



Validation in the EU

Purposes, Instruments and Differences

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Validation Purposes on different Levels

1. EUROPEAN level (European Commission)

- Transparency of qualifications
- Mobility
- Comparability
- European economic growth and stability

2. INDIVIDUAL level

- Showing potentials and competences
- Finding jobs
- Collecting evidences in CV
- Sharing competences for private projects/purposes

3. INSTITUTIONAL level (enterprises, public institutions, schools

- Finding personnel
- Providing evidences of own capacities
- Organisational development
- ...

Validation (European Commission)

Validation is the process of

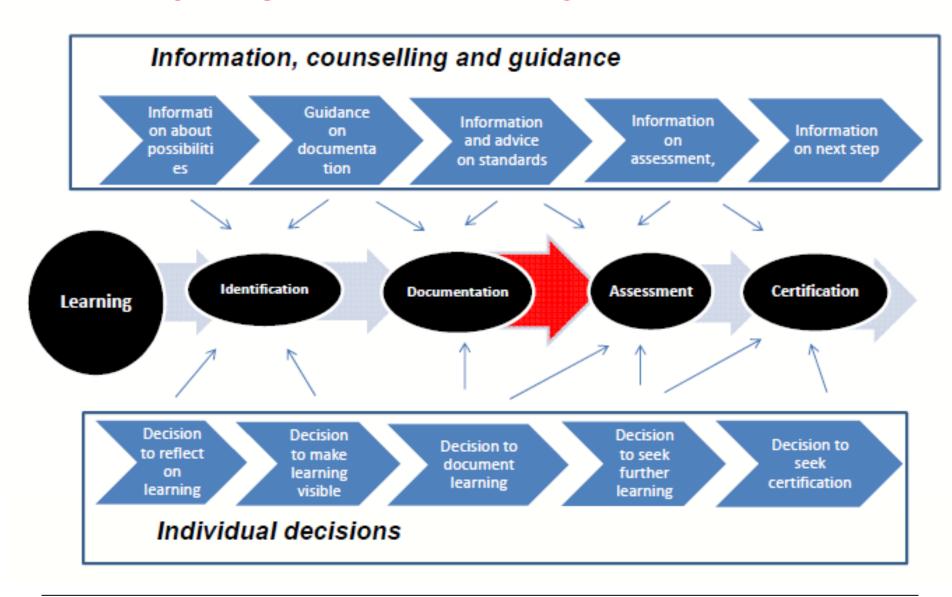
- identifying,
- assessing,
- documenting and
- recognising

Knowledge, Skills and Competences acquired in formal, non-formal and informal settings.

CEDEFOP glossary, EU Communication on LLL:

"Validation is the process of identifying, assessing and recognising a wider range of skills and competences which people develop through their lives and in different contexts…"

The complexity of the validation process.......



Validation in the EU: Idea / Vision / Goals

Educational/System level

"The purpose of validation is to **make visible** the entire scope of **knowledge and experience** held by an individual, **irrespective of the context** where the learning originally took place."

"Lifelong learning requires that **learning outcomes** from different settings and contexts can be **linked together**."

"In lifelong and life-wide learning, 'validation' is a crucial element to ensure the visibility and to indicate the appropriate **value** of the learning that took place **anywhere and at any time** in the life of the individual." (Colardyn/Bjornavold 2004)

Policy level:

- Fostering European Mobility
- Acknowledgement of qualifications
- Transparency and comparability of knowledge, skills and/or competences

Validation Instruments of the EU

EQF -> Meta-Reference System(s)

ECTS -> Credit Transfer in HE

ECVET -> Credit Transfer in VET

EUROPASS -> EU Curriculum Vitae

To be presented in the next slides

European Qualifications Famework (EQF)

- A Meta-System to describe quality stages of professional competences on 8 levels (from helpers with basic skills to PhD level) based on the three dimensions
 - Knowledge
 - Skills and
 - Competences (Responsibility/Autonomy)
- Based on this system the formal professional qualification of a person can be described (e.g. via the ECVET system)

European qualifications framework (EQF)

Descriptors defining levels in the European Qualifications Framework (EQF)

