

Requirements for the development of learning modules in VET 4.0

Definition: Learning module in VET 4.0 is a didactical learning unit to implement the newly emerging work processes and tasks

General guidelines	+	-
Learning modules have a concrete product or a learning product (theoretical or virtual).		
The competences to be achieved have to be described.		
The learning module has phases for planning, implementation, exercise and assessment (feedback about competence increase) and evaluation.		
The learning product has to be achieved through cooperative and interdisciplinary work.		
The learning module promotes self-controlled and individual learning processes.		
It is ready for open use (OER, e.g. on the VET 4.0 platform).		
It can be carried out independently from special software or learning material providers.		
It can be implemented in the current curriculum or be offered as add-on for an additional qualification.		
Background information for its implementation is provided (e.g. learning arrangements and techniques, cooperation forms, possible assessment, necessary infrastructure, equipment, etc.).		
It has to be assigned to an EQF-level.		

Recommendations with regard to VET 4.0	+	-
The learning module promotes e-learning and blended-learning.		
It is based on cloud computing.		
It promotes collaborative working of different persons/groups and of human beings and machines/robots.		
It can apply advanced analytics (e.g. data-mining, big data analytics).		
It prepares for working with automated, responsive and mobile processes.		
Its development and implementation is interdisciplinary (T-shaped).		
It promotes self-organization.		
It considers data security and data protection.		
It considers social implications of VET 4.0.		