



## REACT NEWS



### 3rd project meeting - online

Third REACT project meeting was held online on June 25, 2020 due to the COVID-19 situation, preventing us to travel within Europe. All partners were present at the meeting and Greek partner was official host of the meeting.

Each intellectual output leader presented an overview of the work done so far and following tasks and next steps have also been defined.

Despite the fact all partners have expressed their regret for not having the face-to-face meeting, an online meeting turned out to be a worthy substitute. Online meetings are more cost effective compared to physical meetings and you can simply connect to one from anywhere in the world, not to mention they are less time consuming and allow you to share a broad variety of information in real time with all participants.



### REACT project website

REACT project website is up and running! You can check it [here](#) and search for the interesting and useful content that is up there, such as latest news about the project, newsletters in different languages, documents related to e-learning and energy efficiency.

Website will be used as one of the main channels to promote the REACT project and to reach as many target groups as possible.

Besides the project website, project consortium has also created Facebook profile and LinkedIn profile for the purpose of project dissemination and for sharing knowledge and news about energy efficiency and renewable energy sources.

## PROJECT DEVELOPMENT

Next intellectual outputs to be developed



### INTELLECTUAL OUTPUT 2- REACT Digital training materials

- The innovative digital training materials will be developed as clipart, infographics, videos, downloadable information sheets and through the use of other interactive apps and tools.
- At this time, content for training materials have been developed and partners entered the peer review stage of the content.
- One of the great innovations of the REACT project is the use of a digital game for a formative assessment – a board game with 4 levels corresponding to the 4 competence unit’s topics of the curriculum.
- The game will give learners the opportunity to assess the areas where they should improve and the areas where learning was effective.

### INTELLECTUAL OUTPUT 3 - Summative Assessment framework

- Partners will create the questions and practical projects/WebQuest that will assess the knowledge acquire by learners during the training.
- Partners have already developed 20+5 single choice questions per each CU based on the CUs training materials, which represent the theoretical summative assessment for the qualification.
- Partners have also developed practical assignments which are created on a Work Based Learning context, meaning they can be applied on a real work life situations and will be used for practical assessment.
- What comes next is to develop the WebQuests to be taken on a company context. Four WebQuests will be developed.
- This framework will be a flexible tool that will contribute to the examination process continuous optimization and adaptation, having into account possible updates/improvements of the previous tasks.



### INTELLECTUAL OUTPUT 4 - REACT RPL scheme and tools

- This output will be centered on the development of a harmonized Recognition of Prior Learning (RPL) scheme and tools for the EEEBT qualification, in order to provide opportunities for the informal and non-formal learnings in the field of Energy Efficiency to be recognized.
- RPL scheme is already developed together with the guideline with phases and steps for RPL process.
- Next step for partners is to develop the RPL tools to assess the informal and non-formal learnings.
- REACT RPL scheme and tools have great transferability potential taking into consideration a European harmonization of the qualification.



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## REACT SUMMARY

**Name:** REACT - A digital approach to qualifying technicians in Energy Efficiency in Buildings

**Theme:** Strategic Partnership for vocational education and training

**Program:** ERASMUS +

**Total Budget:** 284 475 €

**Duration:** September 2019 – August 2021

**Partnership:** 5 Partners (3 Countries: Croatia, Greece and Portugal)

## REACT OBJECTIVES

- Create a curriculum on energy efficiency in buildings
- Develop a summative assessment framework
- Build a virtual serious game as formative assessment tool
- Develop digital training materials of multiple formats
- Design a Recognition of Prior Learning scheme and tools
- Set up a guideline for further exploitation of the qualification materials developed

Partners:



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