

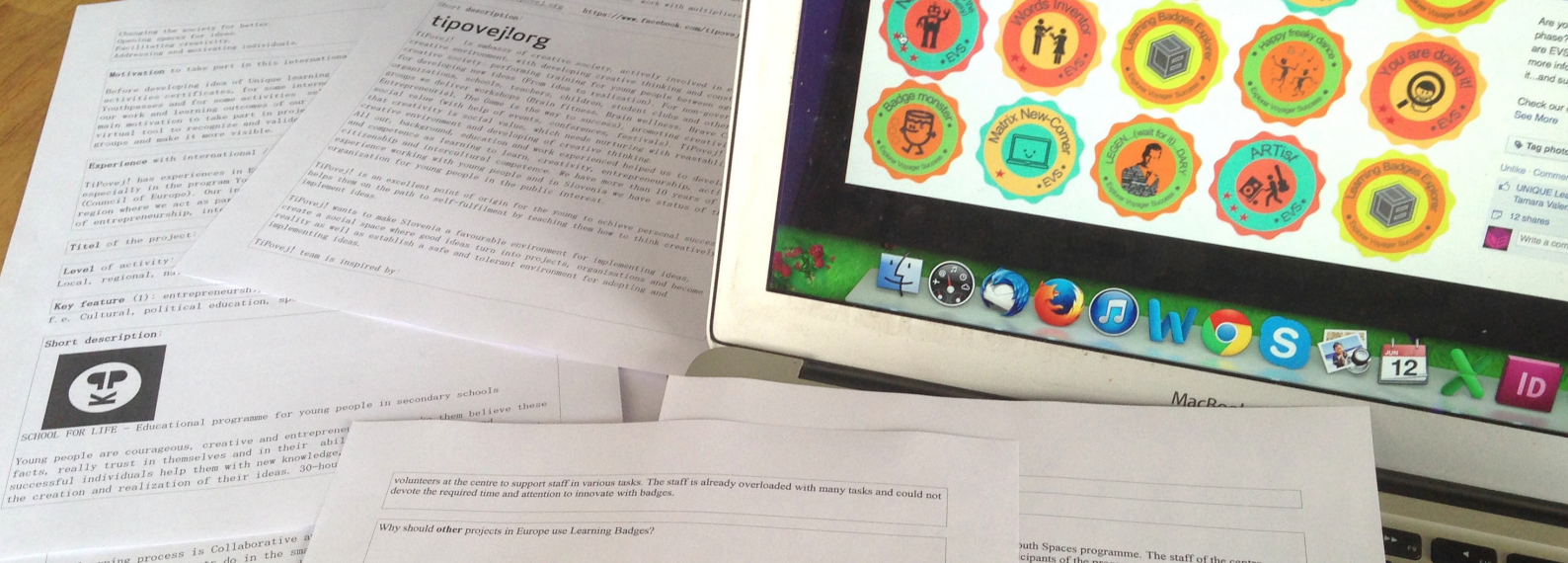


Unique learning

BADGES

**Our badge journey towards better recognition of
learning in European youth work**

February 2013 - July 2014



We develop UNIQUE Learning Badges motivated by the vision of the world where all learning: formal, non-formal and even informal can be valued and recognised by learners, and by others. Watch our video to learn how digital badges can help us all in achieving this shared vision: <http://tinyurl.com/learningbadges>

About Unique Learning Badges

UNIQUE Learning Badges is inspired by the developments of Mozilla Open Badges and driven by the need to better recognise non-formal learning of young people.

Young people learn a lot through youth work activities but they find it quite difficult to name what they learn and explain this to others.

We regularly receive feedback from parents, teachers and employers that they often struggle to understand, comprehend or value the learning of young people engaged in youth work activities.

Thus we took initiative to create UNIQUE Learning Badges platform which enables any organisation to design their unique recognition system and use Open Badges to reward learning and achievements.

UNIQUE Learning Badges is developed and managed by the European partnership of youth work and training organisations.



Learning Badges are inspired by and aligned with Mozilla Open Badges, <https://www.openbadges.org>

Youthpass

Learning Badges contribute to Youthpass recognition strategy and tools, <http://www.youthpass.eu>



Youth
in Action
Programme

Learning Badges are co-funded by the European Union http://ec.europa.eu/youth/index_en.htm



Kick-off Meeting

We started with a coordination meeting during 11-13 February 2013 in Jezersko (Slovenia). We reviewed our tasks and responsibilities and agreed on the road map of the main developments. We discussed our internal and external communication.



