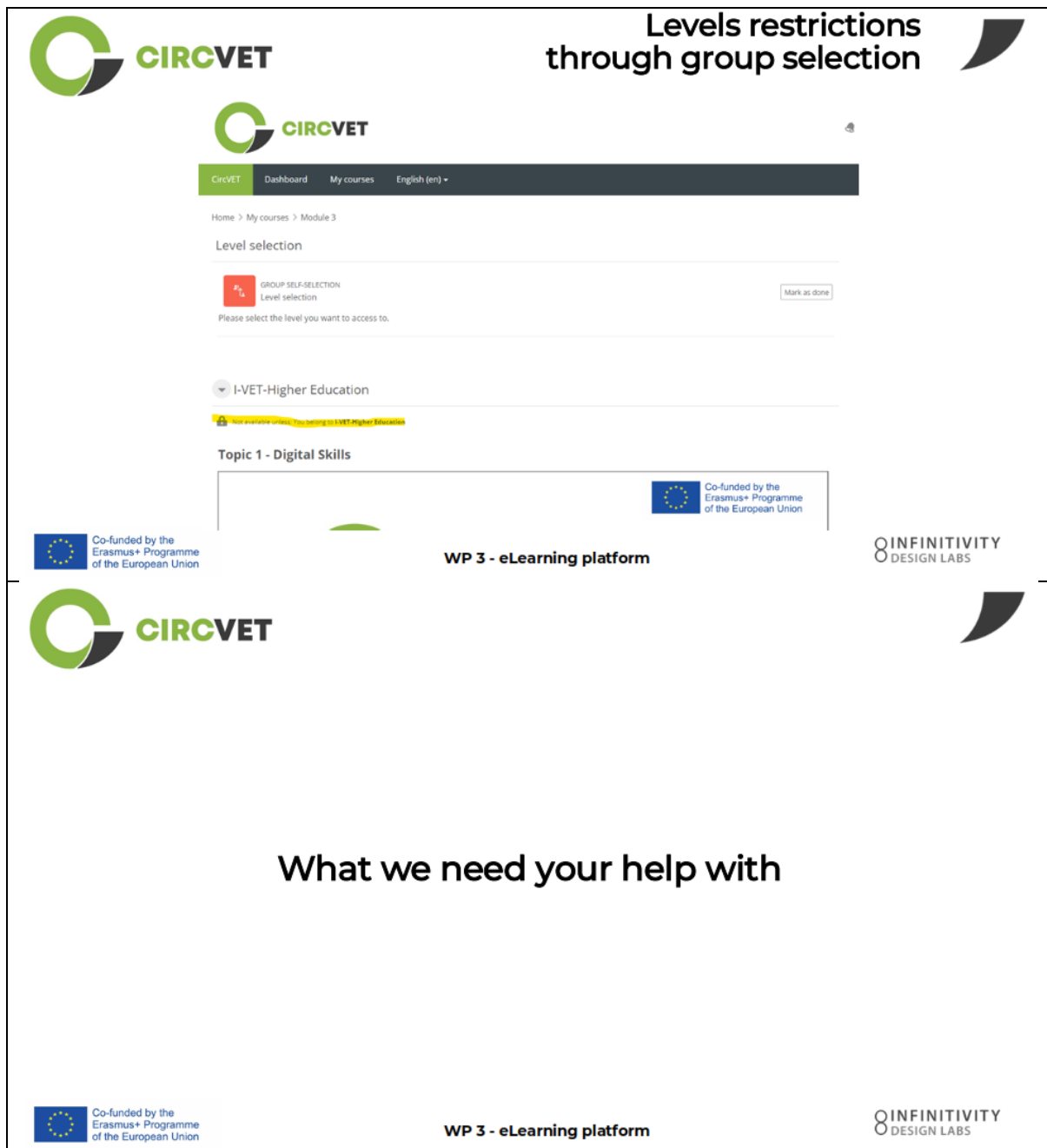
Mark as done




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WP 3 - eLearning platform











The screenshot displays the CIRC VET eLearning platform interface. At the top, the CIRC VET logo is on the left, and the title 'Levels restrictions through group selection' is on the right. Below the logo is a navigation bar with 'CIRC VET', 'Dashboard', 'My courses', and 'English (en)'. The main content area shows a breadcrumb trail 'Home > My courses > Module 3' and a 'Level selection' section. This section includes a 'GROUP SELF-SELECTION' button, a 'Level selection' dropdown menu, and a 'Mark as done' button. Below this is a section for 'I-VET-Higher Education' with a warning icon and the text 'You are not authorized to access this content to I-VET Higher Education'. The 'Topic 1 - Digital Skills' section is partially visible. At the bottom of the screenshot, there are logos for the European Union (Co-funded by the Erasmus+ Programme of the European Union), 'WP 3 - eLearning platform', and 'INFINITIVITY DESIGN LABS'. The text 'What we need your help with' is centered below the screenshot.







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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WP 3 - eLearning platform

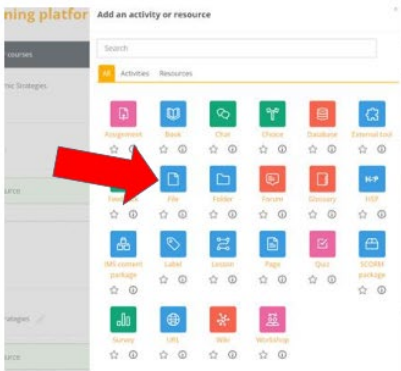


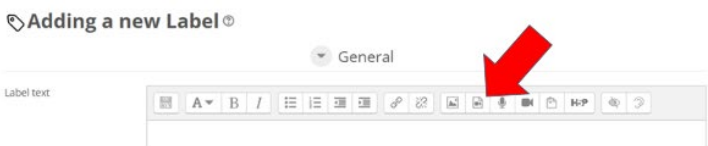



What we need your help with

Upload pdfs or word files on your course if necessary

Videos can be added via URL or file in the "Label" Activity








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WP 3 - eLearning platform



What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- **Link to the template:**
[Questionnaire_Template.docx](#)
- **Link to the explanatory video**

CATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1.

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1.

A001 This is the correct answer for question 02 of topic 1.

A002 This is a wrong answer for question 02 of topic 1.

A003 This is a mistaken answer for question 02 of topic 1.

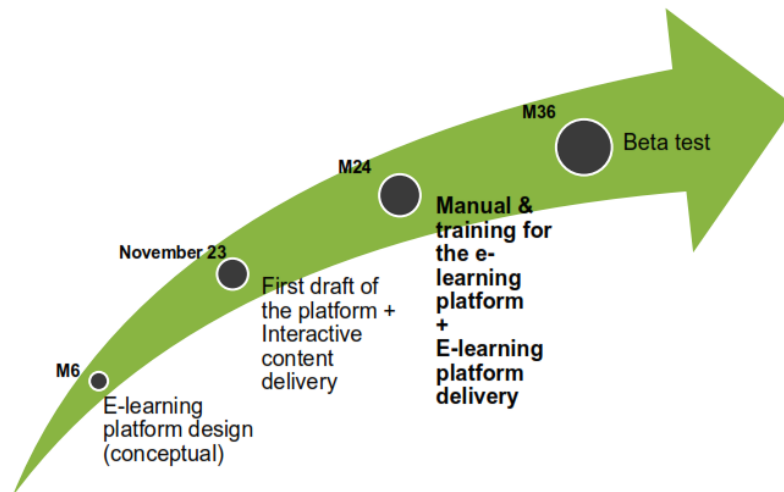
A004 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



INFORMATIONS SUR LE PROJET

Accord subvention	de	Projet : 101055916 – CIRCNET – ERASMUS-EDU-2021-PI-ALL-INNO
Programme		Erasmus+
Action clé		EACÉE. A - Erasmus+, corps de solidarité de l'UE A.2 - Compétences et innovation
Type d'action		Bourses forfaitaires ERASMUS
Titre du projet		CIRCNET - Matériel de formation pratique à l'économie circulaire pour les industries de la plasturgie
Date de début du projet		01-09-2022
Date de fin du projet		31-08-2025
Durée du projet		3 ans

Ce projet a reçu un financement de l'Union européenne

CONSORTIUM DE PROJET



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – E-mokymosi platformos vadovas

–

Mokytojo gairės



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CIRC VET – Žiedinės ekonomikos praktinio
mokymo medžiaga plastiko gamybos
pramonei

Dokumento būseną			
Versija	Data	Autorius	Apibūdinimas
V0.1	2023-09-06	Saint-Clair Lefèvre	Juodraštinė versija
V0.2	2024-07-09	Saint-Clair Lefèvre Kemi Oyesola Fabiola Fick Anna Podara	Vidinė pataisyta versija
V1.0	2024-07-15	Saint-Clair Lefèvre	Pirmoji versija
V1.1	2024-07-26	Saint-Clair Lefèvre	Pirmoji pataisyta versija
V2.0	2024-07-31	Saint-Clair Lefèvre	Galutinė versija
Peržiūrėta	TAIP – NE		
Sklaidos lygis	<input checked="" type="checkbox"/> PU – vieša <input type="checkbox"/> PP – pasiekama tik kitiems programos dalyviams (įskaitant Komisijos tarnybas ir projekto vertintojus) <input type="checkbox"/> CO – konfidencialu, skirta tik konsorciumo nariams (įskaitant EACEA ir Komisijos tarnybas bei projektų vertintojus)		

Cituoti kaip: D3.3a – E-mokymosi platformos vadovas – mokytojo gairės
 Jei pristatymas yra viešas, galite jį gauti iš CIRCVET projekto svetainės.

TURINYS

1. Įvadas.....	5
2. Terminų, santrumpų ir akronimų žodynelis	5
3. E-mokymosi platformos gairės	11
3.1 Paskyros sukūrimas	11
3.2 Prisijungimas.....	13
3.3 Kurso redagavimas.....	14
4 Internetiniai mokymo seansai.....	19
5 Priedas Nr. I – Internetinio seanso skaidrių rinkinys.....	20
Skaidrių rinkinys.....	20

1. Įvadas

„CircVET“ e-mokymosi platformos siekis – nustatyti žinių ir įgūdžių rinkinį, kurį reikia suteikti besimokantiesiems iš skirtingų tikslinių grupių. Šio dokumento paskirtis – naudoti jį kaip vadovą, padedantį orientuotis mokymosi platformos infrastruktūroje ir nurodantį naudotojui, kaip į kursus įtraukti naują turinį. Dokumente pateikiami įvairūs žingsniai, kaip tai padaryti.

2. Terminų, santrumpų ir akronimų žodynelis

Trumpas partnerio pavadinimas	
P1-AIJU	1 partneris – ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Ispanija)
P2-CENTIMFE	2 partneris – CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS – CENTIMFE (Portugalija)
P3-KIMW-Q	3 partneris – Gemeinnützige KIMW-Quaòifizierungs GmbH (Vokietija)
P4-POLYMERIS	4 partneris – POLYMERIS (Prancūzija)
P5-PROPLAST	5 partneris – Consorzio per la promozione della cultura plastica – PROPLAST (Italija)
P6-LINPRA	6 partneris – LIETUVOS INŽINERINĖS PRAMONĖS ASOCIACIJA LINPRA (Lietuva)

P7-ULPGC	7 partneris – Universidad de las Palmas de Gran Canaria (Ispanija)
P8-IDL	8 partneris – Infinitivity Design Labs (Prancūzija)
P9-APRC	9 partneris – ALYTAUS PROFESINIO RENGIMO CENTRAS (Lietuva)
P10-UNITR	10 partneris – Università degli Studi di Trento (Italija)
P11-HIT	11 partneris – HUB INNOVAZIONE TRENTO – Fondazione (Italija)
P12-VPM	12 partneris – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lietuva)

Vertinimo metodai

Įvairūs rašytiniai, žodiniai ir praktiniai testai ir (arba) egzaminai, projektai, pasirodymai, pristatymai ir darbai, kurie naudojami besimokančiojo pažangai įvertinti ir išsiaiškinti, ar pasiekti ugdymo komponento (skyriaus / modulio) mokymosi rezultatai.

Vertinimo kriterijai

Aprašoma, ką ir kokių lygiu besimokantysis turi atlikti, kad įrodytų, jog pasiekė mokymosi rezultatą.

Ugdymo komponento vertinimo metodai ir kriterijai turi būti tinkami ir atitikti jam apibrėžtus mokymosi rezultatus bei vykdomą mokymosi veiklą.

Kompetencija

Europos kvalifikacijų sandaroje (EKS) kompetencija apibrėžiama kaip gebėjimas naudotis žiniomis, įgūdžiais bei asmeniniais, socialiniais ir (arba) metodologiniais gebėjimais darbo

ar studijų situacijose, taip pat profesinio ir asmeninio tobulėjimo tikslais. Pagal EKS kompetencija apibūdinama kaip atsakomybė ir savarankiškumas. Kompetencijų puoselėjimas – visų švietimo programų tikslas. Kompetencijos ugdomos visuose kurso skyriuose ir vertinamos skirtinguose programos etapuose. Kai kurios kompetencijos yra susijusios su dalyku (būdingos konkrečiai studijų sričiai), kitos – bendrosios (būdingos bet kuriam studijų kursui). Paprastai kompetencijos ugdymas programos metu vyksta integruotai ir cikliška.

Kurso skyrius

Nepriklausoma, formaliai struktūruota mokymosi patirtis. Jame turėtų būti nuoseklus ir aiškus mokymosi rezultatų rinkinys, apibrėžta mokymosi veikla, atitinkanti mokymo programoje numatytą laiką, ir atitinkami vertinimo kriterijai.

Kreditai (ECTS)

ECTS kreditai išreiškia mokymosi apimtį, pagrįstą nustatytais mokymosi rezultatais ir su jais susijusiu darbo krūviu. 60 ECTS kreditų skiriama mokymosi rezultatams ir su jais susijusiam darbo krūviui per dieninių studijų arba lygiaverčius akademinius metus, paprastai sudarytam iš kelių mokymo komponentų, už kuriuos skiriami kreditai (remiantis mokymosi rezultatais ir darbo krūviu). ECTS kreditai paprastai išreiškiami sveikaisiais skaičiais.

