

SCHOOL TO WORK

Annual Conference Goes Online 21.10.2020

We are happy to invite you to the 5th Annual School to Work Conference.

Due to the circumstances of ongoing pandemic, the Conference turns digital and will be held online. The 21st of October will offer you keynote speakers and a range of workshops. You can choose to take part of the entire programme or just pick the parts that are really essential for your field of work.

We welcome practitioners as well as policy- and decision makers who work with, or have responsibility for the following themes:

- Prevention of early school leaving and early warning systems
- NEETs
- Basic Skills (literacy, math, IT)
- STEAM subjects in basic and secondary education (Science, Technology, Engineering, Arts, Math)
- Attractiveness of Vocational Education

Register at <https://link.webropol-surveys.com/EP/0FB52BE4C2B55CDB>

Registration is open until 14th of October.

All participants will receive a link to the virtual conference and workshops on 19th of October.

The seminar is arranged by EUSBSR Flagship School to Work and UBC Task Force Supporting Youth Employment and Well-Being.

PROGRAM (all times Finnish time)

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| 10.00 | Opening
<i>Gunnar Anderzon, Project Manager, S2W Flagship, SALAR (Sweden)</i>
<i>Matti Mäkelä, Head of the Project Management Office, City of Turku (Finland)</i> |
| 10.15 | Basic Skills: Challenges and Solutions in Finland
<i>Erno Hyvönen, Project Coordinator, Ministry of Education and Culture (Finland)</i> |
| 10.45 | Workshops I (NEETs, Early School Leaving, Basic Skills)
<i>Workshop 1.1: Supporting transition to education through gamified infographics</i>
<i>Workshop 1.2: Math tutors</i>
<i>Workshop 1.3: Peer mentoring model</i> |
| 11.45 | Workshops II (NEETs, Early School Leaving, Basic Skills)
<i>Workshop 2.1: Basic skills school mentoring by PETU-project</i>
<i>Workshop 2.2: Vamos Youth Services – model of a One Stop Shop</i>
<i>Workshop 2.3: Treasure hunt from Wow!Hurray! series</i> |
| 12.30 | Lunch |
| 13.15 | STEM and the European Green Deal
<i>Dr. Laima Galkutė, Vytautas Magnus University, researcher at the Institute of Education, member of Lithuanian National Commission for UNESCO</i> |
| 13.45 | Workshops III (STEAM, Attractiveness of VET)
<i>Workshop 3.1: Idea-workshop for supporting regional work-based immigration</i>
<i>Workshop 3.2: Sustainable Development Goals in STEAM education</i>
<i>Workshop 3.3: Adapted vocational training for students recently arrived in Sweden</i> |
| 14.45 | Workshops IV (STEAM, Attractiveness of VET)
<i>Workshop 4.1: Increasing awareness and attraction on VET</i>
<i>Workshop 4.2: Five stars for VET!</i>
<i>Workshop 4.3: STEAM Turku: STEAM Path for Every Child and Youngster</i> |
| 15.30 | Closing the Seminar |



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5th Annual Conference Workshops

10.45 - 11.30 WORKSHOPS I

Workshop 1.1: Supporting transition to education through gamified infographics

The workshop offers fun and useful ideas of gamification by engaging the participants with example task from the game platform called Seppo.io. The experiences are discussed afterwards. The game contents are connected to infographics, which presents the Finnish school system in Finnish. For the purposes of the workshop there will be an unofficial translation of the infographics. Thus, it is possible for anybody, from any country to participate in our workshop and to carry out the game tasks.

Host: Project Manager and Senior Lecturer **Mai Salmenkangas**, Metropolia University of Applied Sciences (Finland)

Workshop 1.2: Math tutors

The workshop presents a recently digitalized tool for individual tutoring for young people by volunteer math teachers.

Hosts: Project Manager **Emma Nylund**, coach **Päivi Tuki**, Vamos Youth Services Turku (Finland)

Workshop 1.3: Peer mentoring model

The workshop introduces a peer mentoring model that aims to increase the NEETs participation in the society.

Hosts: Project Manager **Auli Hirvensalo-Mattila**, Unit Director **Mia Oksa**, Vamos Youth Services Turku, and **Miina Savolainen**, Developer of method Empowering Photography (Finland)

11.45 - 12.30 WORKSHOPS II

Workshop 2.1: Basic skills school mentoring by PETU-project

The workshop presents support videos made in multi-professional and multicultural collaboration for language learning, mathematics and ITC for the needs of primary school.

