Erasmus+ Programme 2021 – 2027: Cooperation Partnerships

KA2 COOPERATION PARTNERSHIPS

Enriching lives, opening minds.
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, multidisciplinarity, 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

- Tackling learning disadvantage, early school leaving and low proficiency in basic skills
- Supporting teachers (continuous 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 the add value to the project

Project duration: Between 12 and 36 month

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
THANK YOU!

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