



UNIVERSITÀ
DI PAVIA

**KA2
COOPERATION
PARTNERSHIPS**



Erasmus+
Enriching lives, opening minds.



UNIVERSITÀ DI PAVIA

GLOBEC

Center for Global Strategic Engagement

WHAT IS A COOPERATION PARTNERSHIP?

A project that helps participating organizations in gaining experience in international cooperation, producing high-quality innovative deliverables, combining different activities:

- **Project management: meetings between partners**
- **Implementation activities: networking events, exchange of best practices, production of innovative deliverables, short training programs**
- **Sharing and promotion activities: conferences, events, webinars**



Cooperation partnerships could be implemented in different fields:

- Higher education
- Vocational education and training (VET)
- School education
- Adult education
- Youth
- Sport



**In order to be eligible,
a project must address one or more
horizontal and/or sector specific priority
areas**



HORIZONTAL PRIORITIES

- Inclusion and diversity (people with fewer opportunities, migrants, people with disability, socio-economic obstacles, etc..)
- Environment and fight against climate change (promote sustainability competencies in educational programs)
- Digital transformation (development of digital readiness, resilience and capacity)
- Common values, civic engagement and participation (promote EU values, intercultural competencies)



PRIORITIES FOR HIGHER EDUCATION SECTOR

- Promoting inter-connected HE systems (cooperation among HEIS)
- Stimulating innovative learning and teaching practices (student-centred curricula, flexible learning pathways, micro-credentials, SDGs)
- Developing STEM-science, technology, engineering and mathematics in HE, in particular women participation in STEM
- Promoting excellence in learning, teaching and skills development (innovative/online pedagogies, multidisciplinary, new curriculum design, linking education with research and innovation)
- Building inclusive HE systems (support to incoming mobile participants, informal learning and extra-curricular activities)
- Supporting digital capabilities of the HE sector (European Student Card initiative, digital skills of students and staff)



PRIORITIES FOR VET SECTOR

- **Adapting VET to labour market needs (development of updated VET curricula)**
- **Increasing the flexibility of opportunities in VET (flexible and learner-centred programmes, recognition of learning outcomes)**
- **Contributing to innovation in VET (new learning and teaching approaches, applied research)**
- **Increasing attractiveness of VET (facilitate the use of Europass, facilitate link with business, chambers of commerce and other stakeholders)**
- **Improving quality assurance in VET (national quality assurance systems, micro-credentials)**
- **Internationalisation strategies for VET providers (mobility, mutual recognition, students support services)**



PRIORITIES FOR SCHOOL EDUCATION SECTOR

- **Tacking learning disadvantage, early school leaving and low proficiency in basic skills**
- **Supporting teachers (continuos professional development)**
- **Development of key competences (innovative learning approaches, creativity, competence-based teaching)**
- **Promoting language teaching and learning (also through new technologies)**
- **Promoting excellence in STEM -science, technology, engineering and mathematics (also through innovative pedagogies and assessment methods)**



PRIORITIES FOR ADULT SECTOR

- Provide high quality learning opportunities for adults (flexible learning offers, digital and blended opportunities)
- Create upskilling pathways for adults (reaching higher qualifications)
- Improving competences of educators and adult education staff (innovative teaching methods)
- Enhancing quality assurance in adult education
- Developing local learning environments (promoting social inclusion, civic engagement and democracy among the civil society)
- Promoting Erasmus+ among all citizens and generation (education and exchange opportunities to seniors)



WHO, HOW & WHEN

Partnership between:

Minimum 3 organizations from 3 different Programme countries

Any type of public or private organization is eligible

No maximum number of participating organizations

Partners from third countries are accepted **ONLY** if they add value to the project

Project duration: Between 12 and 36 months

Call for application: March 2023

Project starting date: from October 2023 to December 2023

➤ To the [Italian National Agency](#)



ELIGIBLE ACTIVITIES AND PARTICIPANTS

Activities

- Meetings among partners
- Learning, teaching and training activities
- Production of tangible deliverables (curricula, learning material, open educational resources, IT tools, analysis and studies, etc..)
- Dissemination events (conferences, webinars, seminars)

Participants :

Teaching and non-teaching staff, external experts, students



BUDGET

Lump sump: 100.000 or 250.000 or 400.000 eur

Work packages and budget:

- **WP1 - Management & implementation (20% of total budget)**
- **WP2/WP3/WP4/WP5 - All project activities: meetings, staff costs, dissemination, travel, deliverable, subcontracting, workshop, etc...**
- **(80% of total budget to be split in one to four work packages)**

Deadline: 23 March 2023





globec@unipv.it

THANK YOU!



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