Blended Learning Knowledge and Skills for European Teachers, VET Trainers and Education Entrepreneurs – B-learning for All

B-learning4all is a project funded by the European Commission DG Education and Culture LEONARDO DA VINCI Programme 2006-2008. B-learning4all is designed to support teachers, VET trainers and education professionals from different sectors. The results of the project may be integrated into any education and training programme at vocational education and training institutions or universities and could be used by any individual training professional interested in blended learning concepts and related innovative learning technologies.

Project background

Blended Learning is based on a combination or mix of e-learning and traditional face-to-face educational systems, involving different methodologies, technologies, media and environments.

The main advantage of using Blended Learning is the possibility to develop effective and efficient learning processes and the acquisition of knowledge and skills.

Products

b-learning4all is developing tools for b-learning educational activities. A web-based b-learning on-line support Portal (b-Portal) provides information, resources and self-learning tools for teachers, VET trainers, education entrepreneurs and other professionals in the field of VET.

Blended learning support portal is created for getting acquainted and encouraging teachers, VET trainers and other educational professionals to use blended learning concepts in their work. Blended Learning is a further development of e-learning and traditional face-to-face educational systems and consists in a combination of multiple approaches to learning, involving different methodologies, technologies, media and environments. Typically, e-learning uses electronic media, applications and processes in different forms: Web-Based learning/Training (WBT), Computer-Based learning/Training (CBT), virtual classrooms, digital collaboration, on-line seminars. In addition to this, Blended Learning can be accomplished through the use of both virtual and physical resources – e.g. combinations of electronic and printed materials and traditional face-to-face on-line sessions.

The main advantage of using Blended Learning is the possibility to build/create the most effective and efficient learning process to gain required knowledge and skills, combining the information widely and precisely diffused by electronic means with the direct contribution of teachers and the opportunity of developing practical experience.

The project has developed reports, surveys and training materials and was identifying best practice on the integration of e-learning and mobile learning in traditional learning settings. A “How-to” Blended Learning Guide in e-book format in 5 languages is freely downloadable via the Internet.
Partners

The partners in this project were 7 organizations from 5 European countries. The consortium partners possessed good but different experience and expert knowledge in the areas needed to accomplish the project.

Estonia Kuressaare Ametikool, a Vocational School located in the greatest Estonian island Saaremaa, with a staff by dedicated and professional teachers whose goal is to provide the finest quality education for over 1000 students per year;

Alfa-Omega Communications, with specific expertise in the field of international Public Relations and Communication services;

OÜ Miksike producer of the opensource-based system Miksike Learning Environment, that publishes more than 25 000 worksheets in HTML and offering a set of collaborative learning services to facilitate learners in constructing their knowledge);

Austria e-Learning Concepts Rietsch KEG, specialized in the development of e-Learning and with a specific expertise in producing applications tailored for continuing education of managers, employees and students;

Bulgaria Infoart, with more than 14 years of experience in consulting and engineering and in the development and implementation of international projects in the field of IT and e-Publishing;

Italia TUTOR European Centre for the Development of Advanced Expertise, a company specialized in e-learning training, developer of a web platform for supporting courses on advanced technologies in the fields of IT, communication and multimedia;

United Kingdom Pontydysgu, author of a community portal for people who want to use, exchange and share Open Source Software and resources to support learning.

Project web-sites

www.b-learning4all.eu (b-Portal)

www.b-learning4all.org (information)

Contacts