The learning outcomes relevant to	Knowledge¹ are	Skills² are	Competences ³ are
Level 1 are	basic general knowledge	basic skills required to carry out simple tasks	work or study under direct supervision in a structured context
Level 2 are	basic factual knowledge of a field of work or study	basic cognitive and practical skills required to use relevant information in order to carry out tasks and to solve routine problems using simple rules and tools	work or study under supervision with some autonomy
Level 3 are	knowledge of facts, principles, processes and general concepts, in a field of work or study	a range of cognitive and practical skills required to accomplish tasks and solve problems by selecting and applying basic methods, tools, materials and information	take responsibility for completion of tasks in work or study AND adapt own organisation to circumstances in solving problems
Level 4 are	factual and theoretical knowledge in broad contexts within a field of work or study	a range of cognitive and practical skills required to generate solutions to specific problems in a field of work or study	exercise self-management within the guidelines of work or study contexts that are usually predictable, but are subject to change AND supervise the routine work of others, taking some responsibility for the evaluation and

^a In the context of EQF, knowledge is described as theoretical and/or factual (as praxis).

In the context of EQF, skills are described as cognitive (involving the use of logical, intuitive and creative thinking) and practical (involving manual dexterity and the use of methods, materials, tools and instruments).

In the context of EQF, competence is described in terms of responsibility and autonomyEU ->instruments -> EQF

	Knowledge ^[1]	Skills ^[2]	Competences ^[3]
LEVEL 1	basic general knowledge	basic skills required to carry out simple tasks	work or study under direct supervision in a structured context
LEVEL 2	basic factual knowledge of a field of work or study	basic cognitive and practical skills required to use relevant information in order to carry out tasks and to solve routine problems using simple rules and tools	work or study under supervision with some autonomy
LEVEL 3	knowledge of facts, principles, processes and general concepts, in a field of work or study	a range of cognitive and practical skills required to accomplish tasks and solve problems by selecting and applying basic methods, tools, materials and information	take responsibility for completion of tasks in work or study >adapt own behaviour to circumstances in solving problems
LEVEL 4	factual and theoretical knowledge in broad contexts within a field of work or study	a range of cognitive and practical skills required to generate solutions to specific problems in a field of work or study	exercise self management within the guidelines of work or study contexts that are usually predictable, but are subject to change >supervise the routine work of others, taking some responsibility for the evaluation and improvement of work or study activities
LEVEL 5	comprehensive, specialised, factual and theoretical knowledge within a field of work or study and an awareness of the boundaries of that	a comprehensive range of cognitive and practical skills required to develop creative solutions to abstract problems	exercise management and supervision in contexts of work or study activities where there is unpredictable change >review and develop performance of self and others
	knowledge		alidation ELL-sinstruments -> \$-OF

	Knowledge[1]	Skills[2]	Competences[3]
	study, involving a critical understanding of theories and principles	and innovation, required to solve complex and unpredictable problems in	manage complex technical or professional activities or projects, taking responsibility for decision making in unpredictable work or study contexts >take responsibility for managing professional development of individuals and groups
	which is at the forefront of knowledge in a field of work or study, as the basis for	required in research and/or innovation in order to develop new knowledge and procedures and to integrate knowledge from different fields	manage and transform work or study contexts that are complex, unpredictable and require new strategic approaches >take responsibility for contributing to professional knowledge and practice and/or for reviewing the strategic performance of teams
LEVEL 8	knowledge at the most advanced frontier of a field of work or study and at the interface between fields	•	

ECTS

European credit transfer and accumulation system in Higher Education

- based on time
- 1 year = 60 credits
- EQF Levels 6 (Bachelor), 7 (Master), 8 PhD

ECVET

European credit system for vocational education and training

Facilitating the compatibility, comparability and complementarity of credit systems used in

VET (Vocational Education and Training)

Based on LEARNING OUTCOMES

The Concept of Learning Outcomes

Learning outcomes are statements of what a learner **knows**, **understands** and **is able to do** on completion of a learning process (see the 2008 Recommendation on the European Qualifications Framework - EQF2).

