

ABOUT THE PROJECT

LEAP – Learn, Engage, Apply and Perform is a Strategic Partnerships project for Vocational Education and Training under the Erasmus+ programme .

Implementation period

From 1st of September 2017 to 31st of August 2020

Partners

United Kingdom

Exponential Training & Assessment [Coordinator]

Cyprus

Dekaplus

Austria

BEST Institut für berufsbezogene Weiterbildung und

Personaltraining GmbH

Portugal

Instituto de Soldadura e Qualidade

Ireland

Institute of Technology Tralee

Greece

Best Cybernetics



Target Groups

1. Teachers/trainers
2. Learners
3. VET/HE/FE Centres
4. Partners
5. European business community
6. VET Policy stakeholders

OBJECTIVES

The LEAP project intends to create a 'step change' in the **use of e-Portfolios as process-based pedagogical tool** to improve learner and VET provider performance. It will exploit Digital Badges including open digital badges to create an engaging learning process leading to improved performance by learners and teacher/trainers. During the time of implementation of LEAP the following outputs will be delivered:

The LEAP e-Portfolio

A flexible, but structured tool designed to facilitate the collaborative interaction between learners and teacher/trainers and between teacher/trainers and moderators; and to promote learner independence, the use of differentiated learner support, learning and assessment.

LEAP e-Portfolio and Good Practice Handbook

A series of training curricula and VET courses that will make use of the LEAP e-Portfolio. The Handbook will allow the lessons and experience of partners, teachers/trainers and learners to be transferred to other stakeholders interested in exploiting the use of digital open badges within an e-Portfolio such as LEAP.

Policy Report: Taking the LEAP

A strategic document with recommendations for the use of a learner-centred pedagogical process model incorporating open digital badges within e-Portfolios in the delivery of VET courses and how it can support and complement other approaches to VET delivery (e.g. blended learning, use of VLEs, the flipped classroom and traditional classroom based activities).