Europos kreditų perkėlimo ir kaupimo sistema (ECTS)

Į besimokantįjį orientuota kreditų kaupimo ir perkėlimo sistema, pagrįsta mokymosi, mokymo ir vertinimo procesų skaidrumo principu. Jos tikslas – palengvinti studijų programų planavimą, vykdymą ir vertinimą bei studentų judumą, pripažįstant mokymosi pasiekimus, kvalifikacijas ir mokymosi laikotarpius.

Europos profesinio mokymo kreditų sistema (ECVET)

ECVET sistemos paskirtis – sudaryti sąlygas perkelti, pripažinti ir kaupti mokymosi rezultatus, kad būtų galima įgyti kvalifikaciją. Tai decentralizuota sistema, grindžiama

savanorišku valstybių narių ir profesinio mokymo suinteresuotųjų šalių dalyvavimu, laikantis nacionalinių įstatymų ir kitų teisės aktų. Joje pateikiama kvalifikacijų aprašymo pagal mokymosi rezultatus, naudojant vienetus, metodinė sistema, leidžianti valstybėms narėms, turinčioms skirtingas švietimo ir kvalifikacijų sistemas, priskirti perkeliamuosius taškus. ECVET grindžiama partnerių susitarimais dėl kvalifikacijų skaidrumo ir abipusio suinteresuotųjų šalių pasitikėjimo (ECVET, 2010 m.).

Europos mokymosi visą gyvenimą kvalifikacijų sandara (EKS)

Europos mokymosi visą gyvenimą kvalifikacijų sandara – tai bendra Europos etaloninė sistema, leidžianti Europos Sąjungos šalims susieti savo kvalifikacijų sistemas tarpusavyje. Europos Parlamentas ir Taryba ją priėmė 2008 m. balandžio 23 d. EKS naudojami aštuoni atskaitos lygiai, pagrįsti mokymosi rezultatais, kurie apibrėžiami kaip žinios, įgūdžiai ir kompetencija.

Joje dėmesys perkeliamas nuo indėlio (mokymosi trukmės, institucijos tipo) į tai, ką asmuo, turintis tam tikrą kvalifikaciją, žino ir geba daryti. Dėl to kvalifikacijos tampa lengviau suprantamos ir aiškesnės įvairiose Europos Sąjungos šalyse ir sistemose.

Mokymosi rezultatai

Teiginiai apie tai, ką besimokantysis žino, supranta ir geba daryti baigęs mokymosi procesą. Mokymosi rezultatų pasiekimas turi būti vertinamas taikant procedūras, paremtas aiškiais ir skaidriais kriterijais. Mokymosi rezultatai priskiriami atskiriems švietimo komponentams ir programoms kaip visumai. Jie taip pat naudojami Europos ir nacionalinėse kvalifikacijų sandarose, siekiant apibūdinti individualios kvalifikacijos lygį.

Darbo krūvis

Apskaičiuotas laikas, kurio asmeniui paprastai reikia visai mokymosi veiklai, pavyzdžiui, paskaitoms, seminarams, projektams, praktiniams darbams, stažuotėms ir individualioms studijoms atlikti, kad būtų pasiekti nustatyti mokymosi rezultatai formaliojo mokymosi

aplinkoje. Mokslo metų viso darbo krūvio prilyginimas 60 kreditų dažnai įforminamas nacionalinėmis teisinėmis nuostatomis. Dažniausiai darbo krūvis svyruoja nuo 1 500 iki 1 800 valandų per mokslo metus, o tai reiškia, kad vienas kreditas atitinka 25–30 darbo valandų. Reikėtų pripažinti, kad tai yra tipinis darbo krūvis ir kad tam tikriems studentams faktinis laikas mokymosi rezultatams pasiekti skirsis.

Stazuotė

Suplanuotas praktinės patirties laikotarpis už institucijos ribų (pavyzdžiui, darbo vietoje), padedantis studentams lavinti tam tikrus įgūdžius, žinias ar supratimą pagal jų programą.

Nacionalinė kvalifikacijų sandara (NKS)

Kvalifikacijų klasifikavimo į nustatytus mokymosi pasiekimų lygmenis pagal tam tikrus kriterijus priemonė, kuria siekiama integruoti ir koordinuoti nacionalines kvalifikacijų sistemas ir pagerinti kvalifikacijų skaidrumą, prieinamumą, raidą ir kokybę atsižvelgiant į darbo rinką ir pilietinę visuomenę (Tarybos rekomendacija 2012/C 398/01).

Nacionalinės kvalifikacijų sandaros apima visas švietimo sistemos kvalifikacijas arba visas aukštojo mokslo kvalifikacijas, priklausomai nuo atitinkamos šalies politikos. Jose nurodoma, ką besimokantieji turėtų žinoti, suprasti ir gebėti daryti, įgiję tam tikrą kvalifikaciją (pasiekę konkrečius mokymosi rezultatus), taip pat nurodoma, kaip kvalifikacijos siejasi sistemoje, t. y. kaip besimokantieji švietimo sistemoje gali pereiti iš vienos kvalifikacijos į kitą.

Nacionalines kvalifikacijų sandaras rengia atitinkamos šalies kompetentingos valdžios institucijos, bendradarbiaudamos su įvairiomis suinteresuotosiomis šalimis, įskaitant aukštojo mokslo institucijas, studentus, darbuotojus ir darbdavius.

Programa (ugdymo)

Mokymosi rezultatais pagrįstų ugdymo komponentų, kurie pripažįstami siekiant suteikti kvalifikaciją, rinkinys.

Kvalifikacija

Bet koks kompetentingos institucijos išduotas laipsnis, diplomas ar kitas pažymėjimas, patvirtinantis sėkmingą pripažintos studijų programos baigimą.

Į studentą orientuotas mokymasis

Mokymosi metodika, pasižyminti novatoriškais mokymo metodais, kuriais siekiama skatinti mokymąsi bendraujant dėstytojams ir studentams, ir kuriais studentai rimtai vertinami kaip aktyvūs mokymosi dalyviai, ugdomi perkeliemieji gebėjimai, pavyzdžiui, problemų sprendimo, kritinio ir reflekyvaus mąstymo įgūdžiai (ESU, 2010 m.).

Mokymosi valdymo sistema

Mokymosi valdymo sistema (MVS) – tai programinė įranga, skirta švietimo kursams, mokymo programoms, medžiagai ar mokymosi ir tobulėjimo programoms administruoti, dokumentuoti, stebėti, teikti ataskaitas, automatizuoti ir pristatyti.

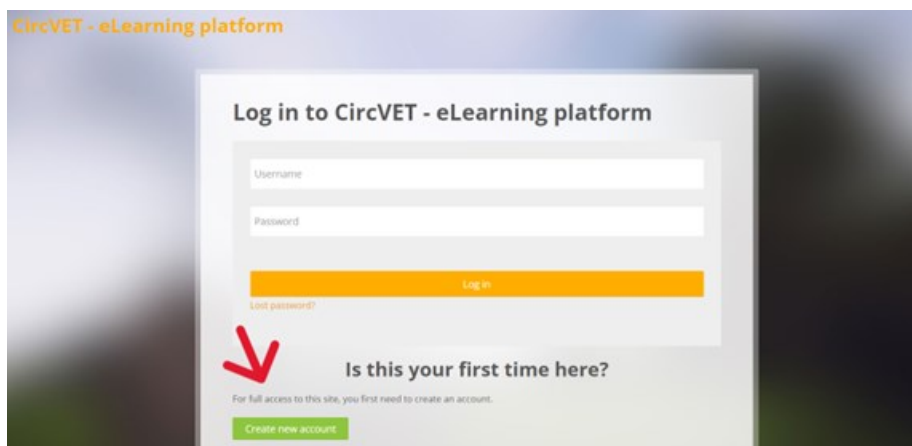
3. E-mokymosi platformos gairės

3.1 Paskyros sukūrimas

Norėdami sukurti paskyrą, spustelėkite šią nuorodą:

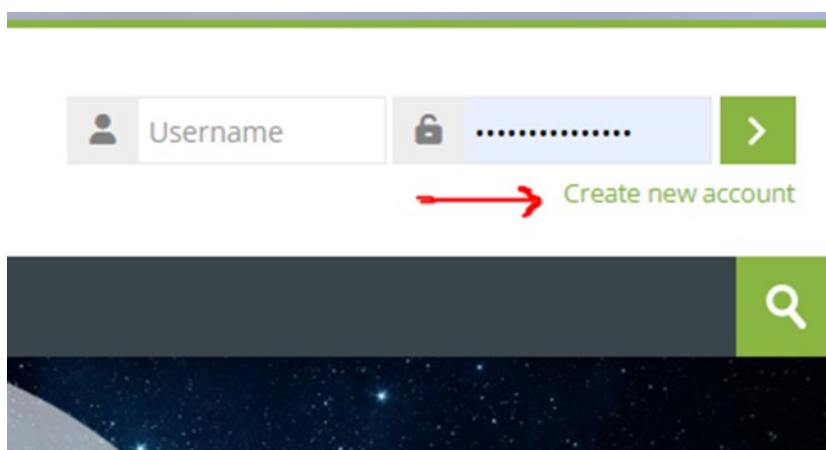
<https://project-spaces.eu/circvet/login/>

Tada spustelėkite „Sukurti naują paskyrą“, kaip parodyta toliau pateiktame 1a paveiksle.



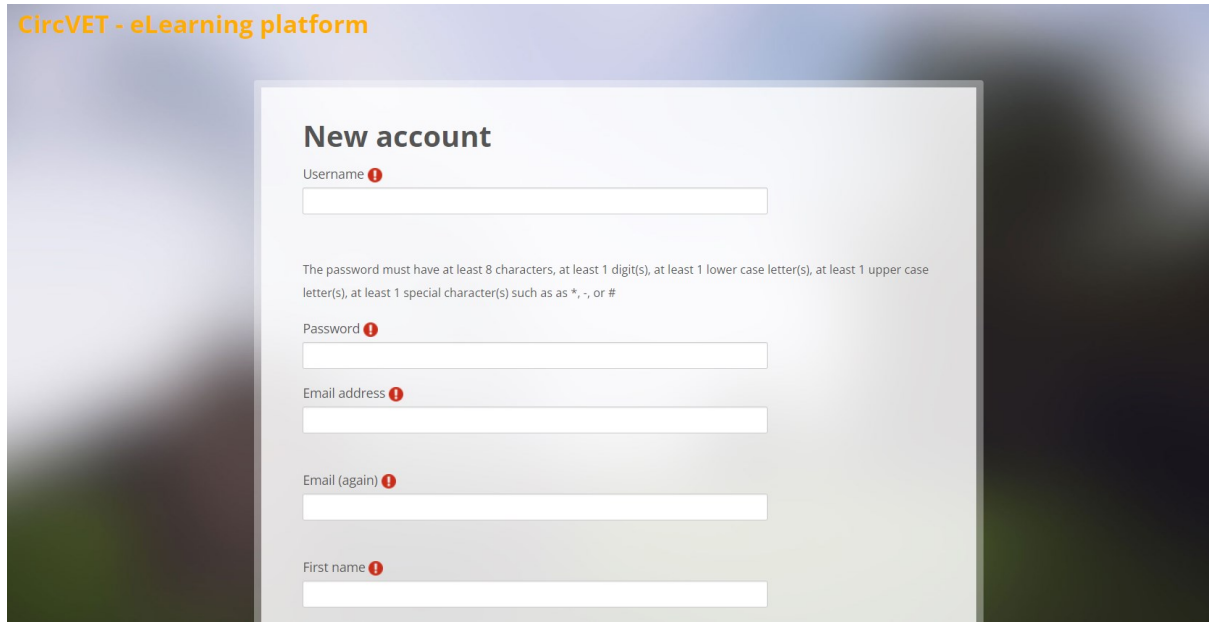
1a pav. Naujos paskyros sukūrimo puslapis

Taip pat galite tiesiogiai susikurti paskyrą spustelėdami „Sukurti naują paskyrą“ viršutiniame dešiniame ekrano kampe, iškart, kai įeiniate į platformą (1b pav.).



1b pav. Mygtukas „Sukurti naują paskyrą“

Pasieksite puslapį, kuriame galėsite įvesti informaciją ir susikurti paskyrą (2 ir 3 pav.), tada spustelėkite „Sukurti naują paskyrą“, kad užbaigtumėte procesą.



CircVET - eLearning platform

New account

Username !

The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as *, -, or #

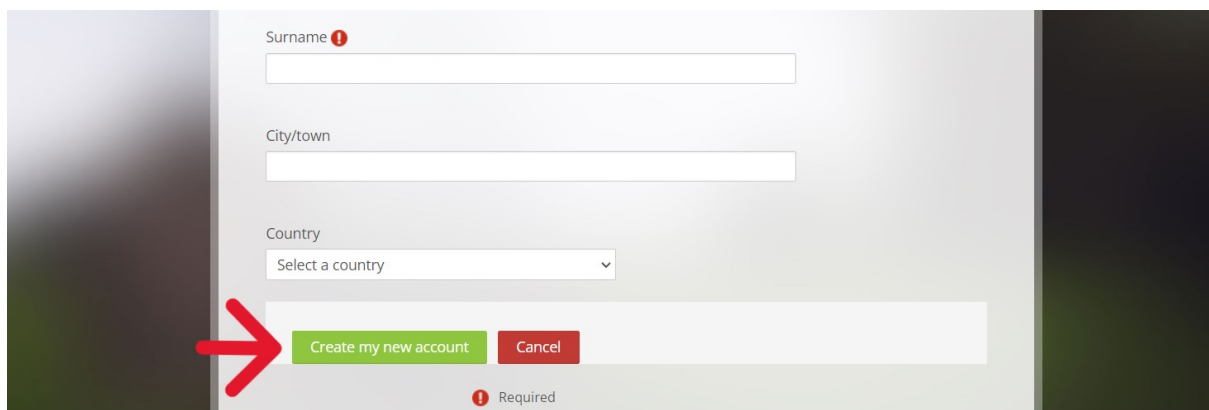
Password !