Learning outcomes are described along the three dimensions:

- Knowledge
- Skills
- Competences (=autonomy and responsibility)

ECVET System

Consists of the following basic elements:

Qualifications

They consit of a defined number of:

Units
Units are described with envisaged:

Learning OutcomesLearning outcomes are expressed as

Knowledge Skills and Competences And assigned to certain EQF Levels

Example:

Qualification: Designer in clay plastering (Chamber of Crafts, DE), EQF LEVEL4

Units

- 1. Preparing clay plaster
- 2. **Application** of clay plasters
- 3. Maintenance, repair and surface treatment of clay plasters
- 4. Interior design with clay plasters
- 5. **Decorative elements** made from clay plasters
- 6. The **business** of clay plastering





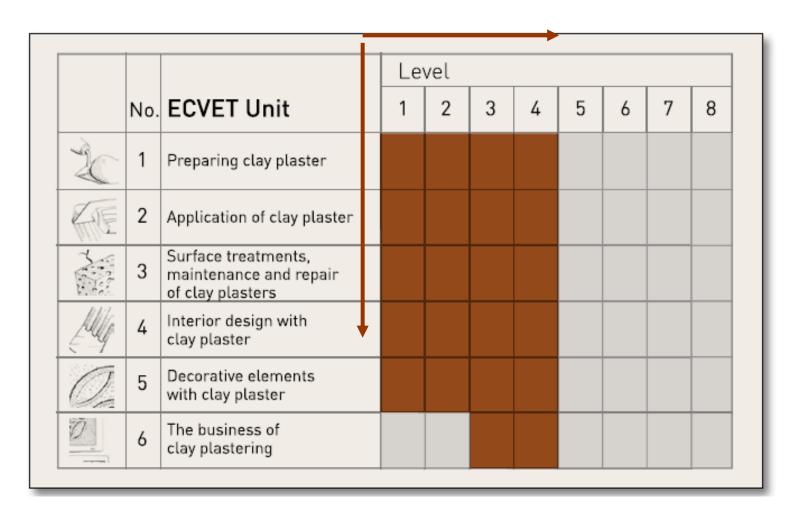








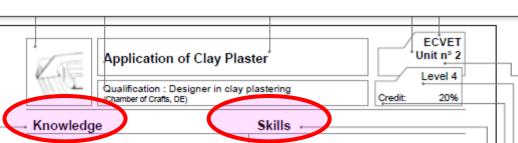
6 Units and their related EQF Levels



Qualification: Designer in clay plastering (Chamber of Crafts, DE)

6 Units, EQF Level 4

Learning outcomes (KSC) Unit 2, level 4



- · Different kinds of surfaces to be plastered
- Properties and criteria for assessment of the background: roughness; absorption capacity; stability; homogeneity; rigidity
- Areas of use for day plaster, particular considerations for areas of high humidity and for exterior day plaster
- Structural characteristics of the plaster thickness, function, number of layers and reinforcing mesh
- · The main methods of bonding layers
- · Technical details for fixing services and furniture
- Technical details for finishing internal and external corners, second fix carpentry, openings and ceiling and floor joins
- Finished plaster quality to achieve the required standard for the particular conditions of use
- · Wind and air tightness of plasters and joins
- · Surface finishes and how to create them
- Suppliers
- Preparing the background and applying clay plaster:
 - Current legislative workplace requirements
- Relevant codes of practice and current standards for quality of work and materials
- Tools, machinery and equipment
- · The order of work
- · Safe and healthy working practices

- · Carry out the background preparation
- Protect adjoining surfaces
- · Prepare all fixing points for services and furniture
- Apply all shaping preparation for joins, comers, openings
- · Apply the plaster and produce a flat surface
- Produce straight and rounded edges, finish internal and external corners, openings and joins
- Apply reinforcing mesh
- Apply at appropriate intervals key coat, base and finish coats and achieve the desired finished plaster quality
- Design and execute different surface finishes and textures
- · Select, calculate and source materials
- Select and use appropriate tools, machinery and equipment to prepare the background and apply different layers including the final surface finish
- · Organise the building site
- Comply with current legislation, official guidance and workplace safety requirements at all times

have no further significance and also do not reflect any order of priority. The units can be certificated independently of each other.

The classification of the units into Level has been carried out in accordance with the European Qualification Framework. The EQF has stipulated 8 Levels. An allocation to the Levels according to the national qualification framework (NQF) has not been made, since this does not yet exist in the partner countries.

The credit or ECVET points for learning outcomes. Since the total weighting of the qualification "Designer for Clay Plasters (HWK)" has not yet been determined, here percentage data for the qualification as a

We cannot yet give a percentage weighting for Level Stages 1,2 and 3; this will only be possible when the particular unit is assigned to a definite qualification.

whole are given.

