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TICHE ACADEMY

Training Offer

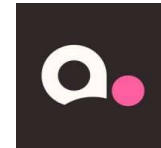


ABSTRACT

TICHE - Training Innovation for Circularity and Holistic economies - is an Erasmus project aims at establishing a **European VET Academy on Circular Economy**, based on a transnational cooperation of a very experienced and complementary partnership, (including associated partners), joining Research centers, Vet centres, University, SMEs, clusters, Umbrella organizations and international networks, public administrations, that will work together as an ecosystem to increase capacity building and responsiveness of the VET systems, according to an “European Education Area”.



Università
degli Studi
di Ferrara



LEARN MORE ABOUT THE PROJECT



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TICHE Academy training offer's detailed description

General Description of the training initiative

Training initiative (title) <i>(ex. Expert in an eco-design for circular economy in the textile and fashion industries)</i>	Circular economy game
EQF Level (if applicable)	6-7
Proficiency level <i>(foundation/basic, intermediate, advanced, high specialized level)</i>	Intermediate
Expected learning outcomes <i>(By the end of this course, the learners will acquire)</i>	<p>After completing the course, the student is able to explain the concept of circular economy.</p> <p>In addition, the student can explain and utilize circular economy business models and methods that are used in building a sustainable life cycle for a product.</p> <p>The student is able to make justified decisions to balance the different aspects of sustainable life cycle, such as cost, durability, recycling possibilities etc.</p> <p>The student is able to analyze the impact of different circular economy solutions when the complete life cycle is considered.</p>
Methodologies	Preliminary task, game-based learning, discussion, reflection and reporting
Mode of Learning <i>(Blended, online, onsite)</i>	Online
Assessment <i>(ex. test)</i>	Written report
Certification and recognition	Attendance Certificate, Europass Digital Credentials Certificate upon the request
Targets	Students, Workers, Unemployed people
Delivery Language/s	English

Modules of the training initiative

Module N.	Title of the Module/s	Learning/training hours (total)
MODULE 1	Circular economy game	Preliminary task 10 h, game-based learning 3 h, discussion 1 h, reflection and reporting 13 h

Module's detailed description

MODULE 1	
Title of the module: Circular economy game	
<i>Main objectives of the module</i>	
<p>The student is able to explain the concept of circular economy. In addition, the student can explain and utilize circular economy business models and methods that are used in building a sustainable life cycle for a product. The student is able to analyze the impact of different circular economy solutions when the complete life cycle is considered.</p>	
<i>Contents/subjects of the module</i>	
<ul style="list-style-type: none"> • Preliminary task: Independent studying on the principles of circular economy and life cycle thinking • Game playing: Teamwork • Discussion: Class activity • Reflection and reporting: Individual work 	
Learning Outcomes The Learner will <i>(ex. Have a clear understanding of the concept of CE, its historic development, its definitions, its principles. Know key examples of CE in practice.)</i>	Assessment criteria: The learner can <i>(ex. Define the concept of CE and provide relevant examples. Identify relevant supporting concepts related to CE.)</i>
The learner will have an understanding of the concept of circular economy and life cycle thinking. In addition, the learner knows the impact of different circular economy solutions when the complete life cycle is considered.	The learner can define the concept of circular economy, make choices that benefit the circularity targets of product life cycle, and analyze the effect of the choices.

Achievements

Module: Circular economy game		
Knowledge	Skills	Competencies
<i>(Means the body of facts, principles, theories and practices that is related to a field of work or study. It is described as theoretical and/or factual knowledge)</i>	<i>(Means the ability to apply knowledge and use know-how to complete tasks and solve problems. They are described as cognitive (logical, intuitive, and creative thinking) or practical (involving manual dexterity and the use of methods, materials, tools and instruments)</i>	<i>(Means the proven ability to use knowledge, skills and personal, social and methodological abilities in work or study situations and in professional and personal development. It is described in terms of responsibility and autonomy)</i>
At the end of this unit the participant will know:	At the end of this unit the participant will be able to:	At the end of this unit, the participant will have acquired the responsibility and autonomy to:
The principles of circular economy and life cycle thinking.	Make creative choices that benefit the circularity of a product life cycle using a practical case example.	Support decisions leading to circular solutions enhancing sustainability.