Email address !

Email (again) !

First name !

2 pav. Paskyros sukūrimo puslapis (1)



Surname !

City/town

Country

Select a country ▼

→

! Required

3 pav. Paskyros sukūrimo puslapis (2)

Jūs gausite el. laišką, kuriame galėsite patvirtinti savo registraciją. Tada galėsite prisijungti prie „CircVET“ e-mokymosi platformos, atlikdami paskesnę žingsnį.

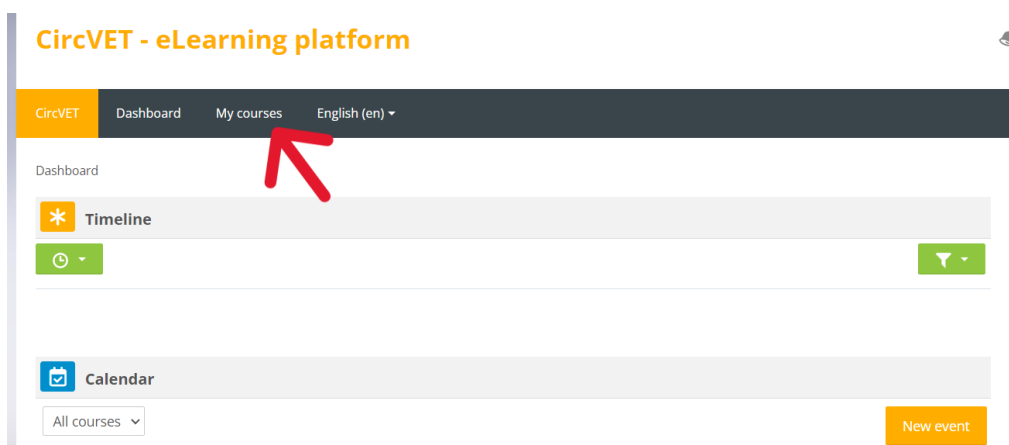
3.2 Prisijungimas

Norėdami prisijungti prie „CircVET“ e-mokymosi platformos paskyros, spustelėkite šią nuorodą: <https://project-spaces.eu/circvet/>. Tada viršutiniame dešiniajame svetainės lango kampe esančiuose kredencialų laukeliuose įveskite savo vartotojo vardą ir slaptažodį, naudotus kuriant paskyrą (4 pav.).



4 pav. Prisijungimas

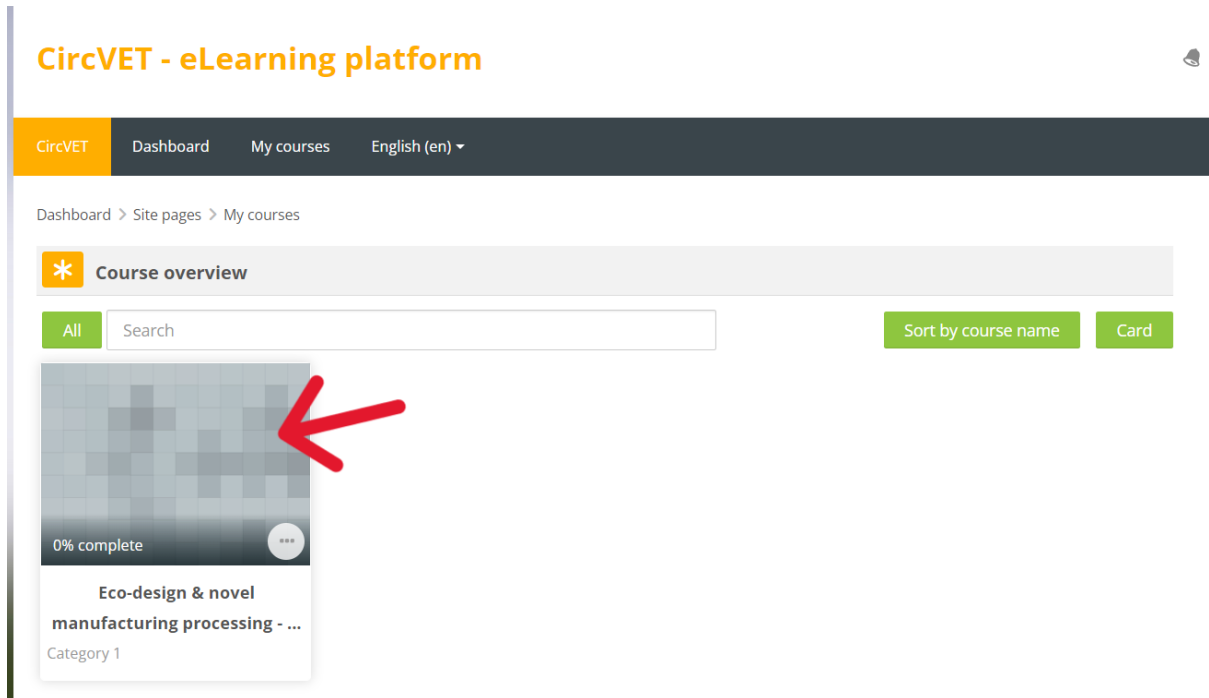
Pasieksite platformos valdymo skydelį. Galite spustelėti „Mano kursai“ (5 pav.), jei norite redaguoti kursus, už kuriuos esate atsakingi.



5 pav. Valdymo skydelis

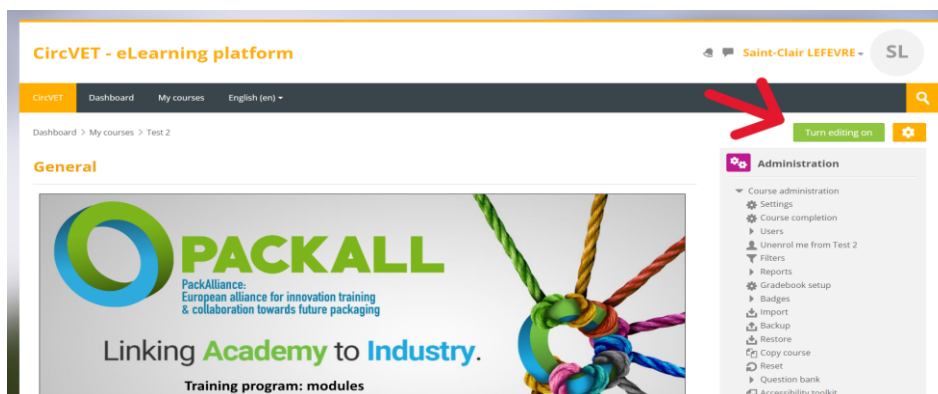
3.3 Kurso redagavimas

Nuėję į skyrių „Mano kursai“, galite spustelėti kursą, kurį norite redaguoti, kad jį atidarytumėte (6 pav.).



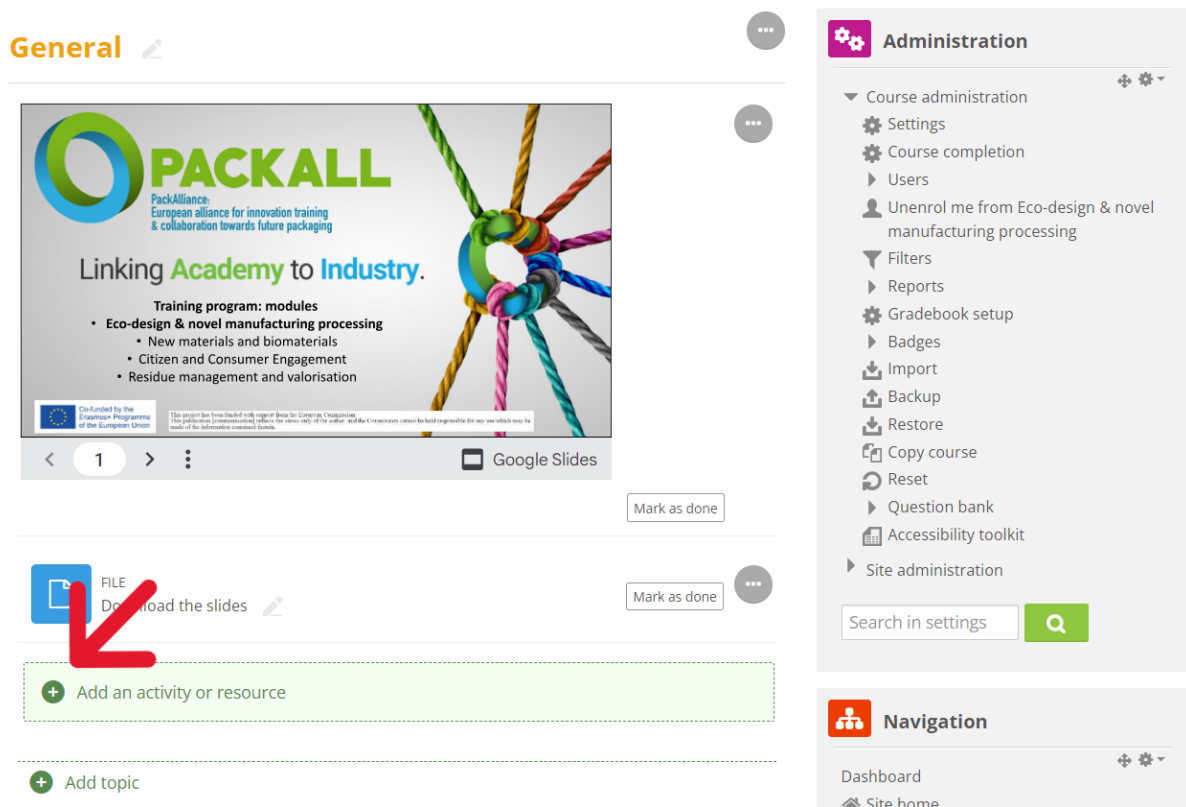
6 pav. Skyrius „Mano kursai“

Prisijungę prie savo kurso galite spustelėti „Jungti redagavimą“, kad galėtumėte tiesiogiai atlikti norimus kurso keitimus (7 pav.)



7 pav. Kurso redagavimas

Ijungę redagavimo režimą, galite „Pridėti veiklą ar išteklių“, kuriuos norite matyti kurse (8 pav.), pavyzdžiui, atsisiunčiamų failų, užduočių ar viktorinų, forumų arba užduočių pateikimo langelių. Jei norite pridėti teksto, galite pasirinkti „Pažymėti“ išteklių, tada kursą galėsite papildyti tekstu.



General

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- Eco-design & novel manufacturing processing
 - New materials and biomaterials
 - Citizen and Consumer Engagement
 - Residue management and valorisation

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 - Course completion
 - Users
 - Unenrol me from Eco-design & novel manufacturing processing
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 - Backup
 - Restore
 - Copy course
 - Reset
 - Question bank
 - Accessibility toolkit
 - Site administration

