



"ALL IN! Incredible Practitioners to empower adults with disABILITIES through Education, Employment&Social Entrepreneurship"

Project code: 2018-1-RO01-KA204-049335



Work Package 1

Activity O1/A4: Developing "ALL IN" as virtual resources bank that contains 5 practical resources (OER)

1. "Design Thinking Human-Centered" (DT) guide.
2. "Inclusion Needs Analysis" (Training and Development).
3. "Empathy. Emotional&Social Intelligence Educator's Friend" as a toolkit for trainers, educators, etc.
4. Practical guidelines on different intelligences&learning styles.
5. "ImPACT for Disabled Adult Education" – partnership models/methods.

Activity O1/A5: Pilote and validate **"Design Thinking Human-Centered"** (DT) guide.

Activity C1: short-term joint staff training event „Design Thinking Human-Centered" (DT)

Project methodology is based on participation of all partners, from equal positions but with interventions, roles and fairly distributed tasks, depending on specific expertise and organizational capabilities. To facilitate creation of a coherent logical course in implementation, as well as an easy M&E, project consists of 3 main WPs. Each of them has as main pilllar participatory actions based on a full immersion in the experiential working/learning cycle: doing&feeling, searching&reflecting, applying&transferring.

Work Package 2

Activity O2/A6: Developing the "READY4LABOUR MARKET" (RLM) as a support manual for educators, mentors, vocational counselors with 2 main elements:

- a) READY Pack 1 – Ready4Soft Skills - practical models&support tools for personal&professional development of adults with disabilities to be better prepared for jobs in terms of Soft Skills.
- b) READY Pack 2 – Ready4Social Entrepreneurship – practical models&support tools for stimulating entrepreneurial mindset&skills of adults with disabilities as "change makers".

Activity O3/A7: Developing a boardgame - READY Boardgame named "Ready4Impact" as innovative pedagogical online game to be used by educators/mentors in their work with disabled adults for practical learning of starting a social enterprise. It is tightly bound to manual (Pack 2). Game aim is allowing to participants to understand opportunities&difficulties and also to practice main phases in developing a social business in a creative&funny manner.

Activity O3/A8: Pilote and validate the boardgame. Implementing an off line pilote session in each country except Belgium. In each country it is organized a workshop (1 day/4 hours), at least 6 participants (educators, trainers, social entrepreneurs, disabled adults) + online by CESUR with at least 50 participants.

Work Package 3

Activity O4/A9: Creating HR Disability Tool for HR managers, careers counselor, educators, work mentors, employers etc. as a virtual collection of examples, practices (materials&videos) on people with disabilities using assistive technology for success&productivity in education and employment settings. It is meant to provide inspiration&guidance for adult education centres, employment agencies, companies on advancing their accessibility and inclusion policies&initiatives, especially in light of legislative framework of UN Convention.

Activity O5/A10: Developing a Manifesto "Help practitioners to succeed in achieving inclusive adult education" - as Policy Recommendations Paper.

Erasmus+

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