Competence

- Assess the characteristics of the background and make an appropriate choice of bonding layer and an appropriate choice of plaster structure (the mix, number of layers, thickness of layers, reinforcements)
- Plan and organise all the steps involved from preparation of the background through to the finish for usual and predictable building sites
- · Control the quality of the work throughout preparation, application and the finish
- · Supervise and co-ordinate the plastering process from preparation through to the finish

The structure of the ECVET
Earth Building

-> Walidation EU ->instruments ->ECVET

ECVET - "State of the Play"

- The ECVET Recommendation (European Parliament and European Council, 2009) suggests that, by 2012, countries will create conditions for *progressive implementation* of ECVET.
- Member states and the Commission were invited to experiment with ECVET (through the lifelong learning programme).
- More than 100 development (LLP) projects by 2014 describing standardised qualifications
- The results were relatively diverse and vary largely in terms of quality and standards
- The system shall be implemented EU-wide in 2018

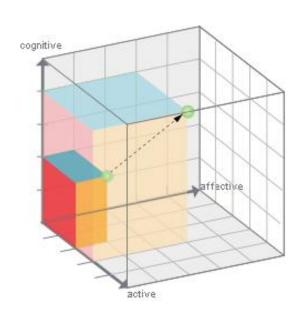


CV Personal data

Sector/Section	Cerification System	Reference System	
Higher Education	ECTS	EQF/NQF	Готто
VET	ECVET	EQF/NQF	Formal
Languages	Other formal certificates	different	
IT-skills	Other formal certificates	IT-Sys	
Orga. Skills & Comp.	?		
Social Skills & Comp.	?		Informa
Personal Skills & Comp.	?		

LEVEL5

An approach and instrument to document and visualise (evidence) competence developments



Specifically:

- Personal,
- Social and
- Organisational Competences

Reasons to apply LEVEL5

- Not only validating learning outcomes but competence developments
- Reference systems designed in accordance to project's objectives and aspired learning outcomes, focused on cognitive, activity related and affective competence developments
- Certification: Competence developments of the learners can be evidenced and documented
- Accreditation: VALMOPRIS projects and learning activities may be accredited with the European LEVEL5 label after an external evaluation carried out by an accredited REVEAL evaluator
- Possibility to evidencing the impact and learning progress of non-formal and informal learning activities and projects



LEVEL

Know where... (Transfer Knowledge)

Know when... (Practical Knowledge)

Know how... (Theo. Knowledge)

Know why...

Know that...

Perceiving Applying, imitating Deciding, selecting Discovering, Acting independently Developing/transfering

Skills





Attitudes

LEVEL5 Reference system

LEVEL	KNOWLEDGE	SKILLS	ATTITUDES	
5	Know where else	Developing/ Constructing	Incorporation	
	(knowledge for Transfer)	Transfering	(Internalising)	
4	Know when	Discovering/	Affective	
	Practical knowledge	acting independently	self-regulation	t
3	Know how	Deciding/	Appreciation	text
	Theoretic knowledge	selecting		O
2	Know why	Applying	Perspective taking	၁
	(Distant understanding)	Imitating		
1	Know-that	Perceiving	Self oriention	
		Listening	Neutral	

