S FinLit

Output 3. Tools and Guidelines

Sustainable Financial Literacy - SFinLit

2020-1-ES01-KA201-082997

Erasmus+ - *Strategic Partnerships for School Education*

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1. Target Groups

- Young Students, provide them with the knowledge and skills they need to improve their Financial Literacy, Digital and Learn to Learn competences.

- This course is especially useful for VET, because is VET were vulnerable groups arrive usually after they drop of regular education pathway, and can be developed also in continuous training, for this are transferable at every educational level.

2. Objectives

- **VLE:** Develop a virtual learning environment which will host training content developed and assist in delivering pre-defined curriculums or custom learning paths

- **Training Content:** Design high quality online earning from the content developed in IO2

3. Activities

- A1 - Create an open and flexible learning environment with a course recommendation engine where learners can follow custom learning paths based on their own learning needs

- A2 - Publish learning resources so that they can be used within and beyond traditional learning environments, both online and offline.

- A3 - Design of onboarding for learners to include instruction and guidelines highlighting the duration, effort and activities involved in completing the programme and keeping track of learning.

3.1- A1 Create an open and flexible learning environment

- A1.1 Design - this task will be led by CIT with input and discussion from all partners on decisions related to the design of the learning platform. In addition, the project logo and branding will be developed at this stage of the project that can be used by all partners to disseminate the project aims and outputs.

- A1.2 Development - the aim of this task is to develop the project platform using an iterative development process which will involve some internal user testing with regards the levels of access for project partners, target users and general public. Where possible, the platform will have open APIs and integrate with other learning platforms to make learning content more accessible. To make the platform as usable as possible, virtual "walkthroughs" will be conducted to ensure quality, consistency, the accessibility of content.

3.1- A1 Create an open and flexible learning environment

- A1.3 Deployment and maintenance. Once the platform has been designed and developed it will be launched to the public and partners will actively encourage stakeholders and target users in the support services target group to register and engage in discussion on the platform. At a later stage, additional outputs will be added to the platform and links created to the developed project outputs.

3.2- A2 - Publish learning resources so that they can be used within and beyond traditional learning environments, both online and offline.

- Learning content in the project will be based around the provision of micro-learning objects, referred to in the platform as "micro-lessons" or "blocks" of digital learning content (although material will be made available in multiple formats such as print-based iterations, media-based training content, ebooks, etc.). Each micro-lesson will be designed to provide practical information to the learner and will be informed by activities and outputs in IO1 and IO2. The short duration and focused nature of each micro-lesson will aid in the quick "digestion" of the learning content by the user, providing them with specific evidence-based guidance related to sustainable financial literacy.

- All learning objects will be designed with e-learning standards in mind and will be compatible with other Learning platforms where they can be shared or re-mixed with other course content. Standards such as xAPI and SCORM will be used where appropriate to ensure interoperability with other platforms and to help with tracking of learning content and learner activity.

3.2- A2 - Publish learning resources so that they can be used within and beyond traditional learning environments, both online and offline.

- A2.1 Learning content e-learning design and authoring

- A2.2 Publishing of learning content to the Learning Platform using e-learning standards

3.3- A3 Design of onboarding for learners

- Onboarding resources in the form of screencasts and guides which will overlay the learning platform and provide support for the learner. In addition, useful tools to track learning and communicate with other learners.

Thank you for your attendance!