International Training Course

We organised training course for youth workers on 3-9 June 2013 in Daugirdiskes (Lithuania). Participants learned about badges and recognition. They shared youth work practices and designed badge systems. Video on benefits of badges: <http://tinyurl.com/badgebenefits>



Badge Design and Piloting

During 2013-June 2014 all partners designed and tested unique recognition systems that uses Open Badges. We organised local Innovation Transfer Workshops to promote Open Badges and their benefits. Badge systems were started to be uploaded to the platform.



Development Meeting

We deepen our understanding of Open Badges concept and technology during 27-30 April 2013 in Blackpool (United Kingdom). We analysed existing badge issuing platforms, youth work needs and wider context of recognition.



Research and Development

During April 2013-June 2014 we were researching resources about Open Badges. During this time we also cooperated with programmers to built our online platform that enables any organisation to create and issue Open Badges: <http://unique.learningbadges.eu>



Evaluation Meeting

Finally we met to evaluate our badge system design experiences during 17-21 June 2014 in Magdeburg (Germany). We concluded our achievements and shared them with others during the international conference. Partners agreed to continue working with Open Badges.



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Brave. Creative. Enterprising.

COUNTRY: Slovenia

CONTEXT: Youth entrepreneurship education

LEVEL: National programme

MORE: <http://www.tipovej.org>



ABOUT US

TiPovej! IS EMBASSY OF CREATIVE SOCIETY. We are actively involved in establishing creative environment that stimulates creative thinking and contributes to construction of creative society.

We deliver training for young people between ages 15 and 30 to help them to develop new ideas (From idea to realisation). For non-governmental organizations, schools, teachers, children, student clubs and others organized groups we deliver workshops (Brain Fitness, Brain Wellness, Brave Creative Enterprising, The Game is the way to success), promoting creativity as social value (with the help of events, conferences, festivals).

TiPovej! is an excellent point of origin for the young people to achieve personal success. We help them on the path to self-fulfilment by teaching them how to think creatively and implement ideas.

MOTIVATION FOR BADGES

BEFORE DEVELOPING THE IDEA OF UNIQUE Learning Badges we used certificates for almost all of our activities. For some international projects (funded by the Youth in Action) we used Youthpass (<http://www.youthpass.eu>) and for other activities the self-assessment Portfolio tool. Our main motivation to take part in this project was the idea to create the innovative, virtual tool to recognise and validate the non-formal learning of our target groups and make it more visible.

CONTEXT OF USING BADGES

SCHOOL FOR LIFE IS AN EDUCATIONAL programme for <http://www.learningbadges.eu>

young people from the secondary schools. The name of the programme is "Brave Creative Enterprising". And the slogan is: Because knowledge is not only in textbooks.

Young people are courageous, creative and entrepreneurial. To make them believe in this and really become confident in themselves and in their abilities we invite entrepreneurs and successful individuals to help them with new knowledge, open horizons and assist them in the creation and realization of their ideas. 30-hour programme is carried out in secondary schools across Slovenia to transfer the knowledge and experience to young people.

BADGE SYSTEM DESIGN

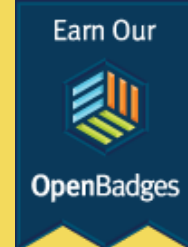
WE USED OPEN BADGES AND GAME THINKING IN ORDER to wake up positive emotions among participants, to build relationship with them, to recognise their achievements and to motivate them for active work. We use badges also to show appreciation to entrepreneurs for their help.

The process combines collaborative and competitive ways of learning. During the workshops participants do a lot of tasks in the small teams and we encourage collaboration. Participants develop common ideas and they prepare a pitch as a team. They can do it individually too. The competitive element comes during the final public event. The best 12 participants present their ideas to the public.

We use Open Badges to motivate participants to do tasks within the agreed time and receive feedback. Badges



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help them to understand how each step leads to the final goal: pitch (presentation of their idea).