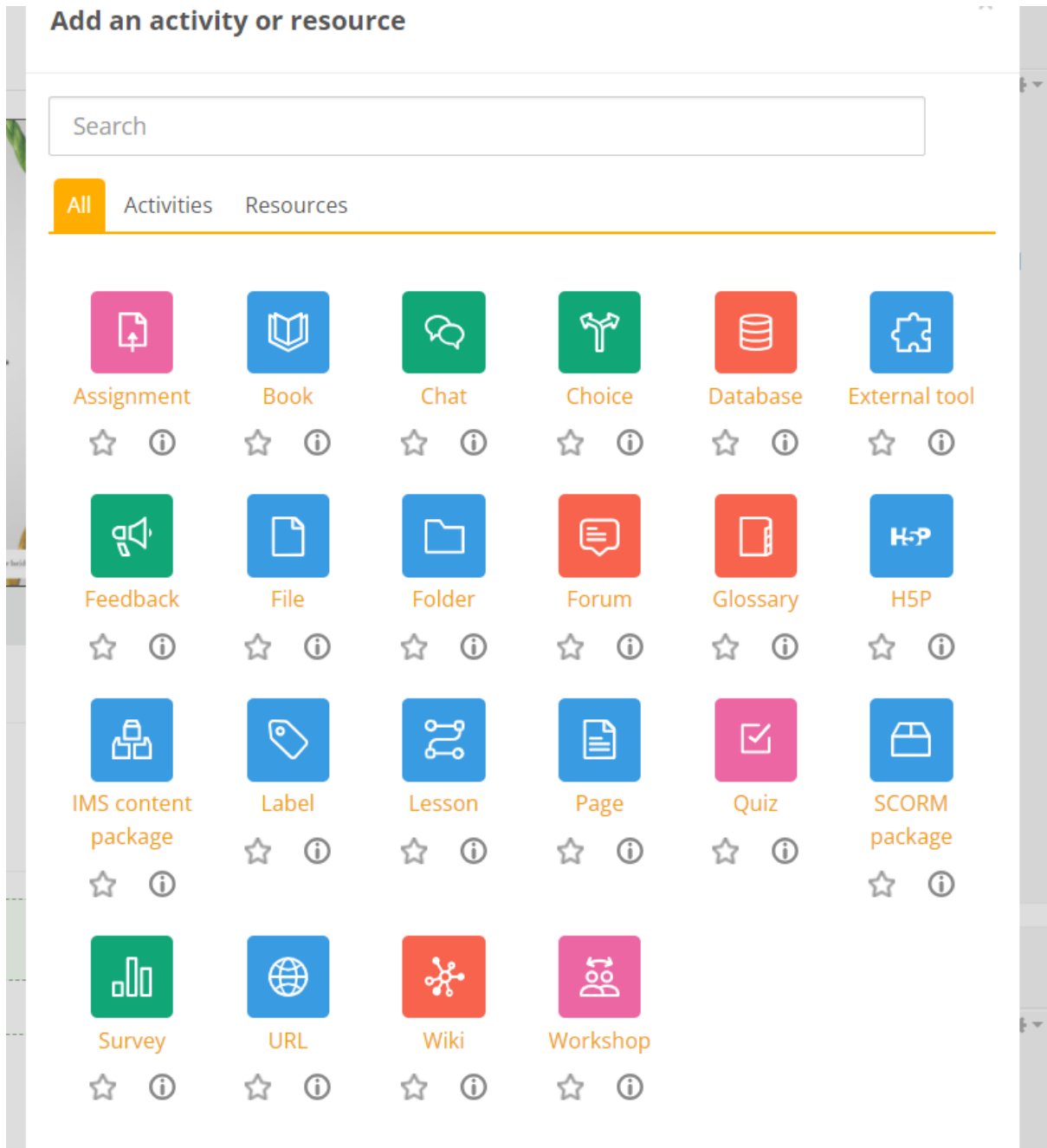
Search in settings

Navigation

- Dashboard
- Site home

8 pav. Pridėti veiklą ar išteklių

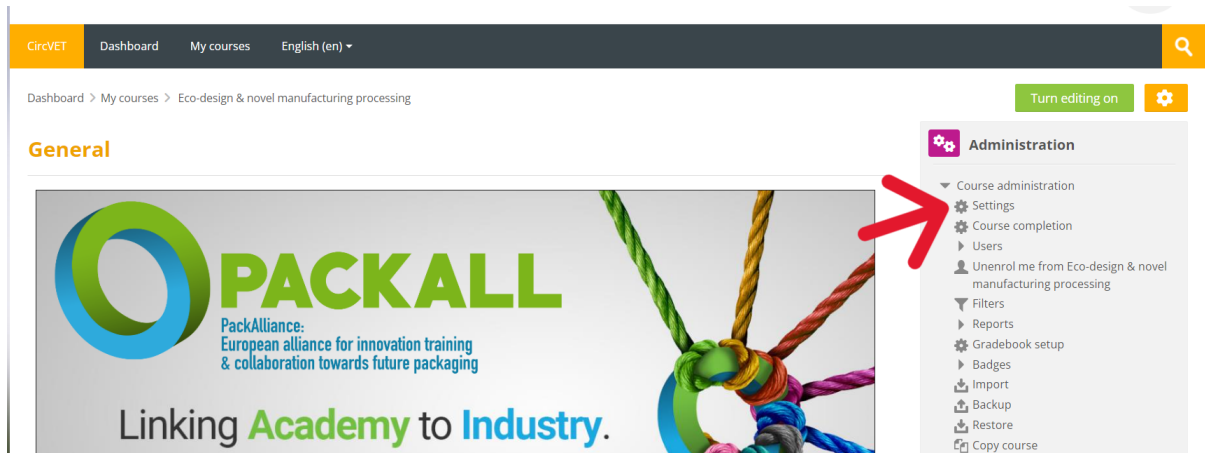
Prie kurso galite pridėti įvairios veiklos ar išteklių (9 pav.).



9 pav. Galima veikla ir ištekliai

Jei norite tiesiai į kursą įdėti skaidrių, pvz., kaip demonstracijoje, galite mums nusiųsti skaidres ir mes tuo pasirūpinsime.

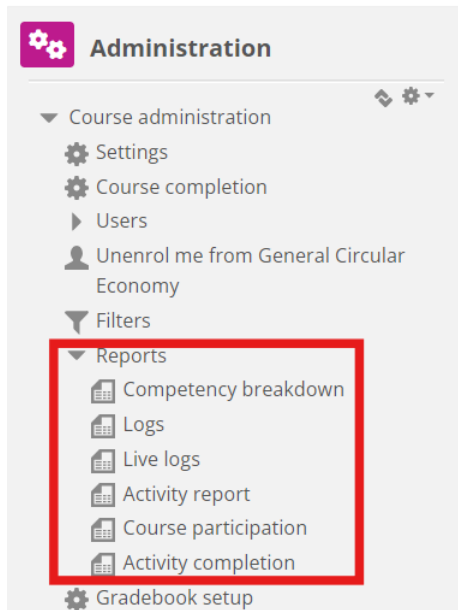
Taip pat galite redaguoti kurso nuostatas (10 pav.), kad pakeistumėte pavadinimą, pridėtumėte aprašymą ar kursą vaizduojantį paveikslėlį, arba pakoreguotumėte kitas įvairias funkcijas.



10 pav. Kurso nuostatos

Administravimo skyriuje taip pat galite stebėti savo studentų pažangą, pasiekdami modulio ataskaitas (11 pav.). Jose rasite informacijos apie įvairių studentų naudojimąsi platforma. Atsižvelgiama į visą studentų platformoje atliekamą veiklą – nuo konkrečiame

puslapyje praleisto laiko iki mygtukų spustelėjimų skaičiaus, taip pat nurodoma, kurie puslapiai ar veikla buvo aplankyti.



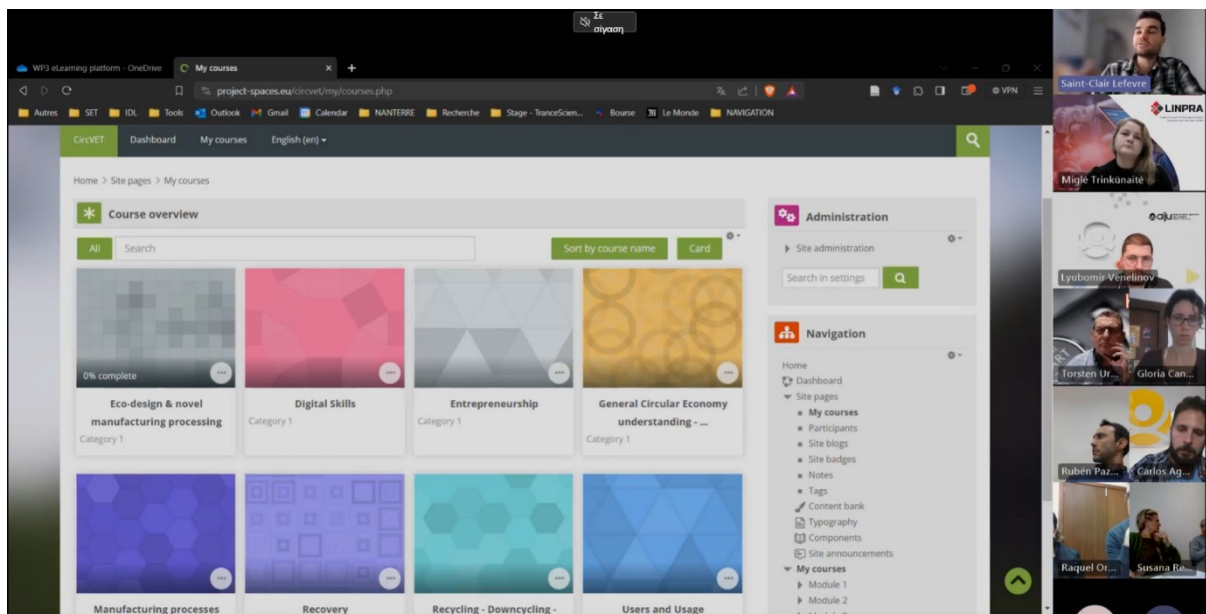
11 pav. Ataskaitos

Jei reikia bet kokios pagalbos naršant e-mokymosi platformoje, nedvejodami kreipkitės į IDL ir mes jums mielai padėsime bei nukreipsime.

4 Internetiniai mokymo seansai

Papildomai prie sukurtų įvairių vadovų vykdomas mokymo seansas, per kurį partneriai supažindinami, kaip naudotis mokymosi platforma.

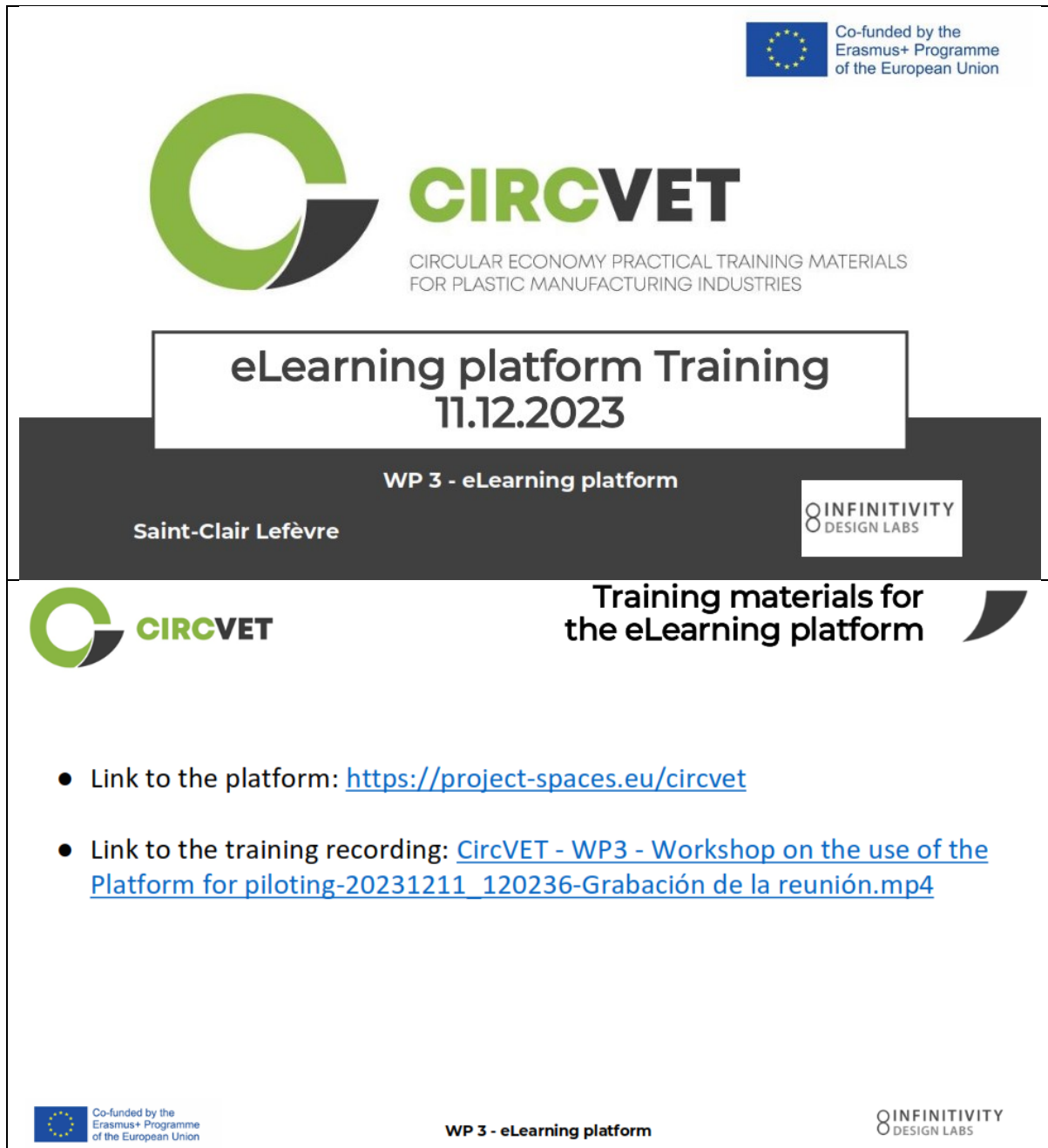
Mokymo seanso medžiaga pateikiama pridėtame skaidrių rinkinyje (Priedas Nr. I – tik anglų kalba).



5 Priedas Nr. I – Internetinio seanso skaidrių rinkinys

Seanso vaizdo įrašas: [Nuoroda į įrašą](#)

Skaidrių rinkinys



The slide features the CIRC VET logo and text: "CIRC VET CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES". It includes the Erasmus+ logo with the text "Co-funded by the Erasmus+ Programme of the European Union". The main title is "eLearning platform Training 11.12.2023". Below this, it says "WP 3 - eLearning platform" and "Saint-Clair Lefèvre". The INFINITIVITY DESIGN LABS logo is also present. The slide lists two links: "Link to the platform: <https://project-spaces.eu/circvet>" and "Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)". At the bottom, it repeats the Erasmus+ logo, "WP 3 - eLearning platform", and the INFINITIVITY DESIGN LABS logo.

