Erasmus+ Alliances for Innovation

2024

Policy context Lot 2: Alliances for Sectoral Cooperation on Skills (implementing the 'Blueprint')

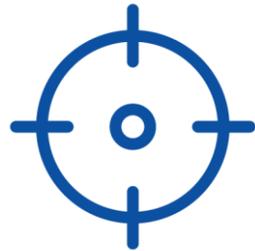*Felix Rohn (DG EMPL, Unit B2)*

Why a European Year of Skills?

The Year will **promote a mindset of reskilling and upskilling,** boosting **competitiveness** of companies (in particular SMEs), harnessing the **digital and green transitions** in a **socially fair, inclusive and just manner.**

Investment
Increased, more effective and inclusive investment

Skills relevance
Strengthening skills relevance by close cooperation

Matching aspirations
Matching people's aspirations and skills-set with labour market opportunities

Attracting people
Attracting skilled people from third countries

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European Pillar of Social Rights
First principle

Education, training, lifelong learning for all

European Green Deal

Skills for green transition

European Skills Agenda

Digital skills

European Digital Strategy

Skills for jobs

European Industrial and SME Strategies

European Research Area

STEM

Lifelong learning

European Education Area

European Commission

European Skills Agenda

1. Pact for Skills

2. Strengthening skills intelligence
3. National Skills Strategies and Public Employment Services
4. Recommendation on VET
5. European Universities
6. Skills to support twin transitions
7. STEM graduates, entrepreneurial and transversal skills
8. Skills for Life

Joining forces

Skilling for a job

Tools for lifelong learning

Unlocking investment

9. Individual learning accounts
10. Micro-credentials
11. Europass

12. Framework to unlock Member States' and private investments in skills

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Blueprint Alliances projects

2017
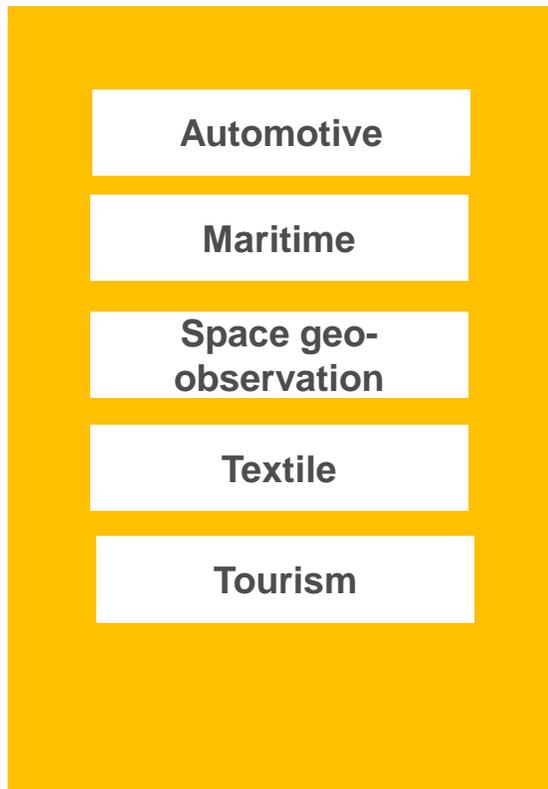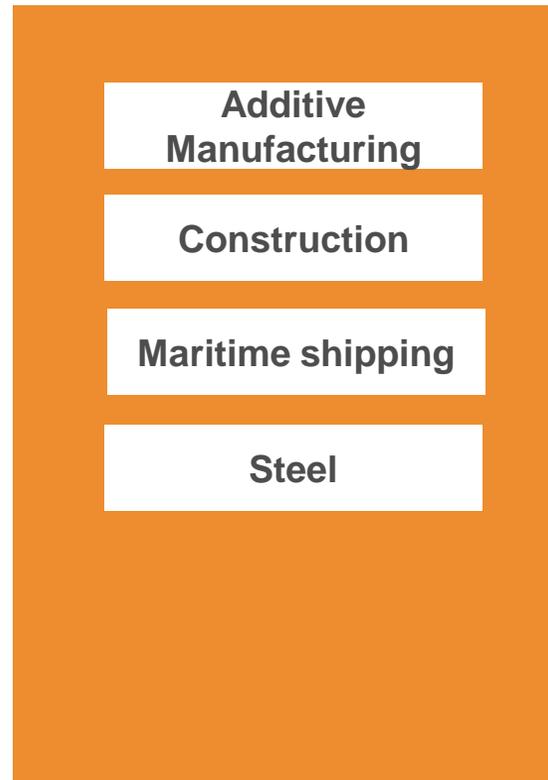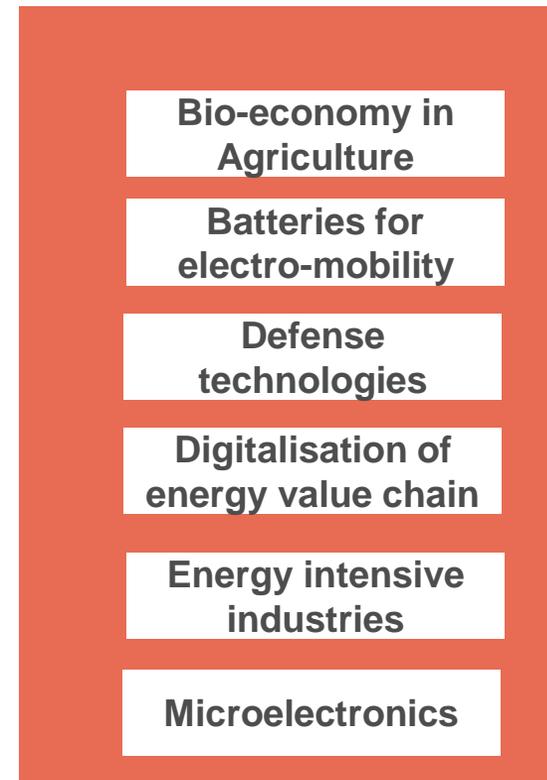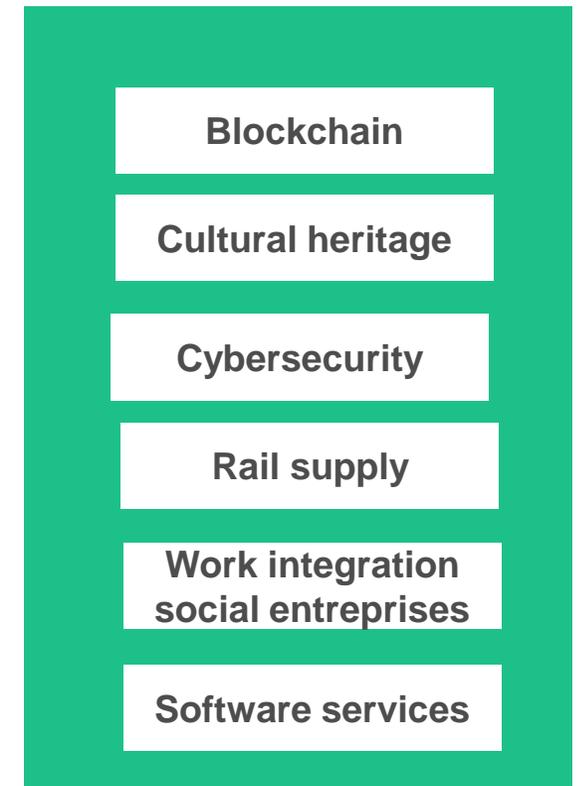
- Automotive
- Maritime
- Space geo-observation
- Textile
- Tourism