Participants have the possibility to work individually or as part of a team. They can start working in the team and later can present their work as individual. So they can jump from the team experience to the solo. For the learning process is important that participants realise how much knowledge is in the team and how they can share their knowledge in the group of participants. On the other hand it is important and we encourage participants to realise that they are responsible for their role in the team and for their own development.

After each workshop participants have to complete specific task to earn an Open Badge. Only if they complete all tasks and collect all badges they can compete for the last quest: PUBLIC PRESENTATION OF THEIR IDEAS. We named this event My First Pitch. During their FIRST PITCH participants have opportunities to meet right people who can help them.

When applying to the programme pupils get first badge, congratulating them. For completing each task after each workshop pupils get more badges. For delivering workshop and lectures entrepreneurs get badges saying: good work for young people and future.

For completing all tasks participants get a special badge and the opportunity to present ideas to broader audience. Later they get invitation to become ambassadors of the programme.

Brave Creative Enterprising programme is composed of 7 modules. We set the main learning outcomes for each of the module. Following the learning path and using the Badge Design Template - system - we described learning outcomes, criteria and quests, expected progress and the title of the badges. This made the badge system reasonable and easy to follow. We used the specially designed logo of the project PKP together with the name of badges to make them attractive and understandable.

IMPACT OF BADGES

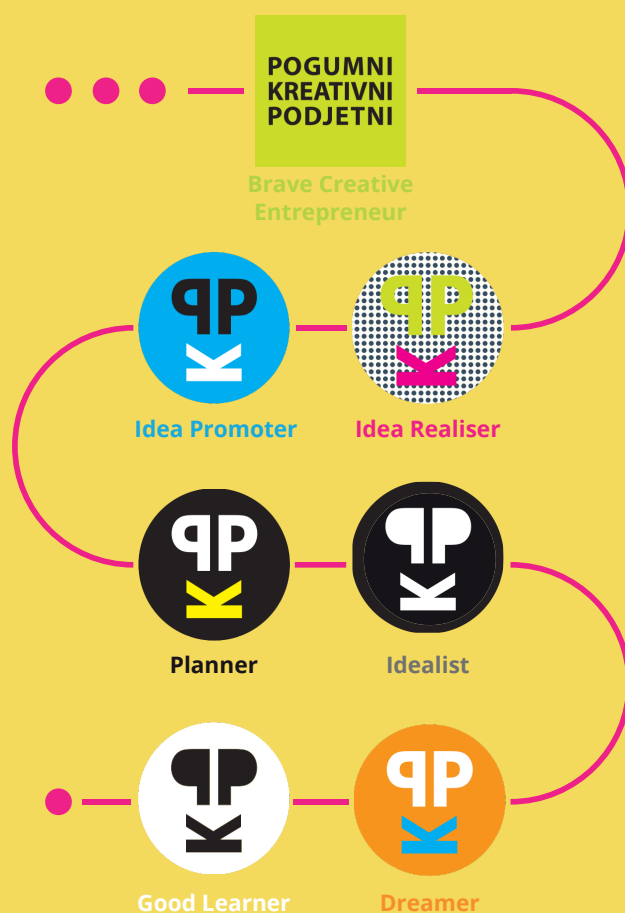
IN THE BEGINNING WE HAD SOME TECHNICAL problems to deliver Open Badges and we must say that some badges did not reach our participants. For most of the participants it was evident that they did not see the real

value of getting badges. Now we give more explanations to young participants. We aim to enable them to recognise the potential of badges and how they help to communicate the learning outcomes and show to the public developed competences.

Since we started to work with Open Badges we became more sensitive to learning processes and outcomes. This means that we plan very carefully our learning programmes with the aim to make the progress of different competences more visible to young people. Badges enabled us to become more playful and creative. Setting this badge system was difficult but now our work is award winning.

RECOMMENDATIONS FOR BADGES

WE RECOMMEND OTHER PROJECTS to use Open Badges for setting clearly the learning outcomes of their activities, to make non-formal learning more visible and recognised and to encourage youth workers to use gamification as an added value for the learning processes.





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Explorer + Voyager + Success = E.V.S

COUNTRY: Spain

CONTEXT: European Voluntary Service

LEVEL: International programme

MORE: <http://www.cazalla-intercultural.org/>



ABOUT US

CAZALLA INTERCULTURAL IS A LOCAL NGO located in Lorca (Murcia), in the South East of Spain. It was founded in 1994 and since then has developed many activities in the field of youth work, capacity building and volunteering.