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eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre

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CIRC VET

**Training materials for
the eLearning platform**

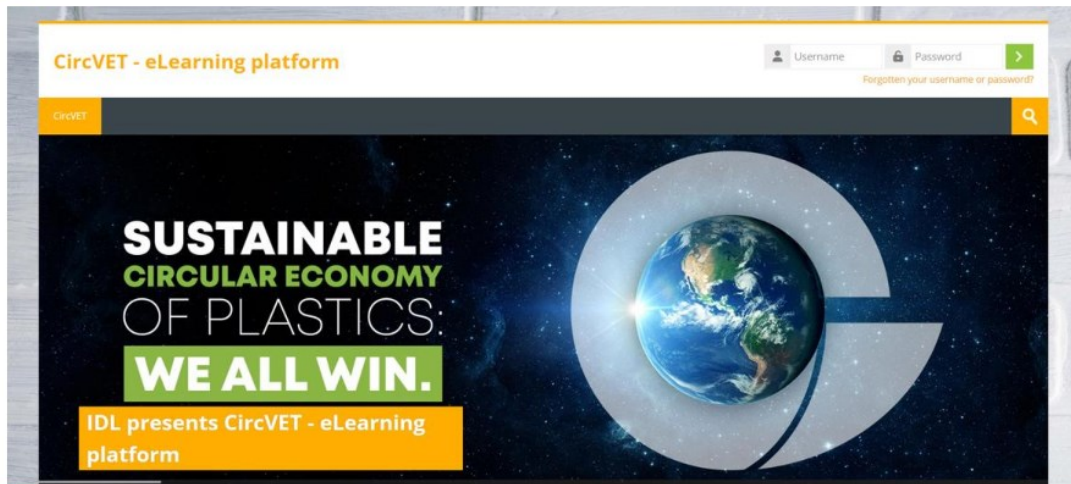
- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)

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WP 3 - eLearning platform

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DESIGN LABS

Frontpage of the platform

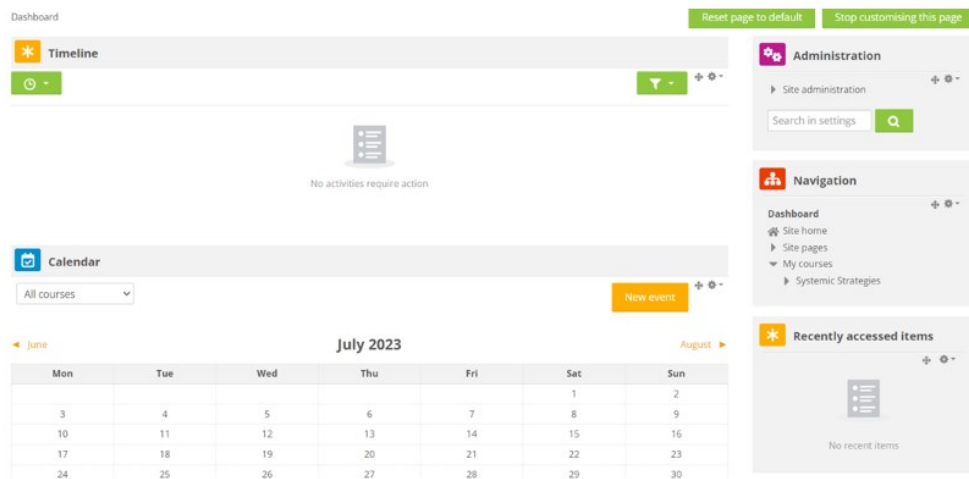



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Dashboard



Dashboard

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Timeline

[+](#)
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No activities require action

Calendar

[+](#)
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All courses [New event](#)

← June July 2023 August →

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Administration

[+](#)
[-](#)

Site administration [+](#)
[-](#)

Search in settings

Navigation

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Dashboard
 Site home
 Site pages
 My courses
 Systemic Strategies

Recently accessed items


[+](#)
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No recent items


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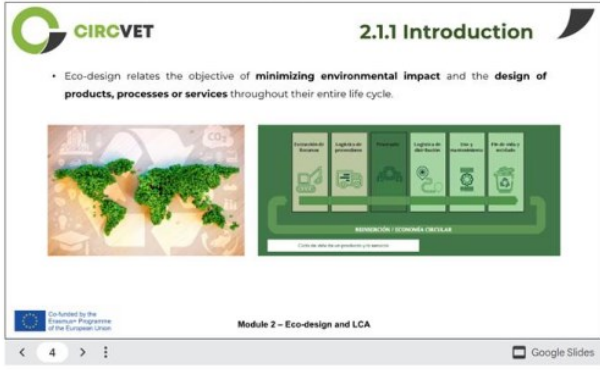


Example of one Topic of a course


I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector





[Mark as done](#)



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Course display

CircNET - eLearning platform

CircNET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General

FORUM Announcements


Add an activity or resource

Add topic

Topic 1


QUIZ Quiz 1 - Systemic Strategies


[Mark as done](#)



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The screenshot displays the CIRCVET eLearning platform interface. At the top left is the CIRCVET logo. The main header reads "Levels restrictions through group selection". Below the header is a navigation bar with "CIRCVET", "Dashboard", "My courses", and "English (en)". The breadcrumb trail shows "Home > My courses > Module 3". The "Level selection" section contains a "GROUP SELF-SELECTION" box with a "Level selection" dropdown and a "Mark as done" button. Below this is a dropdown menu for "I-VET-Higher Education" with a warning icon and the text "You are not authorized to access this content". The "Topic 1 - Digital Skills" section is visible. The footer includes logos for the European Union (Co-funded by the Erasmus+ Programme of the European Union), "WP 3 - eLearning platform", and "INFINITIVITY DESIGN LABS".

What we need your help with







What we need your help with

Upload ppts and order them by clear topics folder

-  WP_2_Module_2_Topic_5 en.pptx
-  WP_2_Module_2_Topic_1 en.pptx
-  WP_2_Module_2_Topic_3 en.pptx
-  WP_2_Module_2_Topic_2 en.pptx
-  WP_2_Module_2_Topic_4 en.pptx
-  WP_2_Module_2_Topic_7.1_7.2.pptx


... in the corresponding


-  C-VET
-  I-VET VET
-  I-VET Higher Education



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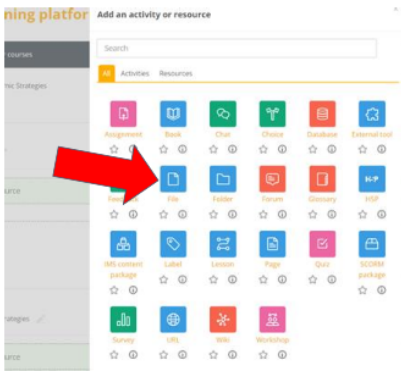


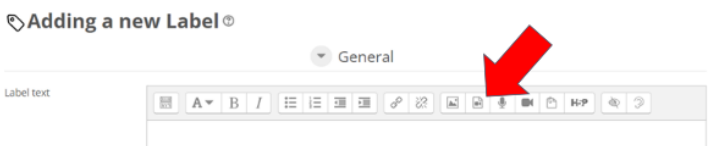



What we need your help with

Upload pdfs or word files on your course if necessary

Videos can be added via URL or file in the "Label" Activity








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What we need your help with

Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

SCATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

This is the introductory text of question 02 of topic 1:

A001 This is the correct answer for question 02 of topic 1.

A002 This is a wrong answer for question 02 of topic 1.

A003 This is a mistaken answer for question 02 of topic 1.

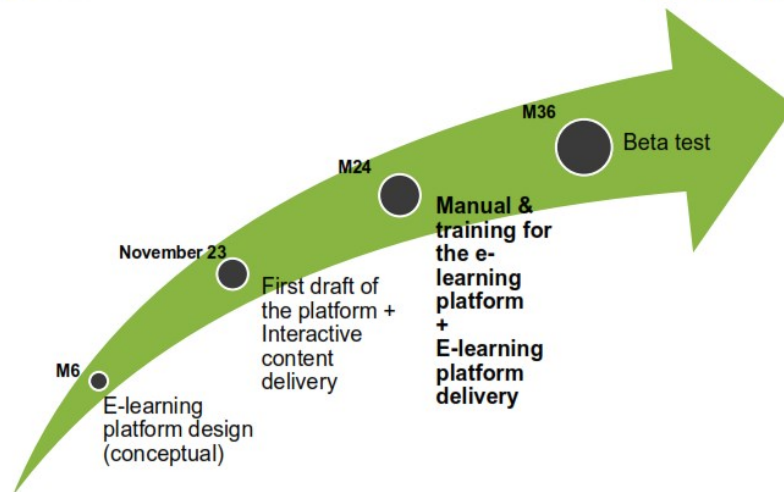
A004 This is an incorrect answer for question 02 of topic 1.



WP 3 - eLearning platform



Next steps



WP 3 - eLearning platform



PROJEKTO INFORMACIJA

Dotacijos sutartis	Projektas: 101055916 — CIRCNET — ERASMUS-EDU-2021-PI-ALL-INNO
Programa	Erasmus+
Pagrindinis veiksmas	EACEA.A – Erasmus+, Europos solidarumo korpusas A.2 – Įgūdžiai ir naujovės
Veiksmo tipas	ERASMUS vienkartinės dotacijos
Projekto pavadinimas	CIRCNET – Žiedinės ekonomikos praktinio mokymo medžiaga plastiko gamybos pramonei
Projekto pradžios data	2022-09-01
Projekto pabaigos data	2025-08-31
Projekto trukmė	3 metai

Projektas finansuojamas Europos Sąjungos lėšomis

PROJEKTO KONSORCIUMAS



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CIRC VET

CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS
FOR PLASTIC MANUFACTURING INDUSTRIES

D3.3a – Manual da plataforma de E-Learning

–

Diretrizes para professores



Co-funded by the
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CIRC VET – Circular Economy Practical Training
Materials for Plastics Manufacturing Industries

Estado do documento			
Versão	Data	Autor	Descrição
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Revisto	SIM - NÃO		
Nível de Disseminação	<input checked="" type="checkbox"/> PU - Publico <input type="checkbox"/> PP – Reservado a outros participantes no programa (incluindo os serviços da Comissão e os revisores do projeto) <input type="checkbox"/> CO - Confidencial, apenas para membros do consorcio (incluindo os serviços da EACEA e da Comissão e os revisores do projeto)		

Citar como: D3.3a – Manual da Plataforma de e-learning – diretrizes para professores
Se o Deliverable for público, poderá obtê-lo do website do projeto CIRCNET.

Índice

1. Introdução.....	4
2. Glossário de termos, abreviaturas e acrónimos.....	4
3. Diretrizes da Plataforma e-learning	11
3.1 Criar uma conta	11
3.2 Login	13
3.3 Edição do curso.....	14
4 Sessão de formação online.....	19
5 Anexo I – Apresentação de diapositivos da sessão online	20
Apresentação de diapositivos.....	20

1. Introdução

A plataforma de e-learning CircVET tem como objetivo definir um conjunto de conhecimentos e competências a fornecer aos formandos dos diferentes grupos-alvo. Este documento pretende ser utilizado como um manual para navegar na infraestrutura da plataforma de e-learning e orientar o utilizador na adição de novos conteúdos aos cursos. O documento apresenta diferentes passos para o fazer.

2. Glossário de termos, abreviaturas e acrónimos

Acrónimo do Parceiro	
P1-AIJU	Parceiro 1 – ASOCIACIÓN DE INVESTIGACIÓN DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Espanha)
P2-CENTIMFE	Parceiro 2 – CENTRO TECNOLÓGICO DA INDÚSTRIA DE MOLDES, FERRAMENTAS ESPECIAIS E PLÁSTICOS – CENTIMFE (Portugal)
P3-KIMW-Q	Parceiro 3 – Gemeinnützige KIMW-Quaðifizierungs GmbH (Alemanha)
P4-POLYMERIS	Parceiro 4 – POLYMERIS (França)
P5-PROPLAST	Parceiro 5 – Consorzio per la promozione della cultura plastica – PROPLAST (Itália)
P6-LINPRA	Parceiro 6 – LIETUVOS INZINERINES PRAMONES ASOCIACIJA LINPRA (Lituânia)

P7-ULPGC	Parceiro 7 – Universidad de las Palmas de Gran Canaria (Espanha)
P8-IDL	Parceiro 8 – Infinitivity Design Labs (France)
P9-APRC	Parceiro 9 – ALYTAUS PROFESINIO RENGIMO CENTRAS (Lituânia)
P10-UNITR	Parceiro 10 – Università degli Studi di Trento (Itália)
P11-HIT	Parceiro 11 – HUB INNOVAZIONE TRENINO – Fondazione (Itália)
P12-VPM	Parceiro 12 – VISAGINO TECHNOLOGIJOS IR VERSLO PROFESINIO MOKYMO CENTRAS (Lituânia)

Métodos de avaliação

Todo o conjunto de testes/exames escritos, orais e práticos, projetos, desempenhos, apresentações e portefólios que são utilizados para avaliar os progressos do aluno e verificar a consecução dos resultados de aprendizagem de uma componente educativa (unidade/módulo).

Critérios de avaliação

Descrições do que se espera que o aprendente faça e a que nível, a fim de demonstrar a consecução de um resultado de aprendizagem.

Os métodos e critérios de avaliação de uma componente educativa devem ser adequados e coerentes com os resultados de aprendizagem definidos para essa componente e com as atividades de aprendizagem realizadas.

Competências

O Quadro Europeu de Qualificações (QEQ) define competência como a capacidade de utilizar conhecimentos, aptidões e capacidades pessoais, sociais e/ou metodológicas, em situações de trabalho ou de estudo e no desenvolvimento profissional e pessoal. No contexto do QEQ, a competência é descrita em termos de responsabilidade e autonomia. A promoção de competências é o objetivo de todos os programas educativos. As competências são desenvolvidas em todas as unidades curriculares e avaliadas em diferentes fases de um programa. Algumas competências estão relacionadas com a área disciplinar (específicas de um domínio de estudo), outras são genéricas (comuns a qualquer curso superior). Normalmente, o desenvolvimento de competências processa-se de forma integrada e cíclica ao longo de um programa.

Unidade curricular

Uma experiência de aprendizagem autónoma e formalmente estruturada. Deve ter um conjunto coerente e explícito de resultados de aprendizagem, atividades de aprendizagem definidas de acordo com o tempo atribuído no programa de estudos e critérios de avaliação adequados.

Crédito (ECTS)

Os créditos ECTS exprimem o volume de aprendizagem com base nos resultados de aprendizagem definidos e na carga de trabalho associada. São atribuídos 60 créditos ECTS aos resultados da aprendizagem e à carga de trabalho associada de um ano académico a tempo inteiro ou equivalente, que normalmente inclui várias componentes educativas às quais são atribuídos créditos (com base nos resultados da aprendizagem e na carga de trabalho). Os créditos ECTS são geralmente expressos em números inteiros.

Sistema Europeu de Transferência e Acumulação de Créditos (ECTS)

Um sistema de acumulação e transferência de créditos centrado no aprendiz, baseado no princípio da transparência dos processos de aprendizagem, ensino e avaliação. O seu objetivo é facilitar o planeamento, a execução e a avaliação dos programas de estudo e a mobilidade dos estudantes, reconhecendo os resultados da aprendizagem, as qualificações e os períodos de aprendizagem.

Sistema Europeu de Créditos do Ensino e Formação Profissionais (ECVET)

O sistema ECVET tem por objetivo permitir a transferência, o reconhecimento e a acumulação de resultados de aprendizagem para obter uma qualificação. É um sistema descentralizado que assenta na participação voluntária dos Estados-Membros e das partes interessadas na formação profissional, respeitando as legislações e regulamentações nacionais. Fornece um quadro metodológico para a descrição das qualificações em termos de resultados de aprendizagem utilizando unidades, permitindo a atribuição de pontos transferíveis para os Estados-Membros com diferentes quadros de ensino e de qualificações. O ECVET baseia-se em acordos de parceria relativos à transparência das qualificações e à confiança mútua das partes interessadas (ECVET, 2010).