2018

- Additive Manufacturing
- Construction
- Maritime shipping
- Steel

2019

- Bio-economy in Agriculture
- Batteries for electro-mobility
- Defense technologies
- Digitalisation of energy value chain
- Energy intensive industries
- Microelectronics

2020

- Blockchain
- Cultural heritage
- Cybersecurity
- Rail supply
- Work integration social entreprises
- Software services

More details on ongoing Blueprint projects in the Erasmus+ project results platform

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Blueprint Alliances projects

2021

- Social economy & proximity
- Agri-food
- Digital
- Creative & cultural
- Tourism
- Renewable energy
- Health

2022

- Social economy & proximity
- Energy-intensive industries
- Electronics
- Mobility-shipbuilding
- Textile
- Retail
- Health

2023

- Aerospace & defence
- Mobility-automotive
- Digital
- Textile
- Health

2024

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The Pact in the Industrial Ecosystems

✔ = Partnership established
— = Existing Blueprint projects

20 Large Scale Skills Partnerships now launched in all 14 key industrial ecosystems.

Together, committed to provide **up- and reskilling opportunities for at least 10 million people** in the coming years.

Industrial Ecosystems

Proximity & Social Economy
Tourism
Creative & Cultural Industries
Aerospace & Defense
Textiles
Micro electronics
Mobility - Transport - Automotive
Construction
Renewable Energy
Agri-Food
Health
Digital
Energy-Intensive Industries
Retail

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Blueprint Alliances in a nutshell

- Concept of industrial ecosystems

- Embedment in the Pact for Skills

- Gather skills intelligence: where are the skills gaps, skills shortages, which are emerging occupational profiles?

- Develop a sector skills strategy

- Develop & deliver training programmes and qualifications for occupational profiles at vocational (EQF 3-5) <u>and</u> higher education level (EQF 6-8)

- Design a long-term action plan to be rolled out at the national and regional levels

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Skills Intelligence

- Detailed assessment of current and anticipated skills needs

- Identify urgent skills needs

- Identify emerging occupational profiles

- Clear methodology, also to monitor progress and the evolution of demand and supply of skills

- Feed results into CEDEFOP European Skills Intelligence

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Sector Skills Strategy

- Anchored in the overall growth strategy for the sector

- Activities, milestones, well-defined results, clear task attribution, time lines

- Identify and prioritise emerging occupational profiles

- Identify which digital and green skills are needed in occupations

Training

- <u>Rapid</u> response to urgent skills needs: develop continuing vocational training programmes for the labour force <u>within the first year</u>

- Designing & delivering European 'core' curricula and training programmes <u>throughout the project</u>:

  Focus on <u>emerging</u> occupational profiles

- Use of EU tools, such as EQF, ESCO, EQAVET

- Reach out to CoVEs, 3S regions, European cluster partnerships, the EIT knowledge & innovation communities and providers of employment opportunities

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Training content – reactive response

- Address <u>urgent</u> skills needs

- Draw on ESCO and competence frameworks

- Rapid design of <u>continuing vocational training </u>(CVT) for the labour force (within 1st year)

- Rapid uptake and use of the training programmes by involving main players networks and clusters (see slide 19)

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Training content – proactive response

- <u>Develop</u> modular VET and HE curricula and training programmes <u>for emerging occupational profiles</u>:

  o for the young: <u>initial</u> education & training + related qualifications

  o for people of working age: <u>continuing</u> vocational training + related certificates

  o <u>integrate</u>: key competences, digital + green skills, work placements abroad, work-based learning

- <u>Deliver the curricula and training</u>

  o <u>integrate</u>: work placements abroad, work-based learning

Thank you

European Commission