We work as a sending, hosting and coordinating organisation of European Voluntary Service (EVS, <http://tinyurl.com/aboutevs>). In 2011 we started working on the initiative BeVolunteer, which aims at the development of quality systems and volunteers exchange between Asia and Europe. Cazalla is also involved in the local volunteering activities.

We cooperate with local authorities to providing young people with counselling and information centre and local projects and trainings. At the international level we development quality systems to improve youth work and volunteering opportunities.

MOTIVATION FOR BADGES

THIS PROJECT CAME UP AS A RESULTS of our previous cooperation with partners. We found Open Badges initiative as a very interesting possibility for the follow up. We have seen this project as a challenge that would be interesting to undertake, and the huge innovation that we were hoping will serve the quality of learning in the international learning mobility projects.

CONTEXT OF USING BADGES

OPEN BADGES FOR EUROPEAN VOLUNTARY SERVICE is a unique badge system that has been created to support

<http://www.learningbadges.eu>

the learning of EVS volunteers. This system is based on the to the European framework of 8 key competences for Lifelong Learning (<http://tinyurl.com/8keycompetences>).

We see how Open Badges can support and compliment the mentoring in EVS. EVS badge system supports some of the roles of the mentor – like support to integrate with the local community, planning and evaluation of learning. It is important to mention, that it is not necessary for the involvement of mentors in the badge issuing process but clearly beneficial.

BADGE SYSTEM DESIGN

THE BADGE SYSTEM FOR EVS IS DESIGNED of the 3 badge levels: 'E' for 'Explorer', 'V' for 'Voyageur' and 'S' for 'Success', that all together gives 'EVS'.

The first level onboarding badges are very easy to earn, there is only one quest required to be completed. These badges stimulate the curiosity, motivate and encourage further learning. The second and the third level badges are issued automatically after completing 8 quests. The volunteers are awarded the badge after completing minimum of the 6 quests of their choice.

EVS experts and young people, ex-EVS volunteers have developed all the quests. The quests are the combination of the typical things that volunteers can learn throughout their volunteering service. Quite often young people are not aware of their learning, e.g. developing their mathematical competences by getting familiar with different currency or learning how to plan their own budget. With the quest we encourage volunteer's



to reflect on their experiences and identify learning.

For example the quest that aim to develop the social competence of volunteers encourages them to undertake some actions to improve the atmosphere in the office (group of volunteers). To develop the basic science and technology competence we encourage volunteers to complete the quest that asks them to measure their eco-footprint. Volunteers develop cultural awareness by completing the quest that invites them to get involved into the local cultural activities. Such quests takes volunteers a bit out of their comfort zone and facilitates their interaction with local community.

IMPACT OF BADGES

THE SYSTEM IS THOUGHT TO BE SELF-MANAGED by volunteers. Especially the on-boarding badges which volunteers can get without the involvement of any project coordinator or mentors. Open Badges fully support self-directed learning process of the volunteers.

It is yet early to evaluate the impact of Open Badges, since the EVS badge system is freshly done. The piloting phase just started and we are starting to collect first feedback and analyse the results.

So far we can identify that we have the new tool to use during the on-arrival trainings and mid-term evaluation for the EVS volunteers. There were already 3 trainers using it in the several trainings for EVS volunteers and everyone was very happy with the results, including participants.

RECOMMENDATIONS FOR BADGES

WE HIGHLY RECOMMEND OPEN BADGES FOR EVS, although the piloting phase is still not over. The badges for EVS are complimentary for the mentoring process in volunteering projects. They are based on the set of quests that have many different learning goals.

Quests help volunteers to get familiar and understand the European framework of key competences. Badge system supports volunteers in planning their learning and understanding better learning process. They encourage some specific behaviours of volunteers that will positively influence their experience of intercultural learning, socialization and integration with the local community. Quests create challenges and make the learning fun as well as they support the process of Youthpass - European tool for recognition used in the Youth in Action Programme (<http://www.youthpass.eu>).





