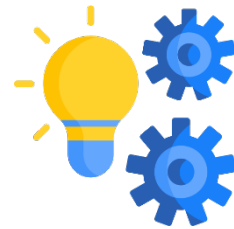




# Erasmus + KA2 Partnerships for Innovation 2024



**Blueprint Alliances for  
sectoral cooperation on  
skills**



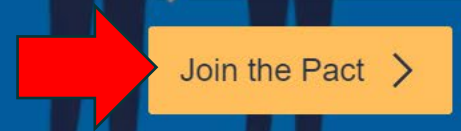
**Tips for Applicants**

# Eligibility

- Proposals must address one of the 14 industrial ecosystems as identified in the Industrial Strategy for Europe (COM/2020/102)
- Rich detail on these industrial ecosystems can be found in the Commission Staff Working Document “Annual Single Market Report 2021” in **Annex 3** (SWD/2021/351 final):  
<https://eur-lex.europa.eu/legal-content/EN/TXT/PDF/?uri=CELEX:52021SC0351&from=en>
- **Only registered members of the Pact for Skills** can be ‘applicants’ (=coordinators or full partners)

# Welcome to the Pact for Skills

The Pact for Skills aims to get public and private organisations together and encourage them to make concrete commitments to upskilling and reskilling adults.



## What is the Pact for Skills?

Save a backup on your local computer (disable if you are using a public/shared computer)

# Application form - Pact for Skills

Fields marked with \* are mandatory.

## Introduction

The Pact for Skills is a shared engagement and approach to skills development. It is firmly anchored in the principles of the [European Pillar of Social Rights](#) and supports the goals of the [Green Deal](#) and the [digital transformation](#), as set out in the Commission communication "A strong Social Europe for Just Transitions".

The Pact aims to mobilise and incentivise private and public stakeholders to take concrete action for the **upskilling and reskilling of people of working age**, and, when relevant, pool efforts in the partnerships.

The Pact can be joint by any private or public organisation or partnership of organisations which aim to upskill or reskill people of working age. The organisation(s) need(s) to be based in one of the Member States, EFTA or candidate countries.

### Would you like to:

- Sign the Pact for Skills charter and make a specific commitment **for your organisation**
- Register **a new partnership under the Pact as the coordinator**
- Subscribe to the **Pact newsletter** and to receive information on the Pact activities *(please note that members of the Pact and members of existing large scale and regional partnerships are automatically registered to the newsletter and other communication activities)*

Standard [Accessibility Mode](#)

### Languages

English

### Contact

[Contact Form](#)

Save as Draft

[Report abuse](#)

# A Pact member is officially registered when:

- The completed application form is submitted with all necessary details
- It must be accepted by the Pact for Skills support services
- The application is accepted only if you have received an email with a confirmation and a registration ID from the Pact for Skills support services.
- Please ensure to make any edits requested by the support service team

# Industrial Ecosystems in Europe

- Social enterprises, associations and cooperatives aiming at generating a social impact, often proximity based

- Passenger transport and travel
- Hotels, short term accommodation
- Restaurants and catering
- Events, theme parks

- Newspapers, books and periodicals
- Motion picture, video and television
- Radio and music

- Retail sales
- Wholesale connected to consumers

Proximity & Social Economy

Tourism

Creative & Cultural Industries

Aerospace & Defence

- Aircraft production
- Space manufacturing and services
- Defense products and technologies

Retail

Textiles

- Production of textiles, wearing apparel, footwear, leather and, jewellery

- Building of residential and non-residential estates
- Building of roads and railways,
- Building of utilities and civil engineering
- Associated activities

Construction

Industrial Ecosystems for the Recovery

Electronics

- Raw starting materials (semiconductor wafers)
- Semiconductor manufacturing tools
- Design and manufacturing of semiconductor components

- Telecommunications
- Software publishing, computer programming and consultancy
- Data processing, hosting, web portals
- Manufacturing of computers, communication equipment and consumer electronics

Digital

Mobility - Transport - Automotive

- Production of motor vehicles, ships and trains, and accessories
- Their repair and maintenance
- Transport

- Pharmaceuticals and other medical products
- Personal protective equipment
- Medical services, hospitals, nursing homes, residential care

Health

Energy-Intensive Industries

- Raw materials
- Manufacturing of products with high environmental impact: chemicals, iron and steel, forest-based products, plastics, refining, cement, rubber, non-ferrous metals, fertilisers, etc.

- Plant and animal production
- Processing of food

Agri-Food

Renewable Energy

- Electric motors, engines and turbines
- Electric power generation
- Manufacturing and distribution of gas



# Activities for Lot 2 Blueprint Alliances

- Activities described in the Programme Guide for Lot 2 **must all** be addressed **in the work plan!**
- The next slide lists the headlines only – pay **attention to the details** in the Programme Guide!



# Blueprint Alliances in a nutshell

- Develop a **strategic approach** to sectoral cooperation on skills (refer to your Pact for Skills partnership – existing or in the making - in the relevant ecosystem)
- **Design** European sector-wide agreed **‘core’ curricula and training** programmes:
  - **Within 1<sup>st</sup> year** of project: address urgent skills needs rapidly (through continuing vocational training)
  - **Throughout** the project: develop training for emerging occupational profiles (for initial VET + HE as well as for continuing vocational training)
- **Deliver** the ‘core’ curricula and training programmes
- Design a **long-term action plan for roll-out** of project results



# Skills Intelligence

- Detailed assessment of current and anticipated skills needs
- Identify urgent skills needs
- Identify emerging occupational profiles
- Clear methodology, also to monitor progress and the evolution of demand and supply of skills
- Feed results into CEDEFOP European Skills Intelligence

# Sector Skills Strategy

- Anchored in the overall growth strategy for the sector
- Activities, milestones, well-defined results, clear task attribution, time lines
- Identify and prioritise emerging occupational profiles
- Identify which digital and green skills are needed in occupations

# Training content – reactive response

- Address urgent skills needs
- Check against ESCO and competence frameworks
- **Within 1<sup>st</sup> year:** Rapid design of continuing vocational training (CVT) for the labour force ( )
- Rapid uptake and use of the training programmes by involving main players networks and clusters  
(such as CoVEs, 3S regions, European cluster partnerships, the EIT knowledge & innovation communities and providers of employment opportunities)

# Training content – proactive response

- Develop modular VET and HE curricula and training programmes for changing and emerging occupational profiles:
  - for the young: initial education & training + related qualifications
  - for people of working age: continuing vocational training + related certificates
  - integrate: key competences, green skills, work placements abroad, work-based learning
- Deliver the curricula and training
  - integrate: work placements abroad, work-based learning

# EU transparency + quality instruments

- Proposals should draw on the classification of European Skills, Competences, Qualifications and Occupations (**ESCO**):  
<https://ec.europa.eu/esco/portal/home>
- ....and **competence frameworks**, such as KeyComp, DigComp, EntreComp, GreenComp
- Proposals should address developments of changing and emerging occupational profiles at upper + post-secondary levels (**EQF levels 3-5**) and at tertiary levels (**EQF levels 6-8**)
- When developing curricula and training programmes, quality assurance should be built in – check against **EQAVET** and **ESG**

Good luck!