The e-platform

Learning, networking and collecting documents



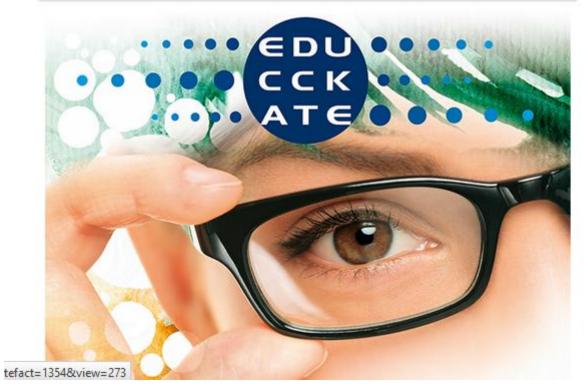
Dashboard Inhalt Portfolio Gruppen

EDUCCKATE

von EDUCCKATE_sandbox

Welcome to EDUCCKATE digital platform

Educckate A



Main Groups A



ENTREPRENEURS



STUDENTS

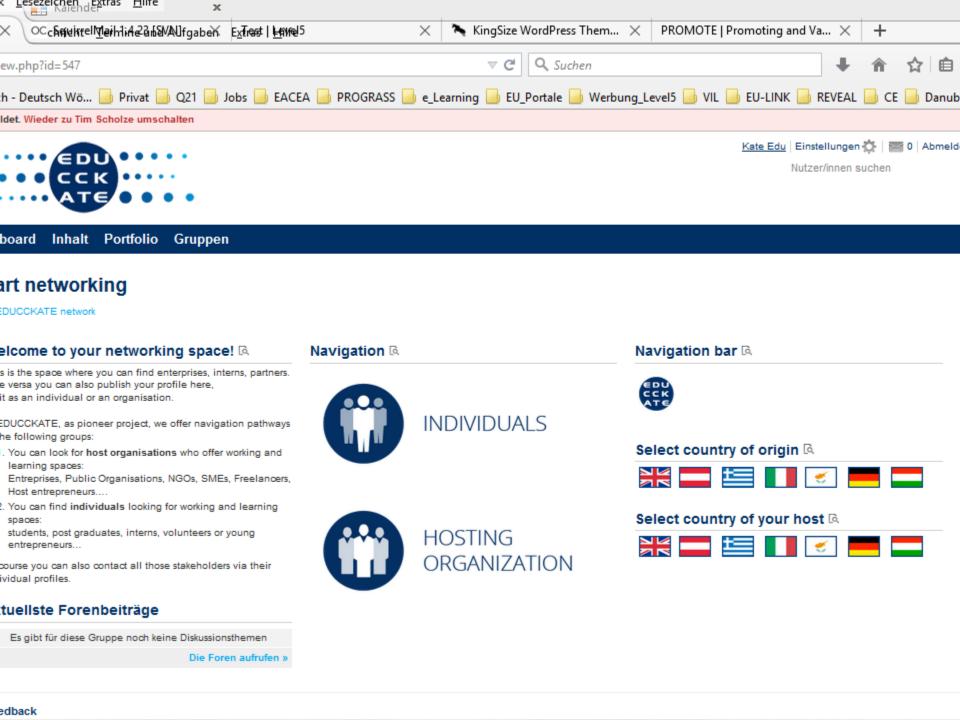


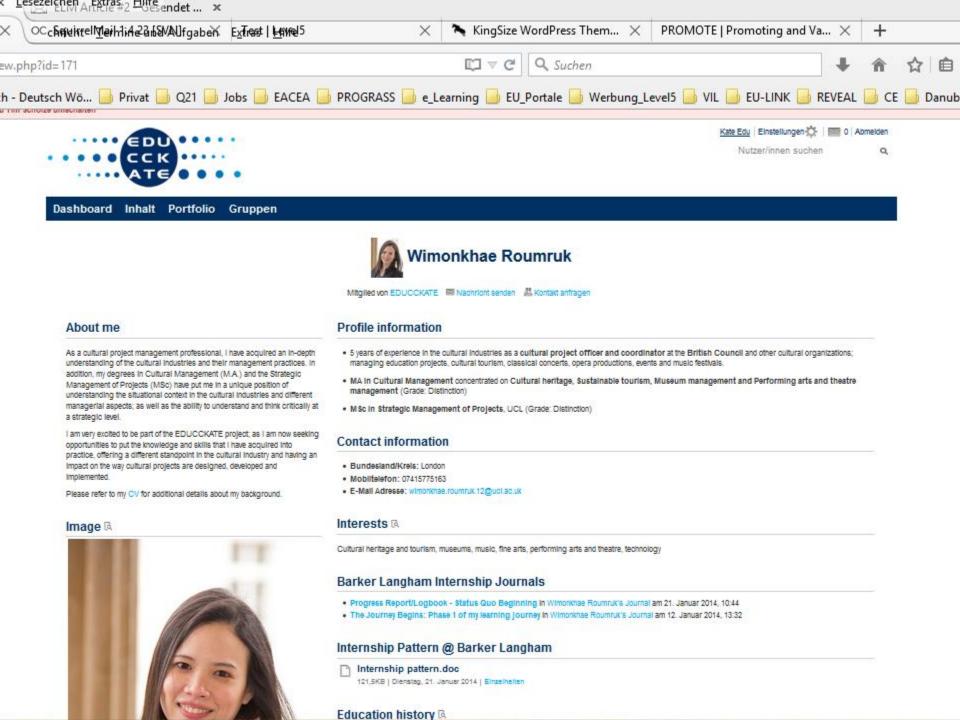
NETWORK

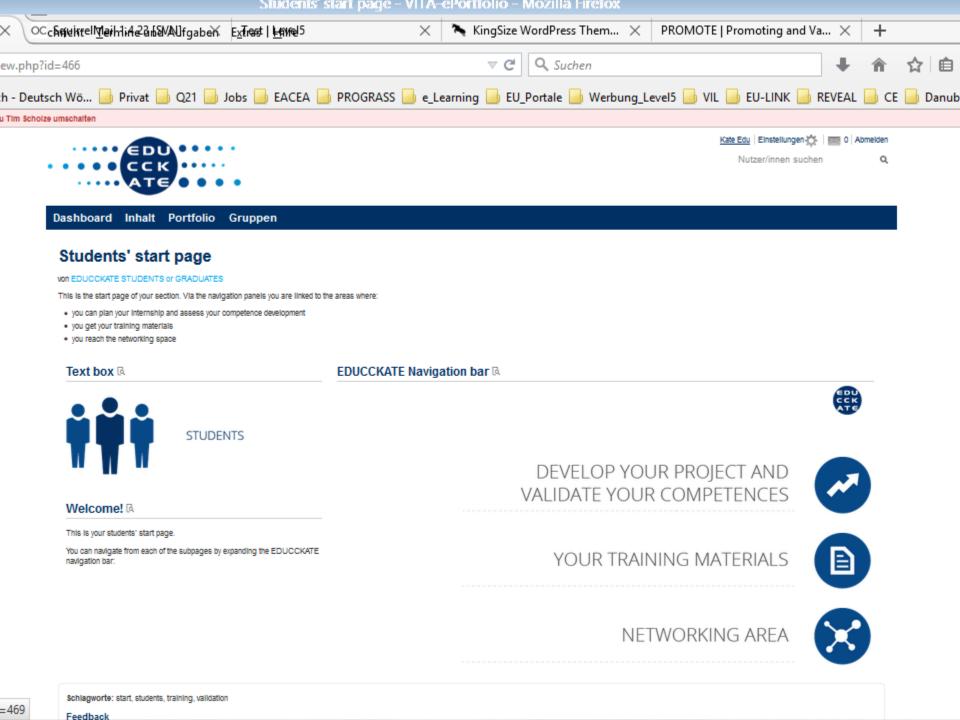
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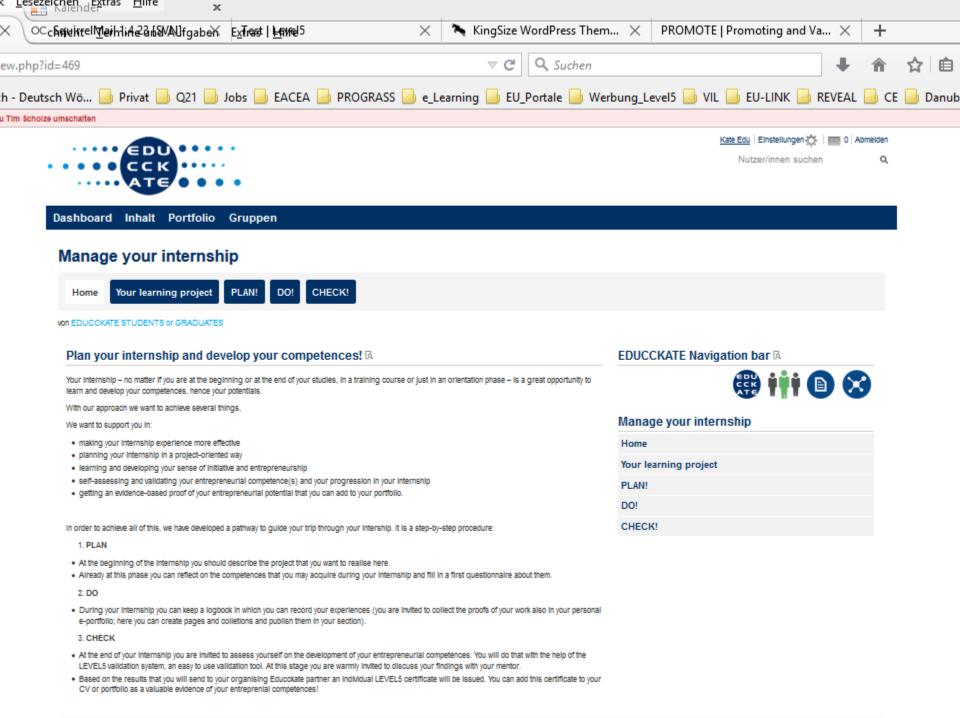