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Badges for Youth Work Trainings

COUNTRY: Lithuania

CONTEXT: Youth work training activities

LEVEL: International programme

MORE: <http://www.neformaliai.lt>

ABOUT US

ASSOCIATION OF NON-FORMAL EDUCATION in Lithuania (LiNA) unites practitioners who are actively involved in the field of non-formal education. Our association works towards improving the understanding of non-formal education and quality of youth work. Our organisation implements adult education programmes for youth workers and in this way contributes to the quality developments in the field of non-formal learning in Lithuania and Europe.

In all educational activities we place strong emphasis on the understanding of non-formal learning at personal level and its benefits for personal, social, civic and work life. Our educational programmes support participants' reflection on their own learning processes and experiences, help them to identify learning outcomes and make references to their working practice in organisations and sometimes beyond the youth work sector.

At a national level LiNA advocates for the recognition of non-formal education within the youth work and education sectors. We have helped to develop the national youth workers' qualification system and contributed to the national accreditation system for the providers of non-formal education services in Lithuania.

MOTIVATION FOR BADGES

WE INITIATED UNIQUE LEARNING BADGES TOGETHER with other partners in order to create practical tools for any organisation to be able to develop and implement recognition systems using Open Badges.

<http://www.learningbadges.eu>



We wanted to enable better recognition of non-formal learning and understanding of its benefits. We felt that Open Badges can be the catalyst towards improved recognition of non-formal learning and youth work.

CONTEXT OF USING BADGES

WE PILOTED OPEN BADGES DURING the international training course funded by the European Youth in Action Programme (<http://ec.europa.eu/youth/>). 24 youth leaders and youth workers from 6 European countries participated in the 8 days training programme. They shared and discovered youth work realities in participating countries, got familiar with benefits and opportunities of European learning mobility, developed intercultural learning and learning-to-learn competences and planned future learning mobility projects. Group dynamic activities and regular reflection time was used to support individual and group learning process. The new European programme Erasmus+ Youth in Action was presented during this project.

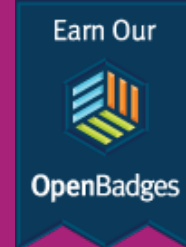
BADGE SYSTEM DESIGN

DURING THE GRANT APPLICATION PHASE we agreed with partners to use Open Badges to support the recognition of learning and achievements during the training programme. Then we planned training sessions and activities and chose their methodology.

In preparation, team of facilitators discussed and agreed on the general outline of the badge system to be used during this training programme. We chose



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We used several types of badges throughout this training programme: a) 'On-boarding' badges were easy to get and helped participants to get familiar with badge powered recognition system; b) 'Participation' badges mainly recognised participants efforts to be involved in activities and their active contributions; c) 'Peer nominated' badges encouraged social interactions, peer learning and fun exchange; d) 'Learning Badges' that were earned by completing specific criteria set by facilitators and/or peers and reviewed each time; e) 'Project planning' milestones were earned by the project teams upon successful progress of project development; f) 'Personal' badges were designed, described and reviewed by participants themselves.

IMPACT OF BADGES

THE GREAT MAJORITY OF PARTICIPANTS FELT benefits of using badges. They reported that badges enabled them to focus on their learning goals and monitor their learning progress; they could feel the sense of reward and feedback for their efforts and achievements; badges gave them extra motivation to participate and seek for learning; helped to organise and visualise their learning

outcomes; supported reflection and self-assessment. Only few participants expressed neutrality or temporal confusion at the very beginning of the training activity.

Open Badges pushed us to rethink how we actually organise training programmes and especially how we support the recognition of learning and achievements. Now we realise that our organisation can implement unique recognition systems independently and in cooperation with other partners and stakeholders.

RECOMMENDATIONS FOR BADGES

OPEN BADGES IS A GOOD OPPORTUNITY for projects in Europe to put in place unique recognition systems. They are flexible and adaptable to any learning contexts and activities. Open Badges promote and support the recognition of learning and achievements on the personal level. Badges enables organisations to create and implement systematic recognition measures. On the social level they increase the visibility and profile of learner's achievements, organisation's contribution to personal and social development.





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GOEUROPE!
Europäisches Jugend Kompetenz Zentrum
Sachsen-Anhalt



Landesvereinigung
kulturelle Kinder-
und Jugendbildung
Sachsen-Anhalt e.V.