Quadro Europeu de Qualificações para a Aprendizagem ao Longo da Vida (QEQ)

O Quadro Europeu de Qualificações para a Aprendizagem ao Longo da Vida é um quadro de referência europeu comum que permite aos países da União Europeia ligar os seus sistemas de qualificação entre si. Foi adotado pelo Parlamento Europeu e pelo Conselho em 23 de abril de 2008. O QEQ utiliza oito níveis de referência baseados em resultados de aprendizagem que são definidos em termos de conhecimentos, aptidões e competências.

O QEQ desloca o enfoque dos fatores de produção (duração da experiência de aprendizagem, tipo de instituição) para o que uma pessoa detentora de uma determinada qualificação sabe e pode fazer. Torna as qualificações mais legíveis e compreensíveis nos diferentes países e sistemas da União Europeia.

Resultados da aprendizagem

Declaração do que um aprendente sabe, compreende e pode fazer após a conclusão de um processo de aprendizagem. A consecução dos resultados da aprendizagem deve ser avaliada através de procedimentos baseados em critérios claros e transparentes. Os resultados da aprendizagem são atribuídos a componentes educativas individuais e a programas no seu conjunto. São também utilizados nos quadros europeus e nacionais de qualificações para descrever o nível da qualificação individual.

Carga de trabalho

Estimativa do tempo de que o indivíduo necessita normalmente para realizar todas as atividades de aprendizagem, tais como aulas, seminários, projetos, trabalhos práticos, estágios e estudo individual, necessárias para alcançar os resultados de aprendizagem definidos em ambientes de aprendizagem formais. A correspondência entre a carga de trabalho a tempo inteiro de um ano académico e 60 créditos é frequentemente formalizada por disposições legais nacionais. Na maioria dos casos, a carga horária varia entre 1.500 e 1.800 horas por ano académico, o que significa que um crédito corresponde a 25 a 30 horas de trabalho. Deve reconhecer-se que isto representa a carga de trabalho típica e que, para cada estudante, o tempo efetivo para atingir os resultados de aprendizagem pode variar.

Estágio profissional

Um período planeado de experiência fora da instituição (por exemplo, num local de trabalho) para ajudar os estudantes a desenvolver competências, conhecimentos ou compreensão específicos como parte do seu programa.

Quadro Nacional de Qualificações (QNQ)

Um instrumento para a classificação das qualificações de acordo com um conjunto de critérios para níveis específicos de aprendizagem alcançados, que visa integrar e coordenar os subsistemas nacionais de qualificações e melhorar a transparência, o acesso, a progressão e a qualidade das qualificações em relação ao mercado de trabalho e à sociedade civil (Recomendação 2012/C 398/01 do Conselho).

Os quadros nacionais de qualificações abrangem todas as qualificações do ensino - ou todas as qualificações do ensino superior, consoante a política do país em causa - num sistema educativo. Mostram o que se espera que os aprendentes saibam, compreendam e sejam capazes de fazer com base numa determinada qualificação (resultados de aprendizagem), bem como a forma como as qualificações dentro de um sistema se articulam, ou seja, como os aprendentes podem mover-se entre qualificações num sistema educativo.

Os quadros nacionais de qualificações são desenvolvidos pelas autoridades públicas competentes do país em causa, em cooperação com um vasto leque de partes interessadas - incluindo instituições de ensino superior, estudantes, pessoal e empregadores.

Programa (educativo)

Um conjunto de componentes educativas - baseadas em resultados de aprendizagem - que são reconhecidas para a atribuição de uma qualificação.

Qualificação

Qualquer grau, diploma ou outro certificado emitido por uma autoridade competente que ateste a conclusão com êxito de um programa de estudos reconhecido.

Aprendizagem centrada no aluno

Uma abordagem de aprendizagem caracterizada por métodos inovadores de ensino que visam promover a aprendizagem em comunicação com professores e alunos e que leva os alunos a sério enquanto participantes ativos na sua própria aprendizagem, fomentando competências transferíveis como a resolução de problemas e o pensamento crítico e reflexivo (ESU, 2010).

Sistema de gestão da aprendizagem

Um sistema de gestão da aprendizagem (LMS) é uma aplicação de software para a administração, documentação, acompanhamento, elaboração de relatórios, automatização e fornecimento de cursos educativos, programas de formação, materiais ou programas de aprendizagem e desenvolvimento.

3. Diretrizes da Plataforma e-learning

3.1 Criar uma conta

Clique na seguinte ligação para criar a sua conta:

<https://project-spaces.eu/circvet/login/>

Em seguida, clique em "Criar nova conta", como mostra a Figura 1a abaixo.

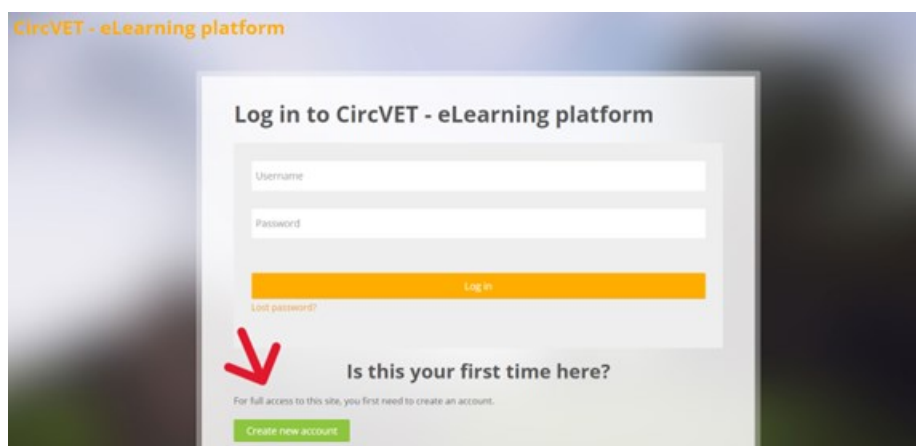


Figura 1a. Página de criação de uma nova conta

Também pode criar diretamente uma conta clicando em "Criar nova conta" no canto superior direito do ecrã, assim que entrar na plataforma (Figura 1b).

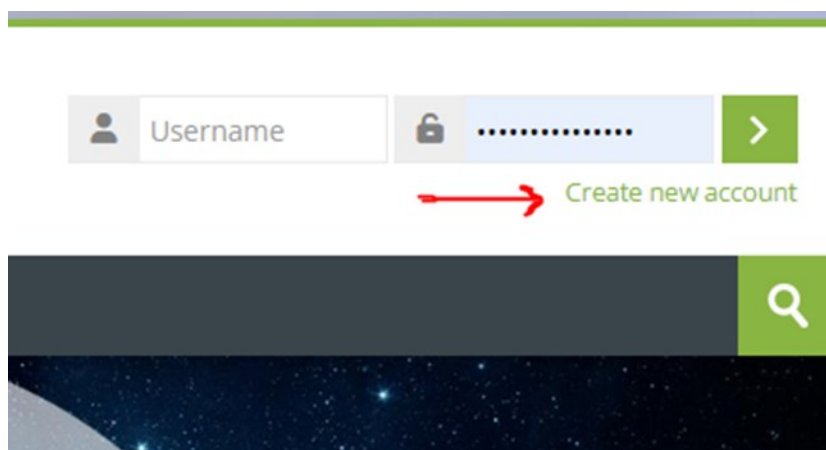
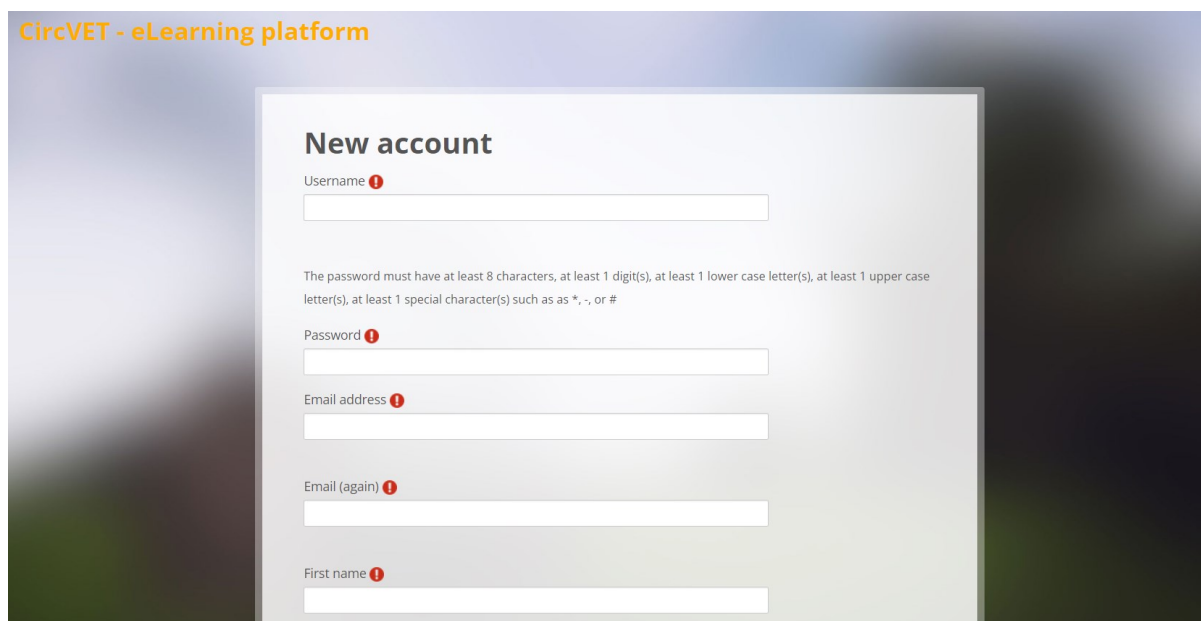


Figura 1b. "Botão "Criar conta"

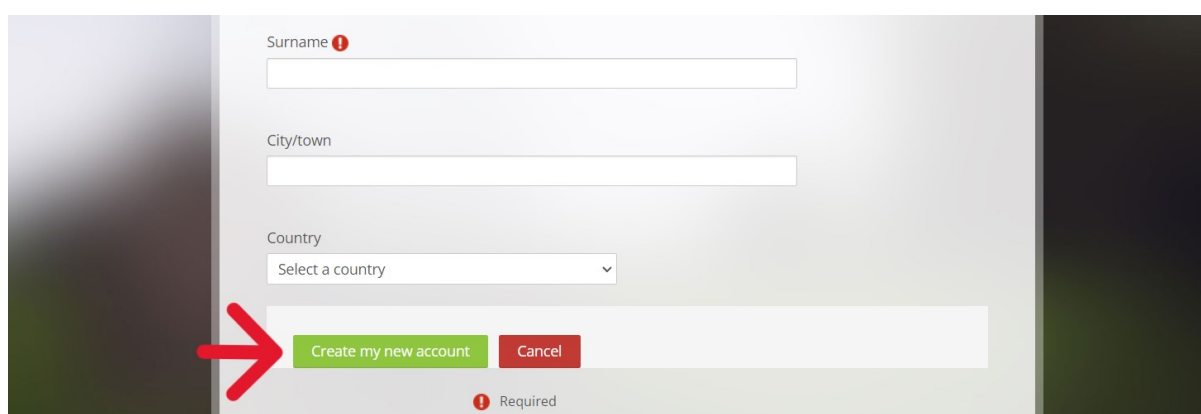
Chegará à página para introduzir as suas informações e criar a sua conta (Figuras 2 e 3) e clique em "Criar a minha nova conta" para finalizar o processo.



The screenshot shows the 'New account' registration form on the CircVET platform. The form is titled 'New account' and includes the following fields and instructions:

- Username** (required): A text input field.
- Password** (required): A text input field. Below it, the password requirements are listed: 'The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as *, -, or #'. There is a red exclamation mark icon next to the label.
- Email address** (required): A text input field.
- Email (again)** (required): A text input field.
- First name** (required): A text input field.

Figura 2. Página de criação de conta (1)



The screenshot shows the bottom section of the 'New account' registration form. It includes the following fields and buttons:

- Surname** (required): A text input field.
- City/town**: A text input field.
- Country**: A dropdown menu with the text 'Select a country' and a downward arrow.
- Create my new account**: A green button.
- Cancel**: A red button.
- A red arrow points to the 'Create my new account' button.
- A red exclamation mark icon and the text 'Required' are located below the buttons.

Figura 3. Página de criação de conta (2)

Receberá um e-mail para confirmar o seu registo. De seguida, pode iniciar sessão na plataforma de e-learning CircVET seguindo o passo indicado.

3.2 Login

Para aceder à conta da plataforma de aprendizagem eletrónica CircVET, siga esta ligação:

<https://project-spaces.eu/circvet/>.

Em seguida, introduza o seu nome de utilizador e a palavra-passe utilizados para criar a sua conta nas caixas de credenciais situadas no canto superior direito do sítio Web (Figura 4).



Figura 4. Login

Acederá ao painel de controlo da plataforma. Pode clicar em "Os meus cursos" (Figura 5) para aceder aos cursos pelos quais é responsável e editá-los.

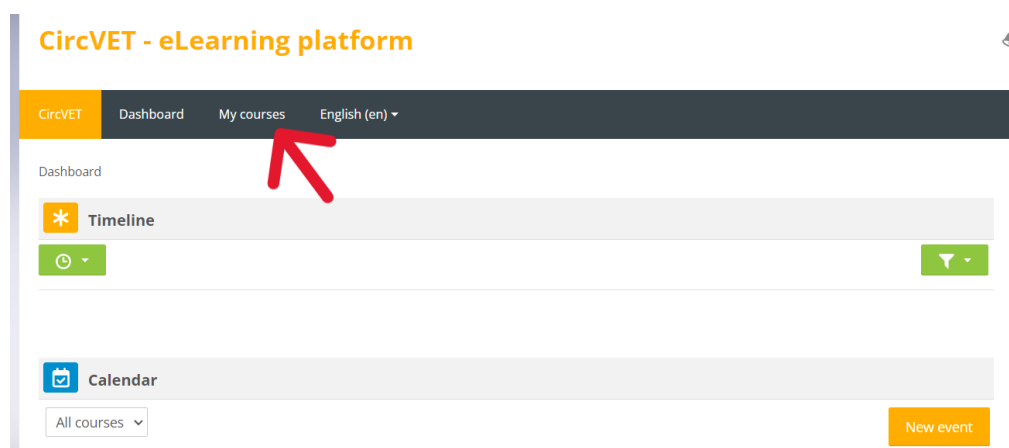


Figura 5. Dashboard

3.3 Edição do curso

Quando estiver na secção "As minhas disciplinas", pode clicar na disciplina que pretende editar para aceder à mesma (Figura 6).