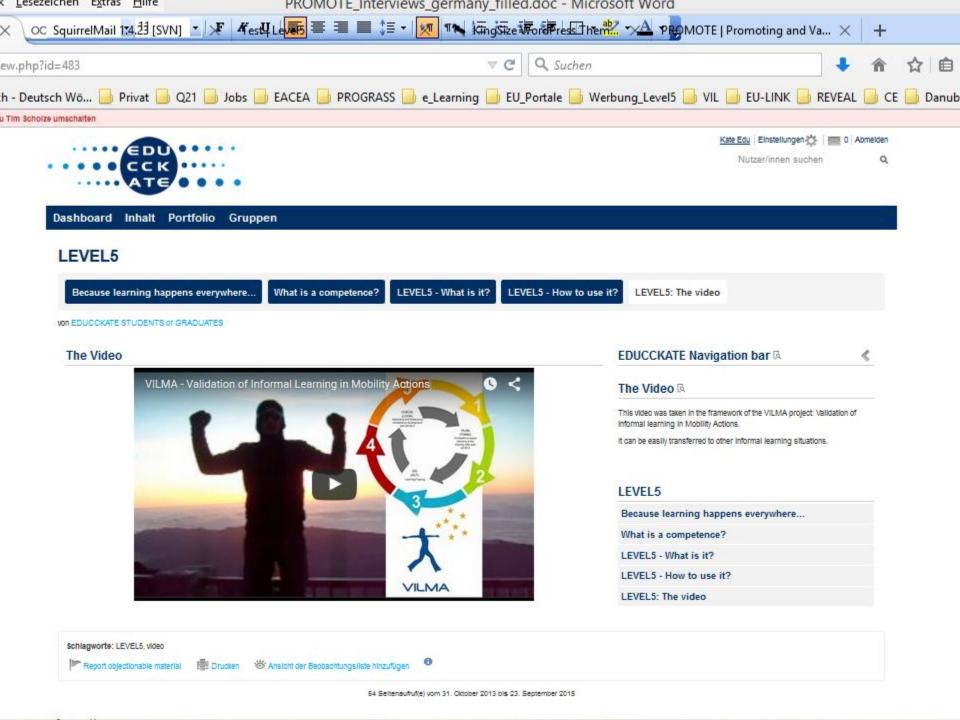
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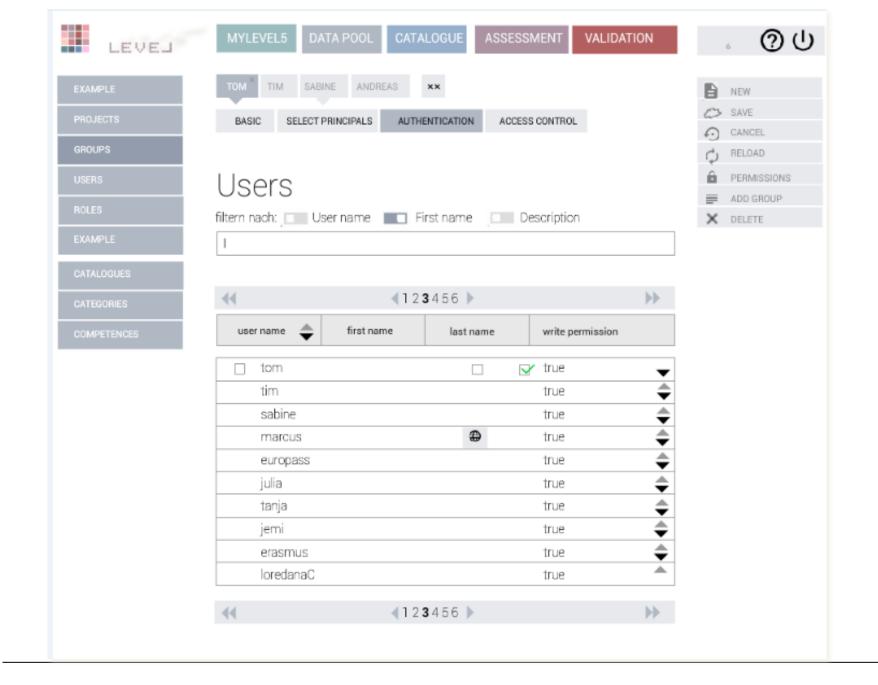












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