Learning Badges at GOEUROPE.jkl)

COUNTRY: Germany

CONTEXT: Volunteers' training and motivation

LEVEL: Regional programme

MORE: <http://www.goeurope-lsa.de/>



ABOUT US

THE LANDESVEREINIGUNG KULTURELLE KINDER- und Jugendbildung Sachsen-Anhalt e.V. (.lkj) – Association for Cultural Child and Youth Education in the Federal State of Saxony-Anhalt) is an umbrella organisation in the Federal State of Saxony-Anhalt for cultural education of children and youth. We offer cultural volunteer services locally and in other countries as part of our wide cultural and socio-cultural work.

GOEUROPE.lkj) European Youth Competence Centre Saxony-Anhalt is the youth information centre for European participation and education opportunities which is attached to the .lkj) Saxony-Anhalt. Main fields of our work are information, education, networking and further development of activities within the field of international youth work in Saxony-Anhalt.

MOTIVATION FOR BADGES

OUR MOTIVATION FOR TAKING PART IN this international project derives from our everyday work. The recognition of non-formal learning has been a major topic we have been working on over the past years. In order to exchange best practice examples and to analyse the situation in our region, we were continuously bringing different stakeholders, including international partners, to conferences and seminars together during the last years.

Our main activities involve our team of volunteers. Young people are running workshops and are multipliers for European competences. They reflect their learning experiences and we support them in their recognition of

achievements. Open Badges provided a good opportunity to improve our recognition work and to contribute to this development of an innovative tool at European level. We think it can help to raise the recognition of learning achievements and strengthen competences of young people who participate in our activities.

CONTEXT OF USING BADGES

GOEUROPE.lkj) IS WORKING WITH A TEAM of young volunteers. Our volunteers, who are so called multipliers for European competences, are running European workshops and project days in schools and youth clubs. Each year we are having different training seminars during which we prepare our volunteers for their activities in our region.

BADGE SYSTEM DESIGN

WE DEVELOPED A BADGE SYSTEM FOR THE TRAINING of multipliers for European competences together with our team of volunteers of recent years. During various seminars we have introduced the general idea of Open Badges, tried them with our team, identified challenges and benefits. Finally started to create our badge system according to the needs of everybody involved.

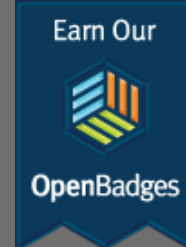
Since April 2014, we have been issuing Open Badges to our volunteers helping them to recognise their learning experiences and achievements.

IMPACT OF BADGES

THE PARTICIPANTS REACTED POSITIVELY to the idea of



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using Open Badges. During the process of developing the system, we experienced, that sometimes it raises difficulties when trying to record and fit the non-formal learning processes in a more structured frame.

Our participants also came up fast with the questions about how learning achievements from formal sector will be recognized within our “non-formal” system. This shows that all kind of learning is really connected and interrelated. In general our participants have been enjoying the use of badges within our training cycle.

We used Open Badges for the training circle in 2014 to show and record the learning achievements of our young volunteers during the training period. Badges were made the learning processes more visible and understandable. Badges helped to structure the learning processes considering better the individual needs. They

guided better all the help and support, which we wanted to give to our volunteer team.

RECOMMENDATIONS FOR BADGES

THE IDEA OF OPEN BADGES IS BASED ON THE DIVERSITY of projects. In order to continue the development of badges as such, we need to get much more experience in many diverse project structures within the youth work.

Open Badges can be a really simple and modern tool for recording learning achievements and processes which are happening in the field of youth work. Many organisations and projects would benefit from the use of Open Badges.



Multiplicator
for European
Competences



Self-Assessment



GOEUROPE.lkj)
Methods



Eurodesk



Communication



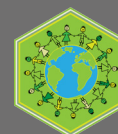
Multimedia



GOEUROPE.lkj)



EU Knowledge



Intercultural
Competences



Pre- and Post-
Processing



Pedagogy



Mobility
Programmes



Argumentation



Old Media



GOEUROPE.lkj)
Participation



EU Institutions



Language
Skills



Reflection



Method
Development



Consulting



Documentation



Online
Community



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Basics



EU History



Culture
Theory



Workshop
Experience



Mobility
Experience



Presentation



Software



GOEUROPE.lkj)
Office



EU Context



Moderation



Social Media



GOEUROPE.lkj)
Team



Communication
Training



Hardware



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EAT: Enterprise Awareness & Training Badges

COUNTRY: United Kingdom

CONTEXT: Youth enterprise awareness and training

LEVEL: Local programme

MORE: <http://www.thinkforwardcic.co.uk/>



ABOUT US

THINK FORWARD C.I.C. IS COMMUNITY Interest Company established with the aim to support and realise personal and professional development for those working with young people, young people's services and communities and community groups.