Host: **Saara Linnatsalo**, Teacher, Setlementti Aurala and Turku Adult Education Centre (Finland)

Workshop 2.2: Vamos Youth Services – model of a One Stop Shop

The workshop handles the ways to support NEETs to school and work using methods of intensive individual and group coaching.

Hosts: Unit Director **Mia Oksa**, Project Manager **Emma Nylund**, Project Manager **Auli Hirvensalo-Mattila**, Vamos Youth Services Turku (Finland)

Workshop 2.3: Treasure hunt from Wow!Hurray! series

The workshop introduces 25-hour project which is intended for STEM learning for students in grades 7-9. The project introduces a treasure hunt story that engages in tasks in chemistry, geography, mathematics etc. which need to be solved in order to continue the story. The workshop introduces the project in detail and some sample tasks.

Host: Teachers **Helina Reino** and **Tiina Naissoo**, Gustav Adolfsi Gümnaasium (Estonia)



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5th Annual Conference Workshops

13.45 - 14.30 WORKSHOPS III

Workshop 3.1: Idea-workshop for supporting regional work-based immigration

Participants exchange, discuss and develop models and solutions for questions concerning work-based immigration, networks and forms of co-operation needed for successful work-based immigration, labour shortage caused by the aging in society, and the role of VET-schools in these questions.

Host: **Kalle Ojanen**, Head of Unit at Turku vocational institute (Finland)

Workshop 3.2: Sustainable Development Goals in STEAM education

The workshop discusses the role of Sustainable Development Goals (SDGs) by the United Nations 2030 Agenda as transdisciplinary topics within STEAM subjects. Integrating SDGs into Science curriculum at the basic school is demonstrated by a case example from Lithuania. The workshop also provides a collection of ideas for STEAM reorienting towards sustainable development as well as stimulation of thematic partnerships in the Baltic Sea Region.

Host: **Gediminas Čapkauskas** (Lithuania)

Workshop 3.3: Adapted vocational training for students recently arrived in Sweden

The workshop introduces Yrk In that aimed to help students who recently arrived in Sweden and were not eligible for vocational education in Upper Secondary school to establish themselves in the labour market through adapted vocational training.

Host: **Johanna Kreichbergs**, Project Manager, Swedish Association of Local Authorities and Regions (Sweden)

14.45 - 15.30 WORKSHOPS IV

Workshop 4.1: Increasing awareness and attraction on VET

The workshop introduces a successful experience of increasing awareness and attraction on VET for example through seminars and e-learning activities involving students, teachers and parents. It will show also how this happened during the lockdown.

Host: **Alice Barbieri** & **Francesco Isetta**, Project Managers #Progettiamocilfuturo, Aliseo Liguria (Italy)

Workshop 4.2: Five stars for VET!

How to make vocational education more desirable for youth? The workshop provides examples of practices through five checkpoints, namely new physical learning environments, open access - online courses for all, augmented reality in different environments, learning 365/12, and Innovate!

Host: **Annina Laaksonen**, Project Manager, City of Turku (Finland)

Workshop 4.3: STEAM Turku: STEAM Path for Every Child and Youngster

In April 2018, the City of Turku signed a Technology Campus agreement with the higher education institutions in the region and Turku Science Park Ltd., with a focus on increasing the provision of technical education and research. The STEAM Turku project is part of the overall contribution of the City of Turku to this cooperation. Goal of the project is a) to create a new education operating model for the City of Turku for increasing the attractiveness of science and technology, b) to build a science and technology path combining early childhood, basic and upper secondary level education, c) to offer direct paths to further studies and the Turku Technology Campus, d) to create new forms of cooperation between the Education Division, institutions of higher education, companies and other operators, e) to strengthen the demand for higher education in science and technology in Turku and Southwest Finland in the long term through broad cooperation between different levels of education, and f) to develop new digital solutions, learning contents, learning materials and learning environments.

Hosts: **Matti Mäkelä**, Head of the Project Management Office, City of Turku / Development Services, and Project Coordinator **Teija Murmann**, City of Turku / Development Services (Finland)