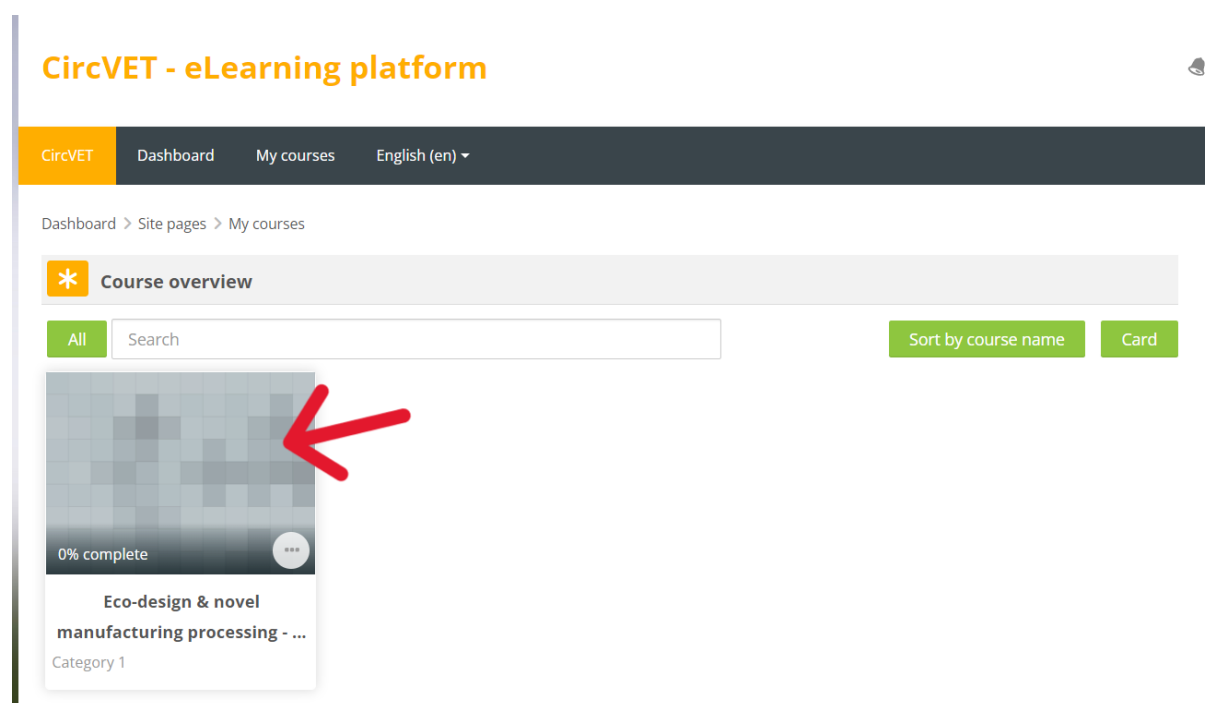


Figura 6. "Secção "As minhas disciplinas"

Depois de aceder à sua disciplina, pode clicar em "Ativar edição" para poder fazer diretamente as alterações desejadas na disciplina (Figura 7).

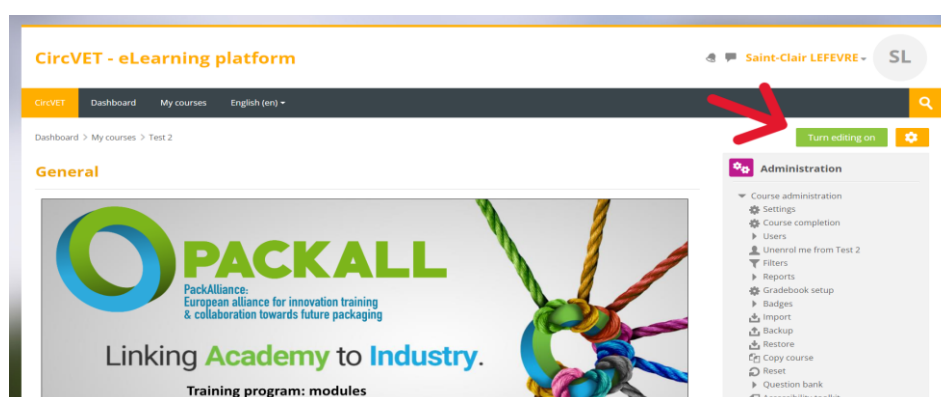


Figura 7. Edição do curso

Uma vez ativado o modo de edição, pode "Adicionar as atividades ou recursos" que pretende na sua disciplina (Figura 8), tais como um ficheiro descarregável, trabalhos ou questionários, fóruns ou caixas de envio de trabalhos. Se quiser adicionar texto, pode seleccionar o recurso "Etiqueta" que lhe permitirá adicionar texto na disciplina.

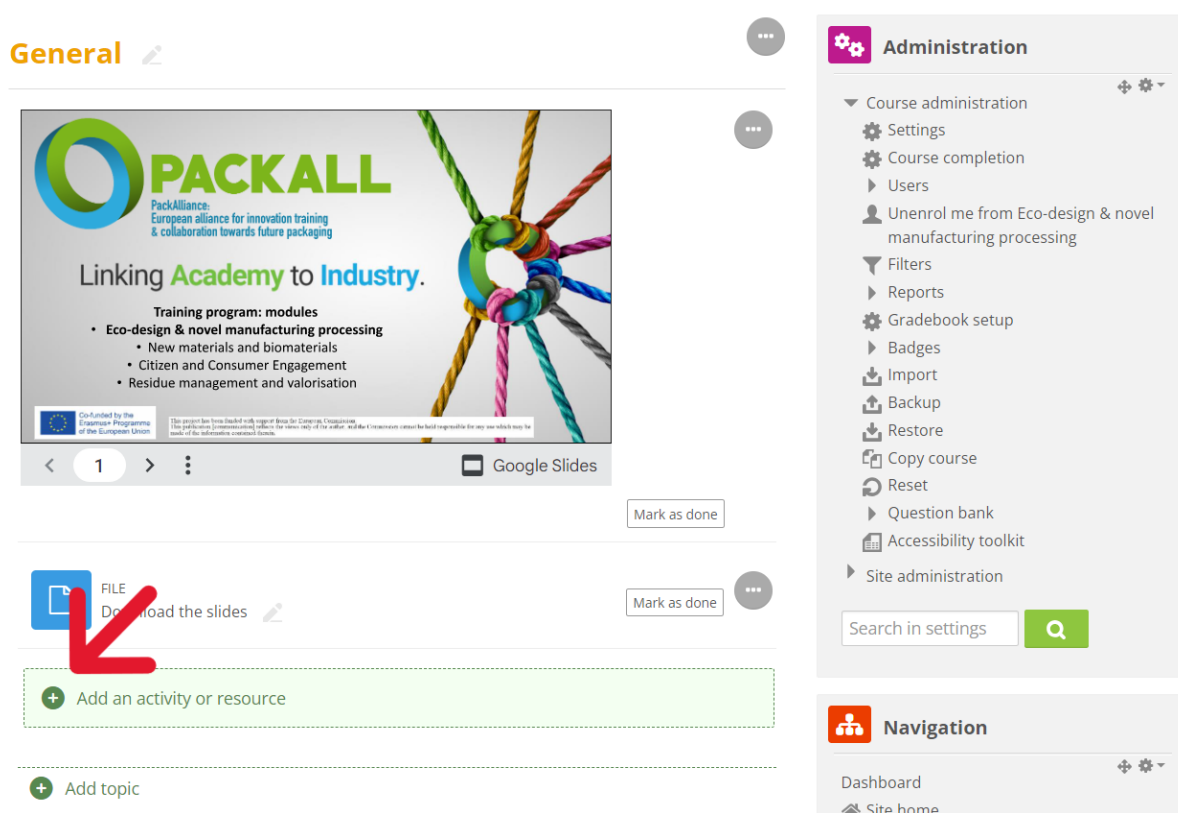


Figura 8. Adicionar uma atividade ou recurso

Existe uma grande seleção de atividades ou recursos que pode adicionar à sua disciplina (Figura 9).

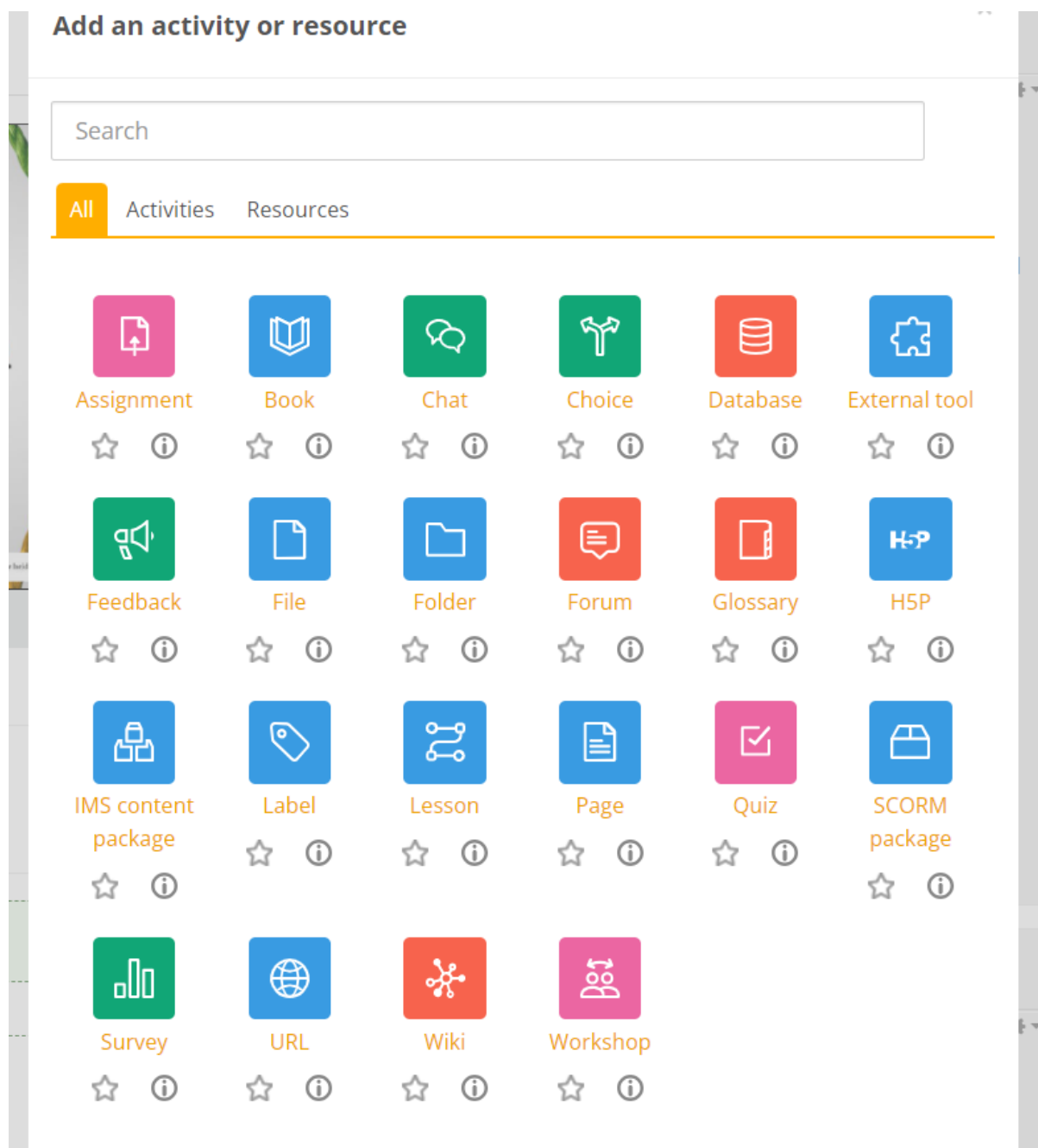


Figura 9. Atividades e recursos disponíveis

Se quiser incorporar diapositivos diretamente na sua disciplina, como na demonstração, pode enviar-nos os diapositivos e nós tratamos do assunto.

Também tem a possibilidade de editar as definições da disciplina (Figura 10) para alterar o título, adicionar uma descrição ou uma imagem que represente a disciplina, ou jogar com outras características diferentes.

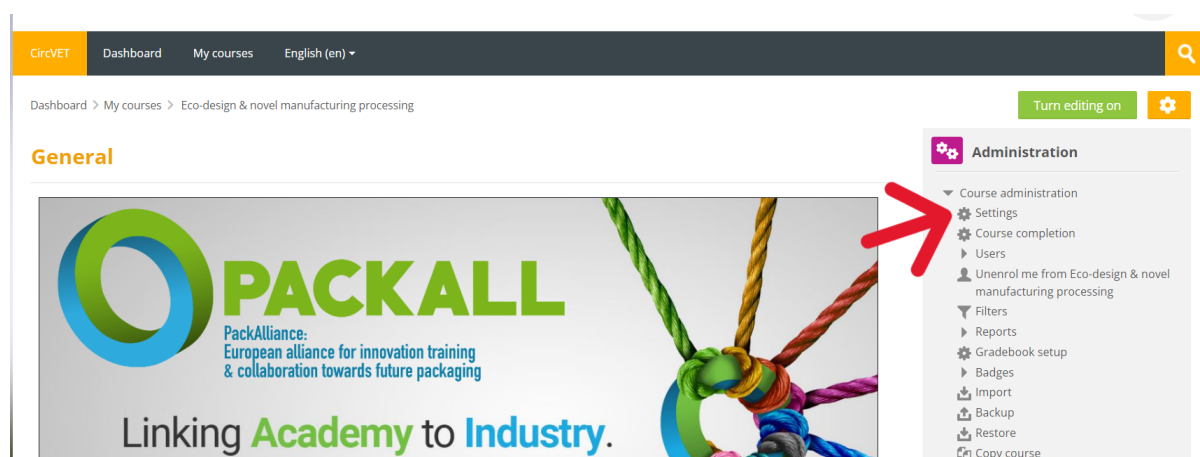


Figura 10. Definições do curso

Na secção Administração, tem também a possibilidade de acompanhar a progressão dos seus alunos, acedendo aos Relatórios do módulo (Figura 11). Estes dão-lhe informações sobre as diferentes utilizações da plataforma que os alunos fizeram. Tem em conta todas as atividades que os alunos realizam enquanto estão na plataforma, desde o tempo passado numa página específica, ao número de cliques em botões, bem como as páginas ou atividades a que acederam.