We reach our goals through Youth and Community Workforce Development; Accreditation and Recognition; Supporting International Youth and Community Initiatives; Programme and Resources Management and Development.

MOTIVATION FOR BADGES

WE ARE THE UK PARTNERS FOR UNIQUE Learning Badges and very much welcomed the opportunity to be a part of this European pilot project. As a local NGO we are registered to deliver a wide range of nationally accredited programmes of recognition and development for young people and those working with young people.

Badge based learning approaches were attractive to us at Think Forward as it was; a new and exciting opportunity, offered a real possibility for genuine active participation of young people in the development of badges, issuing of badges and being rewarded and more specifically recognising their learning through badges.

Open Badges offer the opportunity to support existing accredited schemes as the reward can be instant and maintain momentum and participation for these more long term accredited programmes where certificates and qualification take longer to achieve.

CONTEXT OF USING BADGES

EAT IS A SHORT TERM FUNDED PROGRAMME for young people interested in developing and growing their entrepreneurial skills, awareness and abilities through structured enterprise awareness inputs and training and the opportunity to record progression the ULB's Enterprise Wizard Badges.

BADGE SYSTEM DESIGN

OUR BADGE SYSTEM WAS CREATED THROUGH the consultation and training with the EAT project funders and partners involved. We took in to consideration the existing accredited programmes already available to you young people in this field.

Through researching the existing offers, programmes and accredited initiatives we were able to start to map out the potential areas for our EAT project and then through consultation with the local stakeholders (which included; Youth NGO's, Local Government, Social Enterprise supporters, business specialists and financial advisors), our badge system started to grow.

The EAT Enterprise Wizard Badges are still very much in their infancy and as we very much value the process we have taken our time in confirming the badge systems look, image and the intent and criteria behind them. The badge system we have agreed upon has 3 clearly defined levels that in a way are in line with the standard Bronze, Silver and Gold models.

The starting level is Enterprise Discoverer of which there



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Earn Our



OpenBadges

are 9 sub-badges to complete to automatically obtain this level. The sub-badges cover areas such as understanding your own interest in enterprise, exploring and creating your own 'elevator pitch', remembering and recognising your own trade and barter skills, trying a 'trade up' experiment, researching entrepreneurs you admire and getting to know some 'rags to riches' stories along with some job shadowing and work experience.

The next upper level is Enterprise Investigator which again has 9 sub-badges to achieve to automatically to receive the overall badge level. This goes deeper in to who you are, your skills and interests, your ability to work with others and growing an enterprise idea, identity and business plan.

The third and final level is Enterprise Champion which has 3 sub-badges and encourages more reflection, evaluation and learning from experience and putting theory in to practice.

On completing all three levels you attain Enterprise Wizard status and the final overall badge.

IMPACT OF BADGES

IN DEVELOPING THE BADGE SYSTEM it was important that the badges were accessible, practical and realistic, but also at the same time a genuine challenge. We are still awaiting to apply the experiences and learning of young people who have worked on gaining these Open Badges, but very much look forward to building on the badge based possibility for enterprise badges.

RECOMMENDATIONS FOR BADGES

It's a great platform for participants to recognise, record and gain recognition for their learning. It can also make the planning and sometime mundane preparation phase fun and creative also for the staff team involved in developing and implementing learning programmes for young people.



Enterprise Wizard



Enterprise Discoverer



Enterprise Investigator



Enterprise Champion



Enterprise Bronze



Enterprise Reflector



Enterprise Researcher



Enterprise Silver



Enterprise Analyser



Enterprise Identifier



Enterprise Evaluator



Enterprise Viewer



Enterprise Initial Understander



Enterprise Progressor



Enterprise Thinker



Enterprise Consulter



Enterprise Seeker



Reflective Practitioner



Enterprise Promoter



Enterprise Initiator



Enterprise Experienter



Enterprise Communicator



Enterprise Planner



Enterprise Implementer



Enterprise Realiser

<http://www.learningbadges.eu>

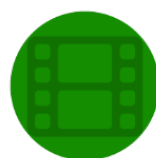


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rede
inducar

Badges for Vocational Education and Training

COUNTRY: Portugal
CONTEXT: Mobility for VET Learners
LEVEL: International programme
MORE: <http://www.inducar.pt>



ABOUT US

REDE INDUCAR PROMOTES NON-FORMAL LEARNING and social integration. We operate internationally through partnerships and networks to achieve an integrated society, based on the empowerment of the individual person, in a culture of collective responsibility and mutual learning. We take on the mission to contribute, in articulation with others, through a diversity of innovative and quality responses, for the facilitation of processes oriented towards transformation of attitudes.

The core of our action is the development of organisations, their human capital and their target groups in general. Inducar conceptualizes, develops, implements and assesses projects directed to governmental, third sector and private organisations. We offer know how and expertise in areas such as non-formal learning/ education, human rights education, cultural diversity, gender balance, citizenship and participatory democracy.

In its 10 years of existence, Inducar has always been engaged in the learning mobility projects in the frame of the Youth in Action Programme and the Lifelong Learning Programme, focusing our approach in the dimension of people's competence development and intercultural learning.

MOTIVATION FOR BADGES

THIS PROJECT IS COHERENT WITH ONE OF OUR CORE actions and helps to promote recognition of non-formal learning. We have been engaged in several cross-sectorial partnerships and initiatives to influence the policy making and implementation of the recognition

of non-formal learning in various projects and learning contexts.

Open Badges is, thus, an opportunity to give shape to the new, innovative and appealing tool and to deepen our conceptual and practical work results in this domain.

CONTEXT OF USING BADGES

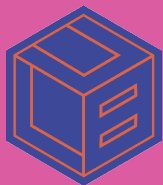
OPEN BADGES FOR VOCATIONAL EDUCATION AND training (VET) participants is a tool to support the process of describing competences acquired during a traineeship or apprenticeship abroad within the Erasmus+ Programme (<http://tinyurl.com/vetlearners>).

This badge system follows the structure of Europass Mobility (<http://tinyurl.com/europassstructure>). It helps learner to develop their competences in a structured way. Such approach makes VET learning more user friendly and motivate participants to share their results with everybody and everywhere.

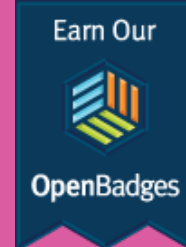
The mobility participants automatically receives a MOBILE VET LEARNER badge for engaging in such a project. They are invited to complete the process of reflecting about learning that took place and competences that where developed. Mentors validates this self-assessment of learning. Upon completing this task the required Europass format is generated automatically.

BADGE SYSTEM DESIGN

THE BADGE SYSTEM FOR MOBILITY OF VET LEARNERS is composed by 6 main badges, which refer



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to each of the competence levels envisioned by Europass: Job-related skills and competences; Language skills and competences; Computer skills and competences; Organisational skills and competences; Social skills and competences; Other skills and competences.

There are 6 sets of mini badges proposed for each level of competence. Participant must have at least 3 validated mini badges to get each of the main ones. Badges are earned by demonstrating the acquisition of the specific competences backed up with evidence in the form of written information, audio record, photos, videos, other people's testimonies or proof that learning reflection was shared with the mentors.

Badges are validated by mentors and issued to participants. The system has some automated features to simplify the mentors' role.

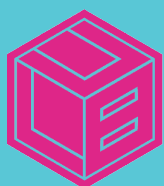
IMPACT OF BADGES

OUR BADGE SYSTEM IS BASED ON PREVIOUS EXPERIENCE of generating Europass Mobility with participants of VET Learners Mobility Projects, but is yet to be implemented. We see the potential for using Open Badges within an impact study project which involves 14 countries, 18 partners and around 200 participants per country.

RECOMMENDATIONS FOR BADGES

OPEN BADGES MUST BE COHERENT WITH EDUCATIONAL approaches in order to use them and develop quality badge systems. Organisations and educators must invest a lot on learning-to-learn, describing units of learning outcomes and developing learning catalogues. Badges can be helpful in breaking the learning experiences into smaller units. Taking that into consideration will promote their use and the development of quality badge systems





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