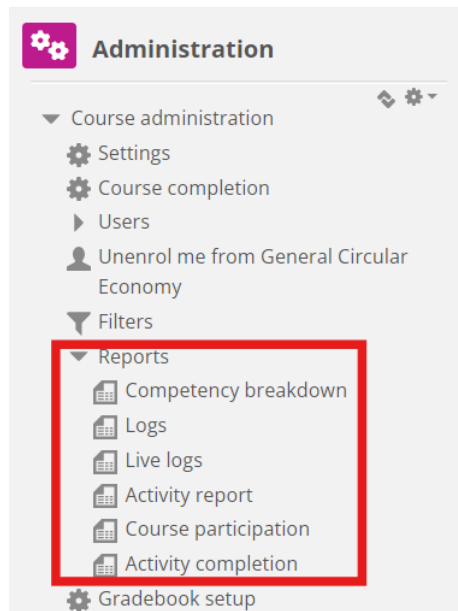


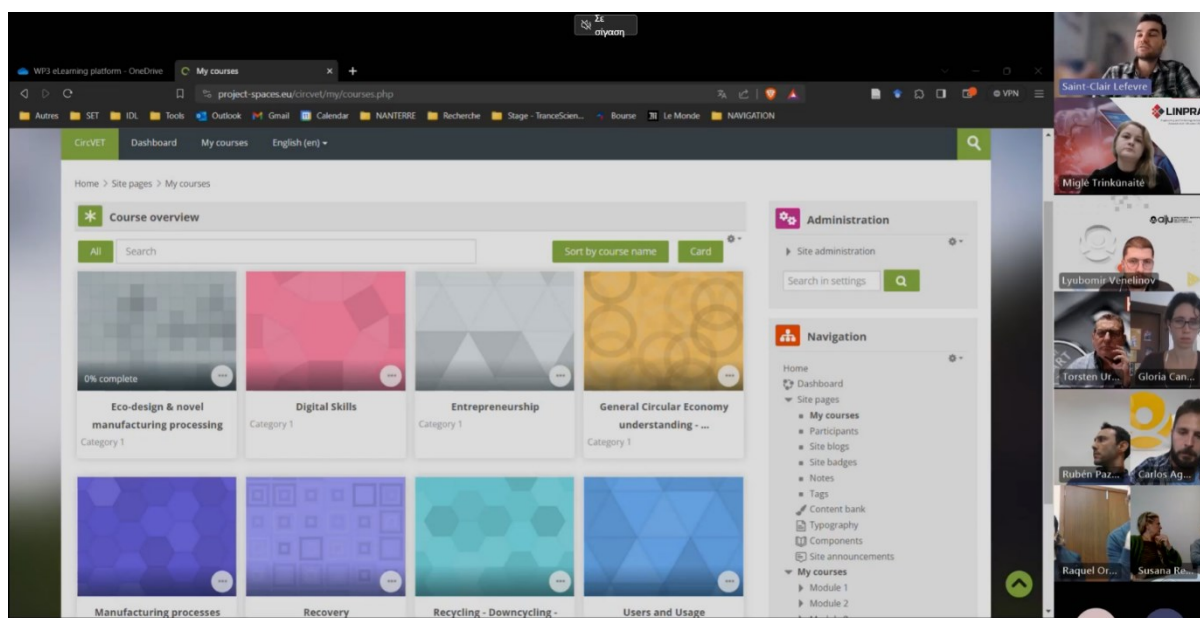
Figura 11. Relatórios

Se necessitar de qualquer tipo de assistência durante a sua navegação na plataforma de e-learning. Não hesite em informar o IDL, teremos todo o gosto em apoiá-lo e ajudá-lo ao longo do percurso.

4 Sessão de formação online

Para além da criação dos diferentes manuais, foi realizada uma sessão de formação com o objetivo de apresentar aos parceiros a utilização da plataforma de aprendizagem.

O material da sessão de formação está disponível no conjunto de diapositivos em anexo
(Anexo I - Apenas em inglês).




5 Anexo I – Apresentação de diapositivos da sessão online

Gravação vídeo da sessão: [Link to recording](#)

Apresentação de diapositivos

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CIRC VET
CIRCULAR ECONOMY PRACTICAL TRAINING MATERIALS FOR PLASTIC MANUFACTURING INDUSTRIES

eLearning platform Training
11.12.2023

WP 3 - eLearning platform

Saint-Clair Lefèvre



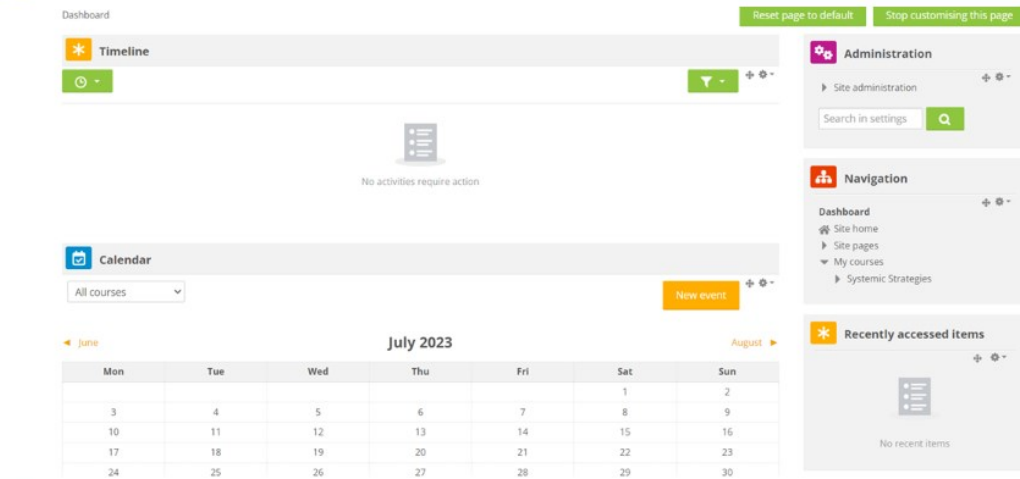
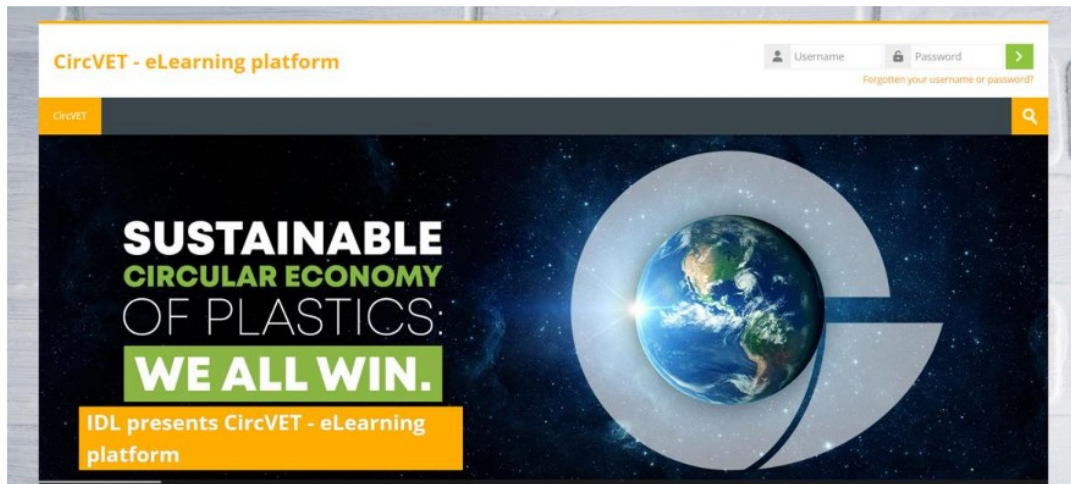
Training materials for the eLearning platform

- Link to the platform: <https://project-spaces.eu/circvet>
- Link to the training recording: [CircVET - WP3 - Workshop on the use of the Platform for piloting-20231211_120236-Grabación de la reunión.mp4](#)



WP 3 - eLearning platform







CircVET

Example of one Topic of a course

I-VET-Higher Education

Not available unless: You belong to I-VET-Higher Education

Topic 1 - General aspects of eco-design: application to the plastic sector



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WP 3 - eLearning platform

INFINITIVITY DESIGN LABS



CircVET

Course display

CircVET - eLearning platform

CircVET Dashboard My courses

Dashboard > My courses > Systemic Strategies

General



FORUM Announcements



Add an activity or resource



Add topic

Topic 1



QUIZ Quiz 1 - Systemic Strategies

Mark as done



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WP 3 - eLearning platform

INFINITIVITY DESIGN LABS



Levels restrictions through group selection



CIRC VET Dashboard My courses English (en) ▾

Home > My courses > Module 3

Level selection



GROUP SELF-SELECTION
Level selection

Mark as done

Please select the level you want to access to.

I-VET-Higher Education

Not available since you belong to I-VET Higher Education

Topic 1 - Digital Skills



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What we need your help with



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What we need your help with

Upload ppts and order them by clear topics folder

WP_2_Module_2_Topic_5 en.pptx

WP_2_Module_2_Topic_1 en.pptx

WP_2_Module_2_Topic_3 en.pptx

WP_2_Module_2_Topic_2 en.pptx

WP_2_Module_2_Topic_4 en.pptx

WP_2_Module_2_Topic_7.1_7.2.pptx

... in the corresponding

C-VET

I-VET VET

I-VET Higher Education



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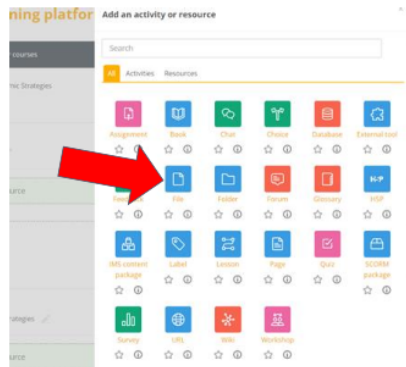
WP 3 - eLearning platform



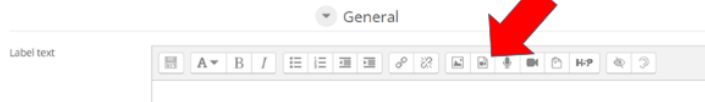
What we need your help with

Upload pdfs or word files on your course if necessary

Videos can be added via URL or file in the "Label" Activity



Adding a new Label



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WP 3 - eLearning platform



Fill the questionnaire template for your course and upload it on the Drive

- Link to the template:
[Questionnaire_Template.docx](#)
- [Link to the explanatory video](#)

SCATEGORY Topic 1 - General aspects of eco-design: application to the plastic sector

Q01-First question of Topic 1

This is the introductory text of question 01 of topic 1:

A001 This is the correct answer for question 01 of topic 1.

A002 This is a wrong answer for question 01 of topic 1.

A003 This is a mistaken answer for question 01 of topic 1.

A004 This is an incorrect answer for question 01 of topic 1.

Q02-Second question of Topic 1

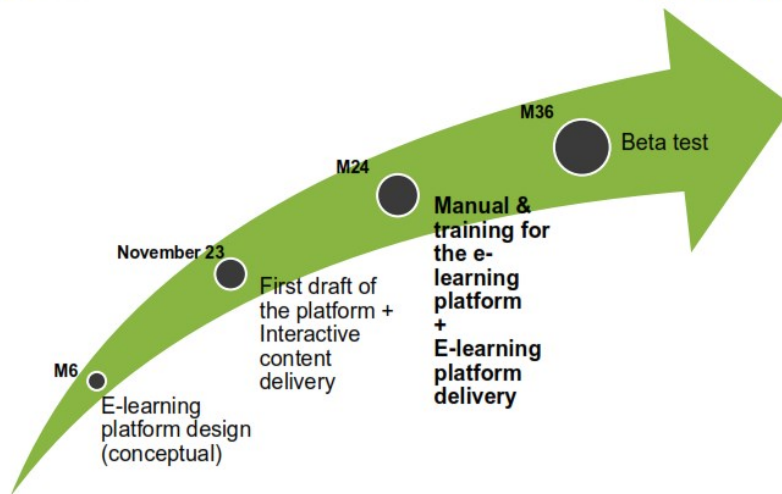
This is the introductory text of question 02 of topic 1:

A001 This is the correct answer for question 02 of topic 1.

A002 This is a wrong answer for question 02 of topic 1.

A003 This is a mistaken answer for question 02 of topic 1.

A004 This is an incorrect answer for question 02 of topic 1.



INFORMAÇÃO DO PROJECTO

Contrato subvenção	de	Project: 101055916 — CIRCJET — ERASMUS-EDU-2021-PI-ALL-INNO
Programa		Erasmus+
Ação-chave		EACEA.A – Erasmus+, EU Solidarity Corps A.2 – Skills and Innovation
Tipo de ação		ERASMUS Lump Sum Grants
Título do projeto		CIRCJET – Materiais de formação prática sobre economia circular para as indústrias de fabrico de plásticos
Data de início do projeto		01-09-2022
Data de fim do projeto		31-08-2025
Duração do projeto		3 anos

Este projeto recebeu financiamento da União Europeia

CONSÓRCIO DO PROJECTO



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